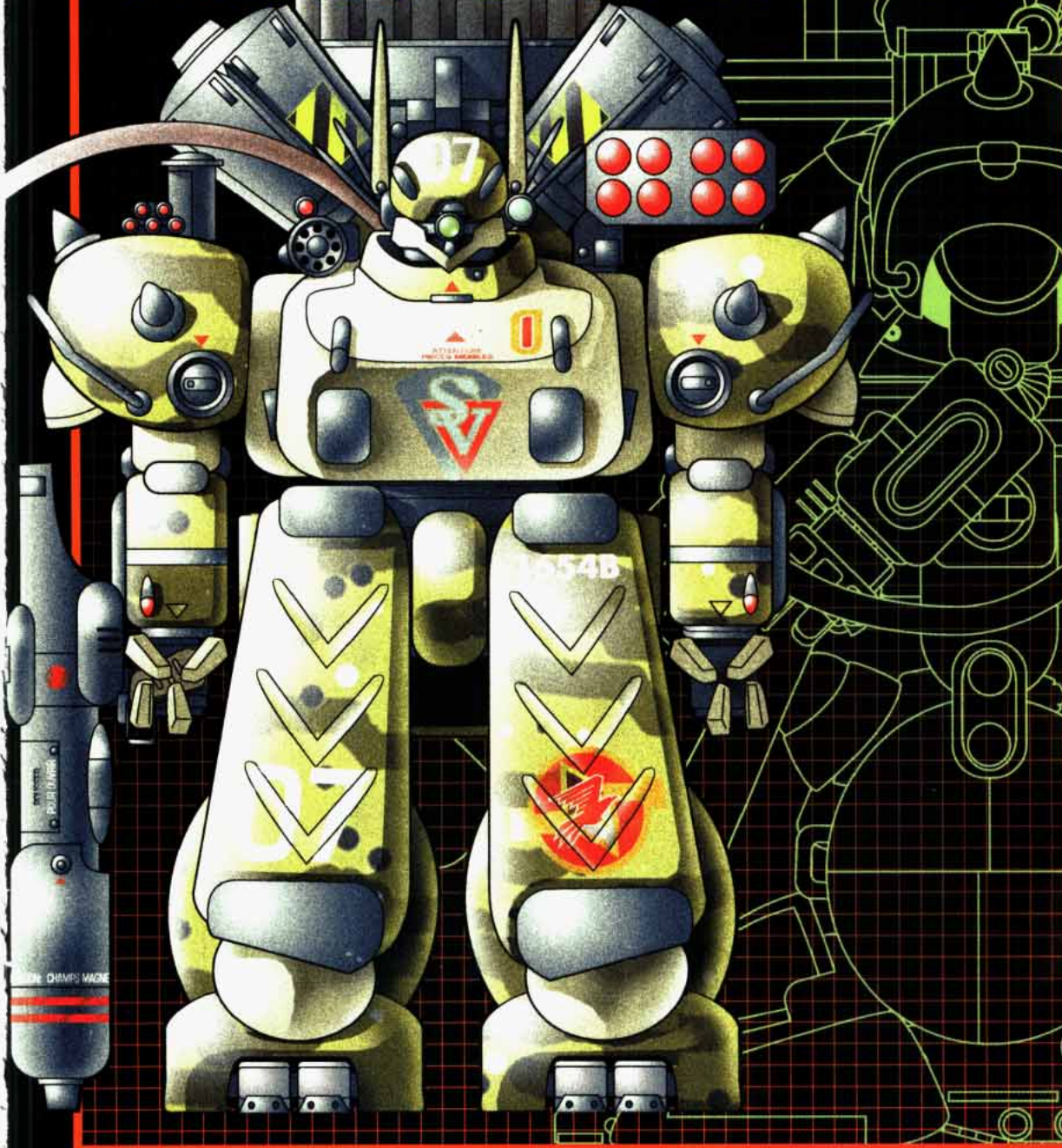SOUTHERN VEHICLES COMPENDIUM ONE

DP9-026

GEARS & STRIDERS

SHIELDS OF HONOR

HEAVY GEAR SOURCEBOOK

DREAM POD 9

SOUTHERN VEHICLES COMPENDIUM ONE

GEARS & STRIDERS

SHIELDS OF HONOR

"All right, rebels, you asked for it!"

The huge armoplast and durasheet fist of the Cobra MP smashed through the concrete wall with explosive force. Clouds of gray dust flew in the closed quarters of the barracks as rebel MILICIAmen scampered to find cover. The hulking military police model, its massive Piston Punch already retracting, backed up a few paces to make room for an Iguana MP, which stepped into the chamber. The smaller Gear's Riotmaster frag cannon made an ominous noise as a round of deadly flechette ammunition entered the chamber.

"Surrender is no longer an option, rebel scum."

The Vehicle Compendium series showcase the most common pieces of vehicular equipment used by the armed forces of Terra Nova in the 62nd century. This second volume contains the Gears and striders originally found in Field Guides S1 and S2, along with all the weapons, perks and flaws found in these two books, and a wealth of new material.

This Compendium provides descriptions, service records, blueprints and game statistics for fourteen of the most commonly used southern Heavy Gear classes, along with seventy vehicles based on these basic chassis. Three strider classes and seven variants provide additional fire support. The future is also covered with in-depth examinations of five Gear and strider development projects currently under study. Fifteen vehicular weapons are also detailed, as well as sixteen Perks and Flaws. The Southern Vehicle Compendium contains much more vehicle-related information, such as:

- The complete development history of the South's first Heavy Gear, the Jäger;
- The history, organization and area of expertise of six Gear-related corporations;
- A listing of tactical missions and theaters of operation, along with their use in the tactical game;
- A guide to the Vehicle Recognition codes;
- An examination of the most commonly used camouflage patterns;
- A complete description and floor plan for a typical MILICIA advanced firebase;
- And multiple game aids such as blank vehicle sheet, comparative vehicle charts and a complete listing of current Heavy Gear weaponry.

HEAVY GEAR®

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DREAM POD 9

DP9-026

HEAVY GEAR

Southern Vehicle Compendium — Behind the Scenes

One of the most important objectives of Heavy Gear as a game line and fictional setting is credibility. While the primary objective of any roleplaying or tactical game is to entertain, we have always striven to do so within a realistic (although fictional) framework. Every new addition to the Heavy Gear universe — be it a character, organization or a piece of equipment — is somehow rooted in the real world. This is especially true in the realm of technology, where almost everything must be explicable according to "hard science."

Of course, creating a fictional setting for a game imposes limits that the real world does not. In the case of Terra Nova — a game setting divided between North and South — one important "unrealistic" element is play balance. Unlike the real world, where nations vary a great deal in military strength, in Heavy Gear we need to keep North and South on a relatively even keel (at least until the storyline hits high gear — no pun intended).

Since Heavy Gear is a tabletop wargame, both sides must have access to a variety of weapons and vehicles (mostly Gears) that players can use on the field. One side cannot have an overwhelming superiority or the game loses interest.

The temptation is always to simply clone the forces of one power on those of the other, hence ensuring perfect equality. We have always tried to do better. While some duplication does occur (the Hunter and the Jäger, for example) we always do so for a reason. For the most part, however, the Gear and striders in this Compendium have a different character from those in its "cousin," the Northern Vehicle Compendium.

The differences reflect the different strategies and national characters of the two Terranovan confederacies. These contrasts between North and South are also seen in the background information provided, which explores the history of Gears in the South and those who manufacture them.

Welcome to the jungles, time choose your weapons . . .

SHIELDS OF HONOR

DREAM POD 9 TEAM

TABLE OF CONTENTS

LAST STAND

Sergent Alia Muna-Habib took a deep breath before activating the explosives. The small shaped charge attached to the armored door's lock detonated with a roar, blowing a hole the size of Alia's head into the Badlands habitat.

Sergent Lyle Oglin , 9 mm at the ready, moved quickly to pull open the door while she brought her shotgun to bear and Sergent Lussian Salban covered her back. She saw one guard pull out a sub-machine gun and she fired without hesitation, punching through his chest and throwing its contents across the vestibule's back wall. The three SIU agents slipped inside quickly. This was not at all what they had planned.

Major Augusta had laid out a simple plan. They had identified a Saragossan People's Front for Independence base camp in the Badlands. Intel reports had identified it as a storage facility, lightly guarded. They had been sent to neutralize it . Alia, Lussian and Lyle would take their Gears in from the east, while the rest of the team came in from the west. They hadn't counted on ECM knocking out all communications once they got inside the perimeter, but that was nothing compared to the pop-up mines that had disabled their Gears close to the buildings. Now they were stuck using hand weapons and Lyle was limping on a wounded leg. All in all, a bad day.

Alia and Lussian exchanged point as they moved from room to room. Lyle tried his best to keep up, but he needed medical attention, and soon. He winced every time he moved as the effects of the painkiller patch started to wear off.

"Damn!" Lussian ducked back from the corner he had just peered around as automatic weapons fire tore into the wall near his head. Kneeling, he popped off a few quick shots. Lussian was great in a Gear, but he had only basic training in small arms. Alia signaled for him to use a grenade. The explosion was deafening and final.

Alia looked around quickly before giving her orders. "Okay, we have to get to the back of the building. There we can hold position and move to the next one. Go."

The three agents made quickly for the end of the hallway, checking any intersections, but letting closed doors stay that way. They had advertised their presence enough already and they needed to find a defensible position soon. Alia was about to try and override the electronic lock on the door of what she hoped was a control room — that ECM had to be knocked out, and soon — when it opened of its own accord. A Spiffy brandishing an assault rifle was standing right there; he fired almost reflexively.

Alia fell backwards, numb and barely aware of her teammates firing over her head to neutralize the shooter. She didn't feel Lussian grab her under the arms and only noticed he was there when he dragged her back with Lyle covering them. The pain hit her as they ducked into a small closet halfway down the hall.

She felt her flak jacket, hoping her hand wouldn't come up bloody. It didn't, but she was pretty sure the kinetic force of the shot had broken at least two ribs. She could be bleeding internally. They were in deep trouble. Looking over she saw that Lyle was slowly slipping into shock from the loss of blood.

Alia took Lyle's sidearm and pulled out her own once she had raised herself to a sitting position. With one pistol in each hand she looked like something out of a cheap holofilm. Well, at least she was going out in style. She and Lussian were about ready to make a suicide rush at the Spiffies when the wall of the closet they were in collapsed.

Wounded, dust and bright sunlight in her eyes addling her perceptions, Alia didn't recognize the silhouette of "Julius," a very familiar *Spitting Cobra*, until Miranda Petite's voice cut through the static in her headset.

"Can't I ever leave you alone, Alia?"

4

1.1 INTRODUCTION

The Terra Nova Vehicle Compendiums are meant as a set of quick reference manuals for students of military history on Terra Nova. Within these books are the statistics and specifications for the most common military equipment used by the armies of Terra Nova. This volume, The **Southern Vehicle Compendium**, is dedicated to Heavy Gears and striders that saw service in the armies of the leagues of the Southern Hemisphere. The only models listed here are those that are common to several leagues, city-states or paramilitary organizations — designs or variants used by a single league will be examined at a later date in other manuals.

While meticulous care was taken to ensure that this compendium is accurate and up-to-date, the ever-changing nature of vehicles and the secrecy of military-related designs make this task Herculean at best. The reader must also take into consideration the fact that most of the information contained within this compendium originates from the manufacturers themselves and reflects generic, minimally trained Gears. Depending on individual machines and maintenance records, field performance might differ from that published here. Since the last edition, some specifications and statistics have been modified to reflect newer, more accurate information.

This manual is divided into several chapters, each covering a specific subject. Chapter one explains the various new elements found in the vehicle statistics: the tactical uses icons, the color schemes and the availability numbers. Chapter two tells the story of the development of the *Jäger*, the first southern Heavy Gear. Six well-known companies that manufacture either Gears or Gear parts are examined in detail in Chapter three.

Chapter four constitutes the meat of the book and introduces fourteen Heavy Gear chassis and three strider chassis presently in use, along with seventy commonly seen variants (chassis and variants are explained below in subsection1.2.1 and further). Each vehicle is fully detailed, both in terms of background and game statistics. Chapter five is built along the same lines, but presents five research programs currently under way to create new and more advanced vehicles. Chapter six includes all the weapon systems that were found in the old (now out of print) field guides, compiled and arranged in alphabetical order for convenience. This chapter also includes all the Perks and Flaws of the field guides, again compiled and alphabetized. Note that even though they are presented in The **Southern Vehicle Compendium**, these weapons and systems can be used by any faction with no restrictions other than what the Gamemaster sees fit to apply.

Chapter seven contains multiple tools that should prove useful to all Gamemasters (and to the players, to some extent). These tools run from the explanation of the complex vehicle identification system used by all leagues on Terra Nova to the camouflage patterns used by the armies of the South. Diagrams show the relative distribution of each of the vehicles shown in this book. Finally, a typical field garage and maintenance shed is examined in detail, ready to serve as a base of operations for a group of players in the field. The book closes with an appendix, which contains various game aids such as a chart that allows the Gamemaster and players to compare the vehicle statistics at a glance, and blank vehicle and squadron sheets.

The Southern public has a voracious appetite for information on Heavy Gears of all kinds and many trideo dramas, documentaries and resources are widely available. **Jäger Integral**, an on-line library of information on the first Southern Gear, is among the most popular. From **Southern Life**, 10 Spring TN 1930.
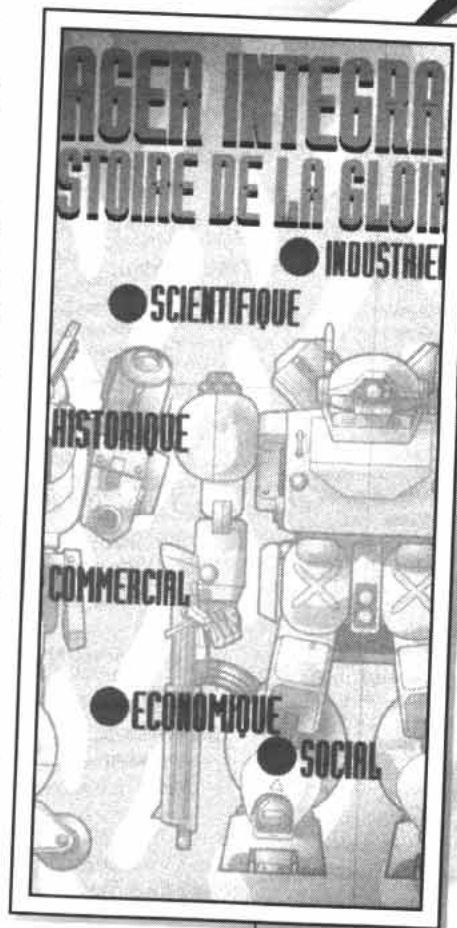
1.1.1 CHASSIS AND VARIANTS

For the reader's convenience, the vehicles in this book have been divided into two general categories: chassis and variants. For the purposes of the game and its background, there is no practical difference between the two. The division has been made purely to maximize the page content of this book and to indicate the origins of each Gear. Both categories feature vehicles that are in full-fledged production or have been permanently modified into their current configuration.

A chassis is the basic production model of a certain vehicle type; the *Jäger* is a prime example. Chassis are often mass produced and easily recognizable in shape and function, and they form the core of the armies. Because chassis are so common, we have devoted three full pages to each, along with a listing of their full gaming statistics. Variants based on a particular chassis will use this set of game statistics as a base for their own, through a set of modifications (see page 6). The full explanation of the chassis sub-sections can be found on the next page.

A variant is a vehicle derived from another. In general, variants involve small modifications to the mass-produced chassis to answer a specific need. They can differ in terms of operational role, performance, equipment or weapon payload, but they tend to share the same basic structure as the design on which they are based. Variants can either originate from the factory or the field — no distinction is made within the book, except perhaps in the production type. To save space, the statistics of each variant are given as modifications to the statistics of the chassis. For example, the *Blitz Iguana's* statistics are given as modifications of the game statistics of the *Iguana*. The Threat Values supplied have been calculated after the modifications were applied to the basic game statistics and can be used, as is, to evaluate the strength of a combat group.

In general, chassis have a Southern identification code that ends in SU (for Soldat Use), while variant codes end in a task-specific suffix, such as AS (Assault), or PT (Paratrooper). The chassis and variant, however, will share the same basic code that indicates frequency and general size. For example, all *Jägers* have a code beginning with OACS-01M. The few exceptions to this rule cover Gears that are based on a previous model, but whose modifications are all-encompassing enough that they have become a chassis in and of themselves. The high-technology *Chameleon* (related to the *Iguana*) and the *Black Adder* (related to the *Sidewinder*) are only the two most obvious examples. Southern identification codes are explained in full on p. 201.

1.1.2 DEFINITIONS

The information contained in the presentation of the various chassis is divided into several tables for easy access. The tables are grouped into subsections, which are Vehicle Specifications, Weapon Payload, General Stats, Vehicle Availability, Optional Equipment and the Weapons Location Diagram. The following text describes each sub-section and how to use it.

Another subsection, Modifications, is found only in the text of the variants and lists how the vehicle differs from the chassis on which it is based.

• VEHICLE SPECIFICATIONS

The Specifications subsection is a single table containing the basic information about the vehicle, including product, physical, tactical and engineering data.

Product data includes the production code, manufacturer, cost and use. Physical data includes the weight (expressed in kilograms), height and width (in meters) of the main hull, without its various accessories, i.e. antennae and sensor pod extensions are not counted. The tactical data listed includes the various movement modes available to the vehicle along with the corresponding maximum speeds that can be attained on clear ground (Note: a vehicle's "true" top speed, known as its road speed, is one and a half times the speed on clear ground). Finally, there is some basic engineering data such as the type and name of the powerplant(s), their power output, and the type and thickness of the armor plating (when any is used).

• WEAPON PAYLOAD

The Weapon Payload subsection is a fairly straightforward table. It lists, in order of importance, the various weapon systems carried by the vehicle. This list includes the name and/or code of the weapon's primary manufacturer, its caliber (where applicable) and the ammunition payload. In some cases, where space is available, the type and method of loading of the ammunition carried is also supplied.

• GENERAL STATS

General Stats is a collective term that covers the statistics found in the General Stats, Movement, Electronics, Armor, Weapons Summary, Perks, Flaws and Defects tables which contain the basic game information required to use the vehicle in a Heavy Gear tactical battle. To ensure that scenarios can be put together quickly, all information not directly relevant to the game has been moved to the Specifications table. This includes the cost, production type, deployment range, sensor range and communication range.

The rest of the data found in the General Stats subsection directly applies to the game and can be recopied on a blank sheet of paper. Alternately, players can photocopy the Blank Vehicle Sheet at the end of this book and fill it with the stats, or they can buy the pre-filled Data Sheet packs.

• VEHICLE AVAILABILITY

Vehicle Availability is a table with two new statistics that have just been introduced to the Heavy Gear universe: the Availability Threshold and the Maximum Number of Units in the Field. These are meant to reflect how common a vehicle is and help the Gamemaster (or the players in a pure tactical scenario) use a realistic number of vehicles of each given design. For example, *Jägers* are so common that they are likely to participate in almost every battle. On the other hand, a highly specialized and secret model such as the *Chameleon* stealth Gear is unlikely to participate in a routine border patrol, and even if it does, not more than one will be available. The use of the Availability factor is fully explained on page 9.

• OPTIONAL EQUIPMENT

Optional Equipment is just what the name says, common options that are available to further customize the vehicle for a specific mission. Not all vehicles have been designed with this in mind, and many options are modifications made by troops in the field to answer a specific need. Not all vehicles routinely use options — only the most common are listed.

• WEAPON LOCATION DIAGRAM

The Weapon Location Diagram is a small schematic found on the third page of each chassis. It shows the vehicle from the front and side and includes arrows and lines that point to the various weapons carried by the vehicle. In certain specific cases, the diagrams are also used to show some particular equipment mounted on the machine, such as a target designator, electronic warfare device or airdropping package. When space permits, the Weapon Location Diagram will also include a few notes on points of interest on the machine.

• MODIFICATIONS

The Modifications sub-section is a table found only on the pages where the variants of each chassis are shown. As the name suggests, this table lists, in as much detail as allowed by the available space, the modifications and changes that need to be applied to the basic statistics of the chassis in order to get the statistics for that particular variant. Using this method, although it requires a bit more work on the part of the reader, saves a lot of space that would otherwise be wasted in repeating already published information.

1.1.3 TACTICAL USE ICONS

Special icons will be used for several purposes in this book. Beside the usual codes indicating the content of a given chapter or section, icons have been attached to each vehicle to suggest the best tactical uses for that particular unit. A tactical use is a mission, or function, that is easily handled by the type of equipment or armament carried by the vehicle. It may also be a type of mission for which the vehicle is particularly suited due to its performance profile — one should not, for example, expect a heavy fire support unit to perform well on a lighting strike raid.

The following paragraphs describe the various tactical uses icons used throughout the book.

• GENERAL PURPOSE

General purpose vehicles are jacks of all trades. They may fulfill almost any mission requirements, though they will seldom perform nearly as well as a more specialized unit. General Purpose vehicles are thus best used as straightforward front-line combat machines in an all-out confrontation. They fulfill the role of a vehicular basic trooper and can be used for both offensive and defensive missions, as well as more mundane assignments such as sentry duty or escort. They are generally simple in design and can thus form the core of a mechanized army.

• SCOUT

It is said that information is power; certainly, one cannot harm the foe without knowing where to strike first. Even in the age of satellite detection, nothing beats a friendly eye on the ground nearby. Scout machines are generally fast and agile, capable of avoiding the enemy's notice as they skirt his position, trying to garner as much information as possible before returning to base. Often, scout machines carry dedicated electronic equipment and are capable of designating targets for fire support units. Scouts generally make poor fighting units and should avoid combat.

• FIRE SUPPORT

Fire support can often means the difference between life and death. The hallmark of the fire support unit is the presence of a hard hitting, indirect-fire weapon capable of great devastation. Fire support units usually hang as far back as possible and actively avoid contact with enemy units. For maximum battlefield effectiveness, fire support machines need to be paired with a forward observer of some kind who can relay target coordinates. Because of their size, fire support units are generally slow and cumbersome and must therefore actively avoid close combat.

• ASSAULT

Assault units have been designed for one mission type: brutal frontal attack. They sport heavy armor — most, if not all, of it mounted on the front half of the hull — and carry high firepower, both of which are supposed to help them survive the most dangerous mission type ever conceived. Assault machines excel in search and destroy missions, but fare poorly in defensive and specialized roles. They also require extensive support in the field as they tend to suffer from low endurance (mostly ammunition-wise) and are rarely capable of extended missions.

• ENGINEERING

Engineering vehicles feature high output engines and various tools that allow them to perform maintenance and construction tasks such as reloading ammunition, building bridges and fortifications and towing disabled units. Most vehicles capable of performing engineering tasks have been specifically designed for this function and very few carry any armament. Some combat vehicles, by virtue of their strength, are capable of performing a few engineering tasks, such as towing equipment.

• COMMAND

Command vehicles are used as "focal points" for a combat group. They are equipped with additional communication equipment and ECCM devices to make sure that they can remain in contact with both the troops under their command and their command post. Since there is, at most, only one command unit per squadron, they are proportionately rarer than other units, but remain somewhat common. Depending on the mission and the commanding officer, command units may hang back from the battle or participate in the melee. It is important to remember that command vehicles are a prize target for enemy gunners and should be well protected by their units.

• ELECTRONIC WARFARE

Not all battles are fought and won with bullets and missile launchers. A vehicle with no sensors and no contact with headquarters or its commanding officers is easy prey for enemy units. Electronic warfare units carry powerful ECM and ECCM equipment that allows them to disrupt or intercept enemy sensor and communication signals. They are useful as an electronic shield against fire support units (who then cannot receive coordinates from their forward observers) and can disrupt the integrity of the enemy's command structure while preserving their own. Electronic Warfare units are rather specialized and are rarely seen in large numbers. Whenever possible, they should be kept out of heavy combat.

1.1.4 TERRAIN ICONS

Another set of icons is used to indicate the type(s) of terrain where the vehicle is most often used. For example, few *Water Vipers* will be deployed across the savannahs leading to the Badlands, because their submarine capabilities would be useless there. These icons may influence the vehicle selection process by modifying the Availability Thresholds (see next page).

The following paragraphs describe the various terrain icons used throughout the book. Almost all of these icons can be tied to the camouflage pattern used in that specific environment. For more detail about the color and application of these patterns, refer to *7.2 Color Schemes*, on page 203.

• DESERT

Although the Badlands contains a multitude of different terrain types, it still features quite a lot of empty, flat desert. The battleground is designated as Desert terrain when at least 50% of the playing surface consists of Clear or Sand hexes. Vehicles with the Desert terrain icon add +2 to their Availability roll.

• BROKEN GROUND

The Badlands is home to several important mountain chains, expanses of mesas and endless rock-fields and ancient dry river-beds. The battleground is designated as Broken Ground when at least 50% of the playing surface consists of Rough hexes. Vehicles with the Broken Ground terrain icon add +2 to their Availability roll.

• MOUNTAINS

For a time, Terra Nova was very geologically active — less so in the Southern Hemisphere, but still enough to produce some impressive peaks. The battleground is designated as Mountain terrain when at least 75% of the playing surface consists of Rough hexes or there are at least three different levels per map. Vehicles with the Mountain terrain icon add +2 to their Availability roll.

• WOODLAND

The warmth and humidity of the Antarctic have produced vast fields of giant ferns (called Sapa trees) the size of proper trees. The battleground is designated as Woodland terrain when at least 50% of the playing surface consists of Woodland hexes. Vehicles with the Woodland terrain icon add +2 to their Availability roll.

• JUNGLE

The hot and humid climates of the lower basins of the Southern Hemisphere have allowed huge rain forests to prosper. The huge vegetation and the high humidity wreak havoc with sensors, making combat a lethal, close-range affair. The battleground is designated as Jungle terrain when at least 50% of the playing surface consists of Jungle hexes or 75% consists of Woodland hexes. Vehicles with the Jungle terrain icon add +2 to their Availability roll.

• SWAMP

In some regions of the planet, water from the MacAllen network seeps to the surface and a swamp ecology develops. The battleground is designated as Swamp terrain when at least 50% of the playing surface consists of Swamp hexes or 75% consists of Water hexes. Vehicles with the Swamp terrain icon add +2 to their Availability roll.

• POLAR

Because of its position in the sky, Terra Nova features very few locations that can be truly referred to as polar, but they do exist. Combat there is quite unlikely, however. The battleground is designated as Polar terrain when at least 50% of the playing surface consists of Snow or Ice hexes. Vehicles with the Polar terrain icon add +2 to their Availability roll.

• WHITE SANDS

White sand is one of the most dangerous substances on the planet — few will willingly fight near its corrosive influence. The battleground is designated as White Sand terrain when at least 25% of the playing surface consists of White Sand hexes or 50% consists of White Sand Rough or Deposit hexes. Vehicles with the White Sands terrain icon add +2 to their Availability roll.

• URBAN

The urban battleground is rarely found within the heavily fortified walls of a city-state and is much more likely to occur in the crowded streets of neighboring towns and villages. The battleground is designated as Urban terrain when at least 50% of the playing surface consists of Urban or Dense Urban hexes (in any proportion, not including Roads or Bridges). Vehicles with the Urban terrain icon add +2 to their Availability roll.
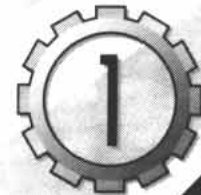
1.1.5 AVAILABILITY

Not all machines are common. Some models have been phased out of production, others were never manufactured in great quantities in the first place. To reflect this, each machine has been given what is refered to as an Availability Threshold. The threshold reflects how rare/special a specific vehicle is.

If a specific model is desired, the player must roll equal to or above this threshold on two dice. Fumbles are treated as a roll of one. Modifiers for ranks, skill levels and unit priority may apply to the roll. If the roll fails, the vehicle could not be located or was not assigned to the unit. Note that some vehicles are so common they have a threshold of one: they are considered to be always available.

Availability Thresholds do not exist to serve as an iron-clad limit on the units brought into a **Heavy Gear** game. In tactical scenarios, the Threat Value system already ensures that opposing forces will be balanced even if they include units that are in fact very rare on Terra Nova. Rather, the availability system is designed to give players, if they wish, an easy way to remain consistent with the setting established in the various **Heavy Gear** products. While it may be fun to play a game pitting whole squads of *Kodiaks* and *Panthers* against a force of *Snakeye Black Mambas*, such a combat is unlikely to ever happen on Terra Nova. As a simple amusement, an unlikely battle can be a great deal of fun, but **Heavy Gear** remains a game based on the principle of integrating tactical gaming and roleplaying, and a certain "realism" in the distribution of forces is necessary for such an integration to take place.

Availability Thresholds are most easily used in tactical **Heavy Gear** scenarios and campaigns. In simple, improvised, head-to-head scenarios (a typical search and destroy skirmish in the Badlands, for example), unmodified Availability Thresholds help to ensure a realistic mix of forces on either side. Each vehicle description in Chapters 4 and 5 also lists the suggested maximum number of any unit type on the field at any one time. Together with the Threshold, this number limits the use of cutting-edge vehicles. In more detailed tactical scenarios and campaigns, the whole list of modifiers can come into play when players choose their forces. In scenarios with a Gamemaster — where the forces are often fixed ahead of time — the thresholds and modifiers should be consulted as a guide to what forces can realistically be present in any given situation.

AVAILABILITY THRESHOLDS

Threshold	Level
1	Very common; available almost anytime, anywhere
2	Common; can be found with little effort
3	Common
4	Common
5	Uncommon
6	Hard to find
7	Very hard to find
8	Restricted machines
9	Very limited production runs
10	Only a few units in existence
11	Prototypes
12	One of a kind

DIE ROLL MODIFIERS

Situation	Modifier
Civilian	-3
Rover	-2
Badlands Militia	-1
Enlisted Ranks	+0
NCO Ranks	+1
Officer Ranks	+2
Veteran crew	+1
Elite crew	+2
Legendary crew	+3
Vehicle has proper terrain icons	+2
Vehicle does not have terrain icons	-2
Elite Unit	+2
Task Force	+1
Front-line Unit	0
Second-line Unit	-1
Disfavored Unit	-2

PALACE RAID
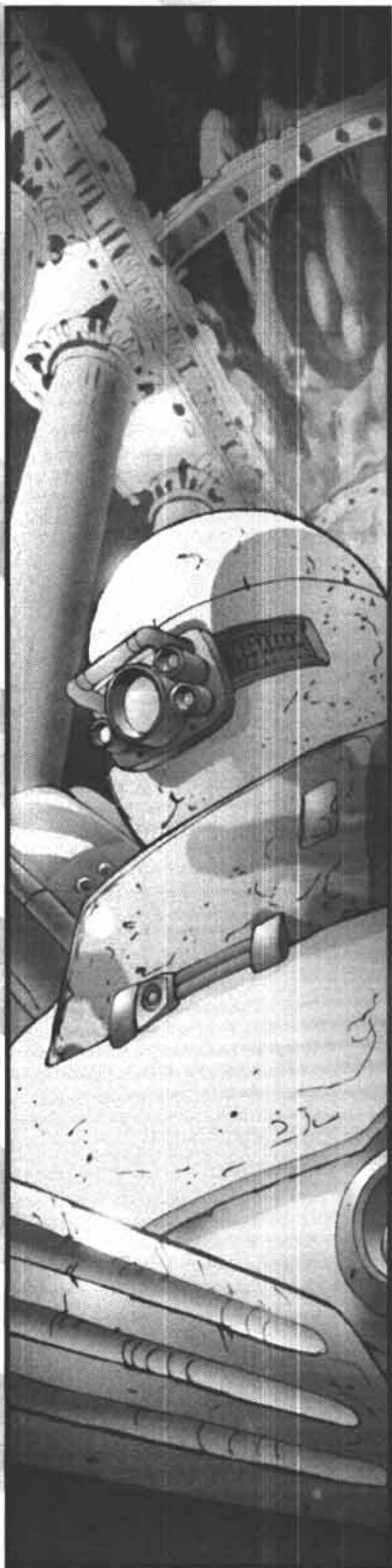
"Okay, saddle up. Drop in ten minutes."

Caporal Kiria Natan unfastened her restraints and pulled on her helmet. The air transport rocked as she made her way to the cockpit of her war machine. Settling into the pilot's seat — the padded foam conforming itself to her body — she powered-up the cockpit systems and closed the hatch. The holoscreen before her eyes came to life and the comm line to Sergent Pol crackled as it came on-line.

"Alpha Three set."

Kiria went through the last-minute check list, making sure her Gear was prepared. Weapon systems registered as ready, the sensor eye in the machine's bulbous head was reading just fine. She had checked the pallet already and everything was right.

"Approaching target." The air transport pilot's voice came in over the internal comm channel. Kiria could feel the aircraft bank to approach the city-state. She held her breath. "Mark."

The rear bay door slid open and the cabin was filled with the roar of escaping air and the thunder of the transport's engines. In front of Kiria, Alpha One — piloted by Sergent Pol — was released and slid back along the rail, dropping into the void in seconds. Alpha Two was next, and then Kiria felt the latch bolts on her air-drop pallet release their grip. The rumble of moving along the rails stopped suddenly and free fall began.

"One. Two. Three," Kiria counted the seconds until the parachutes deployed. "Four. Five. Six."

She jerked upward as the large dark chutes caught the air. Their paraglider form allowed limited maneuverability and Kiria concentrated on hitting the target LZ. Alphas One and Two were gliding in on target and her sensors showed Four and Five slightly above her doing the same. The city below was darkened by night and the requisite black-outs of wartime, but the *Jäger*'s night vision lenses clearly revealed the besieged city-state of Skavara, its emirate palace a jewel in its center.

Kiria knew ground-assault aircraft were covering their descent and guided bomb strikes could be seen in the northern quarters of the city, answered by the bright laser lances of AA fire. The palace defenders seemed to be focused on that attack, because Alpha cadre (and the other cadres dropping around them) made it to the ground intact.

The shock of landing was jarring. Even with the pallet's mighty shock absorbers and the *Jäger*'s legs deflecting the force of impact, Kiria felt like she had lost a few fillings. The braces of the pallet blew off a second after landing and Kiria kicked her *Jäger* into gear.

As planned, they had landed in a courtyard within the palace's exterior wall; alarms were sounding. Alpha cadre went into action as a unit. Kiria fired a rocket salvo at the nearest guard tower, protecting their current position, while Alphas Two and Four sent deadly autocannon fire into the palace guardhouse barracks at the end of the courtyard.

Within a minute, the location was cleared and the heavy iron gates leading to the inner gardens had been ripped off their hinges. Kiria took the point, marveling once again at how smoothly her large Gear moved. Her anti-personnel grenade launcher eliminated an unlucky foot patrol and the cadre moved deeper into the palace complex, ever closer to their target.

Part of Kiria admired the beautiful architecture her cadre-mates were busy firing rockets into, but she had no time for niceties. They had an emir to kill and a war to win no matter what the cost.

2.1 BACKGROUND

The Southern Republic's introduction of its *Jäger* Heavy Gear in the late seventeenth century is remembered not as a technical success like the development of the Northern *Hunter* (see **Northern Vehicle Compendium**, p. 10), but instead as a victory of Southern covert operations and military strategy. Indeed, over the last 250 cycles, production *Jägers* and *Hunters* have largely been distinguished only by cosmetic details. While a certain amount of technical innovation has paralleled the history of the *Jäger*, the acquisition and utilization of the technology is far more important in understanding the Southern relationship with the Heavy Gear.

In the late TN 1660s, the Southern Republic was mopping up the few city-states and areas that had not yet fallen to its unifying force or found shelter in the Mekong Dominion or Humanist Alliance. A rough and ready status quo was establishing itself and the Republic began to look north across the Badlands. In the Arctic, the Northern Lights Confederacy and the Western Frontier Protectorate were in the process of trying to stop the expansion of their powerful neighbor, the United Mercantile Federation. The Republican government — like the NLC and the WFP — saw the UMF as a threat.

Southern strategists watched with interest as a combined Norlight and Western force marched into the UMF in TN 1669. The traditional infantry/armored force met with unexpected opposition outside Pioneer in the form of modified *Hardhat* Work Gears. In the broken terrain, the walker vehicles were able to fight the tanks and infantry to a standstill. Although it would take Mercantile high command several cycles to recognize the value of military walkers, the Southern Republic saw immediately how valuable such a vehicle could be.

In TN 1670, the Anthropomorphic Battle Vehicle Center (ABVC) opened in Siwa Oasis under a shroud of secrecy and was charged with developing a versatile warrior Gear for the Republican Army. Early attempts to reproduce the Mercantile variations of the *Hardhat* were successful, but taking the design process further proved to be extremely complex. The computer control systems were especially troubling and when ABVC came up for review in TN 1672, all its engineers could show for the billions of dinars invested was an upgraded version of the *Hardhat* known as the AEV-1 *Chevalier*. Anything more was simply too complex to control with current computer technology. The ABVC was shut down by the military review board and its funding redirected to pay for the final modifications on the new *Viking* tank.

The solutions to ABVC's design problems would ultimately not be provided by a technical breakthrough. Although the team assembled at the center would make some very important contributions to Gear design, the *Jäger* owes its existence to the infamous skill of the Southern Republic Intelligence Directorate (SRID). A deep cover agent within the UMF and the use of highly-trained commandos, rather than the skill of Republican engineers, would be the mid-wives of the *Jäger* and, by extension, of Republican Gear development.

About the Authors

Shields of Honor is a unique opportunity to glimpse the power and strength of the Republican Army and, by extension, of the Antarctic as a whole. In these pages, readers will find a near-complete listing of the Gears and striders that form the soul of the armed forces defending our hemisphere and ensuring security in our time. From the breakthrough of the first *Jäger*, to the prototypes still under development, this tome covers the most impressive collection of military hardware currently in or out of service.

Shields of Honor is a collective effort produced with the full cooperation of the Southern MILICIA and the Republican Army and published by Presse Militaire de Réunion (PMR), publishers of *Vie Militaire* and *La Grande Armée*, two of the most respected military periodicals in the Republic. To produce this comprehensive text, PMR has assembled a crack team of experts and editors.

Adjudant-Chef Alexandre Deveau-Tour, ret., served for eighteen cycles in the Technical Services Corps of the Republican Army, where he worked with Gears and striders in many different capacities. After being the chief of maintenance for the 5th Cavalry Legion, Deveau-Tour retired to the private sector and serves as the senior editor of PMR's on-line *Technologie Militaire*. Historical information was provided by Professor R. Porbert Bolus of Garamond University, a recognized expert in the history of the military Gear. Bolus is especially well-known for *Ahead of Its Time*, his six-volume work on the development of the *Anolis* scout-Gear. Technical illustrations were provided by Studio Le Normand Barbu, PMR's in-house graphic studio, whose previous work includes *Weapons of the South*.

Many military consultants were invaluable in maintaining the accuracy of *Shields of Honor* and the commentary of MILICIA Commandant Jan Kollaire was especially critical. Kollaire, commander of Gear training at the Marabou Military College, provided many of the anecdotes and bits of military lore that give this tome the ring of truth.

CLASSIFIED
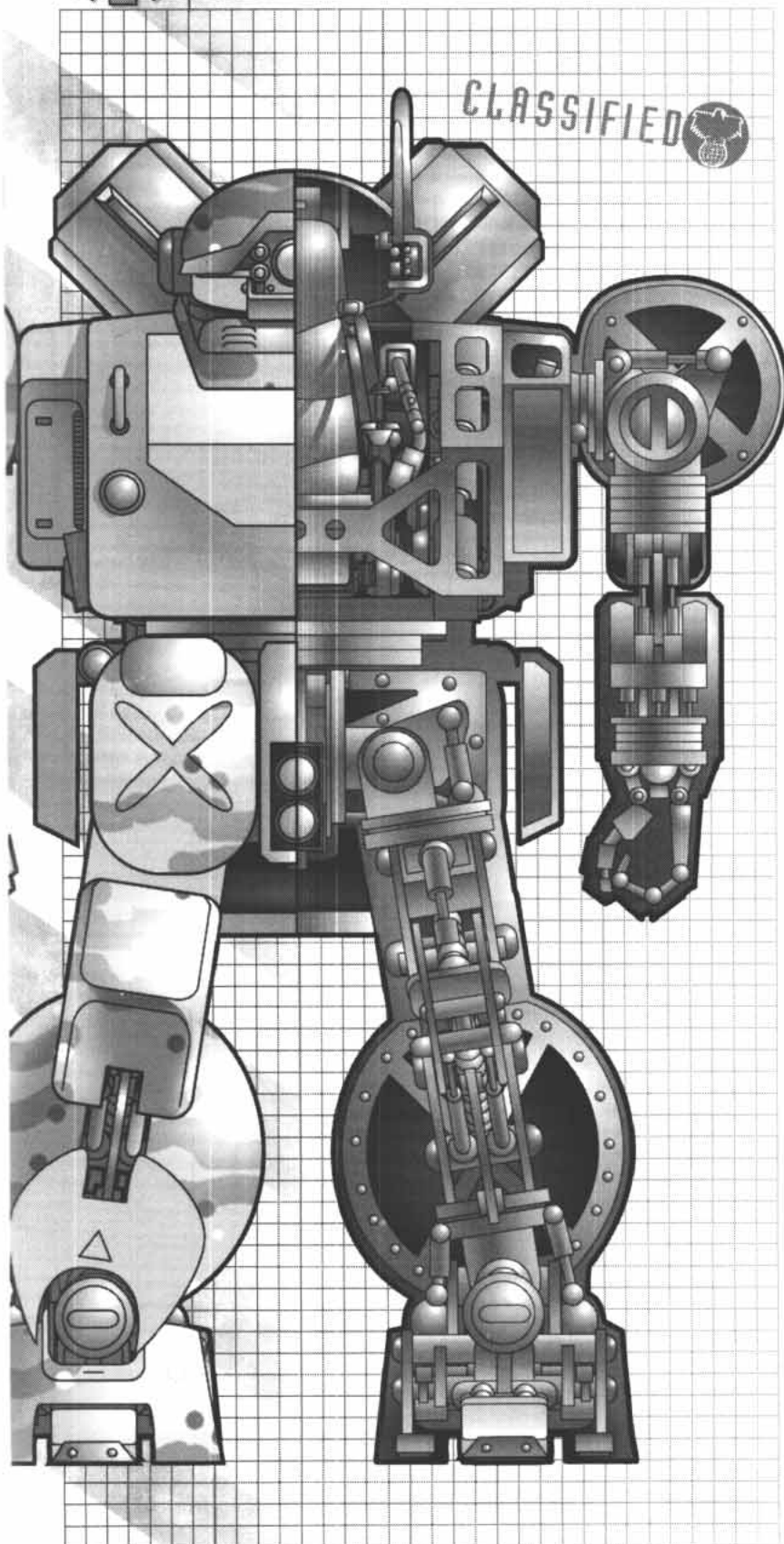
Jäger Development Timeline

TN 1455	Human Concordat withdraws from Terra Nova, plunging the colony world into chaos.
TN 1661	SRID agent code-named "Charity" begins reporting from within the United Mercantile Federation.
TN 1669	Battle of Pioneer: Improvised UMF military walkers repel combined Norlight-Western force.
TN 1670	Anthropomorphic Battle Vehicle Center (ABVC) opens in Siwa Oasis by order of the Republican Ministry of War.
TN 1671	Development of AEV-1 *Chevalier* prototype.
TN 1672	War ministry cuts ABVC funding because of lackluster performance of the *Chevalier*. "Charity" begins reporting from within the UMF Army's Joint Military Development Committee (JMDC).
TN 1674	BOT Project: JMDC calls for dedicated military Gears.
TN 1676	Based on reports from Charity, the ABVC is brought back on-line.
TN 1677	"Charity" delivers top secret schematics of experimental Optical Neural Network (ONNet) CPU to be used in BOT designs.
TN 1678	Southern War begins. GP-01 *Hunter* begins production. Western agents steal the P5 *Hunter* prototype which contains design test logs within its computer records. "Charity" reports that fact to SRID.
TN 1679	Southern commandos steal the Western *Hunter* prototype. The design logs solve many problems not resolved by the early model ONNet obtained by "Charity." ABVC begins full retro-engineering of the *Hunter*.
	Commandant R.C. DeLyon is charged with preparing highly trained pilots for the new Heavy Gears. DeLyon gathers elite trainers at a school near Ankara.
TN 1680	AV-1 *Jäger* begins production in the Winter. Charity defects to the Southern Republic. Commandant DeLyon begins training pilots.
TN 1681	Southern War ends and the AST are formed.
TN 1684	AV-1D *Desert Jäger* and AV-1S *Swamp Jäger* enter service.
TN 1686	Merchant War between UMF and AST begins. AV-1/C *JägerCommand* enters service.
TN 1688	Azov Treaty ends the Merchant War, strengthening the Southern and Mekong positions in the Badlands.
TN 1690	AV-1/R *Jäger Recon* enter service.
TN 1691	AV-1/LB *Long Bow Jäger* enters service.
TN 1693	AARV-1 *Stone Mason* enters service.
TN 1725	TA Team A11 begins work on "serpent" line of Heavy Gears.
TN 1731	AV-2 *Rattlesnake* enters service.
TN 1742	AV-3 *Copperhead* enters service.
TN 1796	ALV-1 *Anolis* enters service despite chronic electronic difficulties.
TN 1803	AV-4 *Desert Viper* enters service.
TN 1835	AV-1/RRV *Dartjäger* enters service
TN 1838	AV-5 *Basilisk* enters service.
TN 1839	ALV-1 *Anolis* retired from active service.
TN 1843	Southern Republican Army Vehicle Modernization Program (SRA VModProg) initiates an overhaul of Southern Gears.
TN 1846	AV-1A *Jäger* (a.k.a. *Jäger Alpha*)
TN 1852	GP-01A *Hunter* Mk. II enters service.
TN 1853	Beta Overhaul of AV-1A *Jäger* incorporates VR display system.
TN 1858	AV-6 *Sidewinder* enters service.
TN 1862	AV-1P *Jäger Paratrooper* enters service.
TN 1872	Delta Overhaul of AV-1A *Jäger* updates communications system.
TN 1889	Gamma Overhaul of AV-1A *Jäger* upgrades V-Engine to WV-950A.
TN 1913	AV-1B *Blitz Jäger* enters service.
TN 1914	AV-1/FLM *Flammjäger* enters service
TN 1915	Joint Terranovan military command initiates OACS ID code system for Southern Gears, replacing the AV system.
TN 1921	Epsilon Overhaul of OACS-01M/SU *Jäger* installs new manipulator hands.

2.2 OPERATION PROMETHEUS

The intelligence operations which together provided the keys to the production of the *Jäger* have come to be known as "Operation Prometheus." This reference to the mythical thief of fire from Mount Olympus is a creation of the skillful propagandists of the Southern Republic. In truth, this intelligence effort was part of a more general campaign of infiltration into the North that bore fruit not only with the development of the *Jäger* but in several other areas, including tactical information.

The 1670s were a very dynamic time for Southern intelligence. The Republic was preparing to extend its hegemony across the Southern Hemisphere while the northern leagues were still trying to sort out their borders and relations. It seemed to many that the Republic was on the track to hemispheric and even global domination in the very near future.

The expansionist drive that would soon forge the Allied Southern Territories required a very active intelligence community. Economic, political and military information was key to determining the best way to deal with each enemy in turn. SRID came into its own at this time, displaying a skill and ruthlessness that made it the finest intelligence organization in the world. In the South, SRID agents and analysts were busy infiltrating and dissecting the centers of power in neighboring leagues. SRID operations in the North were somewhat fewer in number, since the intelligence directors knew that the conquest of the North would have to await a stable situation in the South. Nonetheless, SRID was busy infiltrating key circles in the Arctic using deep-cover agents.

The efficiency and scope of SRID operations were never so well illustrated as in the case of the *Jäger*. A key agent, code-named Charity, provided the critical information that would allow the Southern Republic to field its first combat-ready Gear a short while after the UMF had done the same. Later, Légion Noire commandos would undertake a dangerous operation to steal a valuable *Hunter* prototype from the WFP. The acquisition of this prototype completed the data provided by Charity and brought the *Jäger* project to fruition.

The details of these operations remained top secret for generations after they occurred, but rumors and deductions fueled the imagination of espionage enthusiasts and propagandists on both sides of the Badlands. Only in TN 1840 were documents relating to the operation, carefully edited for maximum propaganda effect, released by SRID. It was at this time that the plan was dubbed Prometheus, and SRID's actions launched a spate of dramatized accounts of the operation in the Southern media.

▲
A crack team of Légion Noire commandos secure the P5 Hunter prototype. This bold covert operation led to the creation of the Jäger and the inspired the development of all subsequent Southern Gears. From **Vie Militaire**, TN 1923 (photo TN 1680).
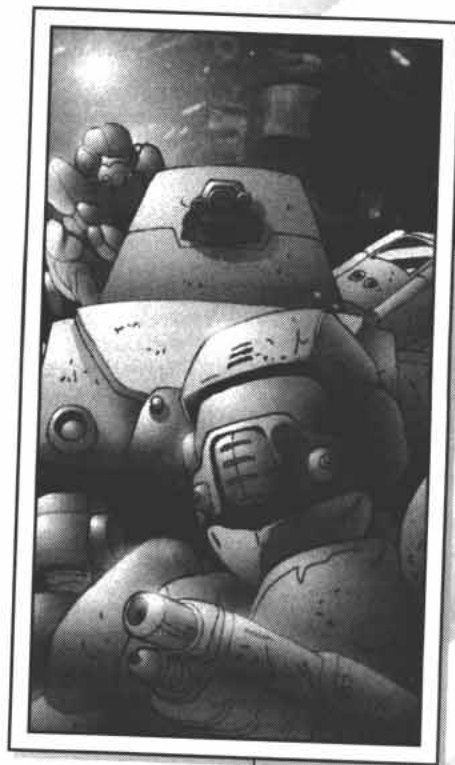
2.2.1 CHARITY

Among the most celebrated SRID agents in the North was the mole known as "Charity." Assigned the task of infiltrating the military-industrial complex of the United Mercantile Federation — at the time the most powerful of the Northern leagues — Charity succeeded beyond the wildest dreams of her controllers. Thanks to her efforts, the missing elements in the ABVC program were acquired from Northco, the premier military hardware design conglomerate in the UMF, along with a wealth of other information on advanced designs from Northco and other companies. The success of the *Jäger* program and of the subsequent Merchant War is largely attributable to the agent known as Charity.

● RECRUITMENT AND PLACEMENT

Like many of the best SRID deep-cover agents of the period, Charity was not a Republican citizen. She was born Andraya Stephany Krayton-Ash in the Mercantile city-state of Ashington, a minor cousin in the royal family that still rules the principality. Andraya was part of a generation of subjects who felt that the Ashington royal family had made a grave mistake in accepting Mercantile suzerainty over their state. Some of Andraya's friends made public statements to this effect (which were suppressed by their prince), but she chose to take a different route after meeting a SRID recruiter. She became an agent of the Southern Republic in university, having been assigned the code-name "Charity."

Charity was in only occasional contact with her controllers until she placed herself in a position to gather important information. Her reports began in the TN 1660s when Charity established herself as a manager at Northco and gained access to military contracts and corporate secrets. Charity was well protected by SRID and allowed to continue her rise through the corporation. In TN 1672 she was attached to the UMF Army's Joint Military Development Committee. The JMDC — formed in TN 1665 — brought together military leaders and representatives from top military contractors (such as Northco) to direct the development of new weapon systems for the UMFA. This directive came hand in hand with the Mercantile expansion in the North and Badlands that characterized this era of Arctic politics.

From within the JMDC, Charity could report on the cutting edge developments of Mercantile military equipment. Her position gave her access (although not complete) to a wide range of information, from the production capabilities of major contractors to the development of UMFA military doctrine: she became SRID's most valuable asset north of the Badlands. Thanks to her, the Republic was kept abreast of the radical change in thinking that was sweeping through UMFA high command. A new generation of Mercantile military strategists was coming to the fore in the TN 1670's and it was characterized by a new approach to the political and tactical situation. In the political arena, the strategists identified the Southern Republic and the Mekong Dominion (at this time engaged in coprosperity talks) as the principal threats to Mercantile interests; tactically, they were convinced that walker vehicles were the future of Terranovan ground warfare.

THE BOT PROJECT

In TN 1674, the UMFA's Joint Military Development Committee announced an open call for tenders from the top military contractors on what they termed the Bipedal One-man Tank (BOT) Project — which would result in the creation of Northco's GP-01 *Hunter*. Thanks to Charity, SRID was kept well informed.

By TN 1676 the *Hunter* project had advanced to the prototype stage and Charity reported that Northco would be contracted for an initial production run sometime during the next ten seasons. Despite the military's distrust of the intelligence agency's "foreign elements," SRID was able to convince the Republican Army to reopen the ABVC based on their knowledge of UMF plans. Charity — whose identity was never revealed to the Army — was then given orders to obtain any and all data on the *Hunter* computer-control systems.

The following cycle, Northco engineers made the breakthrough that had eluded the ABVC staff five cycles before. A new Optical Neural Net Central Processing Unit was developed that could handle the highly sophisticated systems of the *Hunter*. The new ONNet immediately became Charity's central concern. Obtaining design schematics for the still-experimental information management system was difficult at best. Although well connected and respected in the UMF, Charity could not simply requisition full plans for the most sensitive military technology on Terra Nova. She was forced to draw attention to herself by insisting on a full review of the new technology by the JMDC. She sacrificed many of the friendly connections she had made by repeatedly expressing her "doubt" that a new miracle technology had been suddenly developed that solved the biggest stumbling block in the whole BOT Project. Her employers at Northco were particularly displeased. Nevertheless, the review occurred with two results: the schematics for the ONNet CPU prototype were sent to SRID and Northco fired Charity.

P5 HUNTER PROTOTYPE

Although she had accomplished her mission, Charity appeared to have lost the access to sensitive information that made her a valuable agent. Her actions to obtain the CPU schematics, however, had an unexpected benefit. While she made many enemies at Northco, her actions — which appeared to put national interest over corporate loyalty — attracted support within the UMFA itself. Brigadier Jason Neyl, a member of the JMDC who had worked with Charity, offered her a position on his civilian staff. This placed the SRID agent back at the center of Mercantile military development, but required her to break all contact for over a cycle to counter military intelligence surveillance of all civilian staff members.

Charity reappeared as an active SRID asset only in TN 1679 — a full cycle after the *Hunter* entered service — but rapidly contributed again. The prototype ONNet CPU obtained by Charity was plagued by "training" problems that were stalling the development of ABVC's AEV-2 *Snake*. Charity, however, had been informed that Western agents had stolen one of the *Hunter* prototypes whose high capacity CPU contained full design and training logs for the completed *Hunter*. Charity communicated this fact to her controllers with the hope that SRID could then obtain the prototype and decode its data. Her hopes were not misplaced.

Conspiracy theorists and military historians have occasionally wondered at the timing of the Western theft of the P5 prototype. That such a sensitive and valuable piece of equipment would escape the UMFA at just that time seems to some altogether too convenient for the Southern Republic. Several analysts have theorized that Charity or another SRID agent may have leaked information to the West in the hopes of creating an opportunity for the Légion Noire to acquire the vehicle from defenders less well-prepared than the UMFA forces guarding the Northco compound in Rapid City and escorting the prototypes to field testing. No evidence has ever been uncovered to directly support this theory, but it continues to have a certain popularity among armchair historians.

♜ Charity

Andraya Stephany Krayton-Ash was born in TN 1635 and raised in the court of Prince Maylkom Bernard Ash II, a single generation after Guilbert William Ash I bought his principality into the United Mercantile Federation. The seventeenth century was a time of expansion in the UMF, with dreams of world domination commonplace in Lyonnesse. Ashington, the UMF's principal source of electric power, became a strategic resource and saw several UMF military bases gobble up territory nearby. Many of the young nobles of the city-state — including Lady Andraya — came to see the Mercantile units as an occupation force and talk of reestablishing Ashington's independence was rampant.

Many of those calling for freedom were only spoiled aristocrats, but others were ready to stand by their convictions. Andraya got her chance while attending the Lyonnesse Academy of Economics. While at school, her political sentiments were identified by a SRID agent and she was approached by recruiting specialist Etienne Marne. Marne convinced Andraya that only under the other Terranovan power, the Southern Republic, could Ashington be free. She was given the code-name "Charity."

After she provided the necessary technical information to develop the *Jäger*, Charity realized that her cover was fragile indeed. In TN 1680, she took a vacation to the then independent city-state of Red Sands and promptly defected to the Southern Republic, leaving behind her husband Felix, who had never known her true allegiance. Charity — after a lengthy debriefing process — became a consultant on Northern affairs for SRID. Her understanding of UMF strategy and politics was critical in the Southern victory in the Merchant War of TN 1686-1688.

After the War, Andraya was pushed out of her consulting position by suspicions that she might regret her defection. Like most former double-agents and defectors, Andraya remained under suspicion for the rest of her life and was under constant surveillance. She did maintain friendships with several top-ranking officials in SRID, who continued to consult her on an informal basis. It remains unclear whether or not Andraya ever did regret her decision and at least one Ashington historian has argued that she fed back information on SRID operations in the last decade of her life.

Andraya died in TN 1721 in Port Oasis and was buried with Southern honors. In typical aristocratic fashion, the Ashington court deleted the whole Krayton-Ash family from the records of the principality.

2.2.2 MIDNIGHT RAID

The commando raid that acquired the *Hunter* prototype (designated P5) is among the most celebrated actions of the Légion Noire, the special forces division of the Southern Republican Army. After the *Jäger* entered service, the raid became a powerful propaganda tool for the Republic, creating the impression that no technology was safe. The Légion became the bogeyman of special forces — supposedly able to do the impossible — and its troops have been taking advantage of the climate of fear they create ever since.

The raid itself targeted the Western Frontier Protectorate Army's Military Testing Compound outside Fort William. The Compound, now redesigned and divided between several locations, at that time housed the WFPA's prototypes and new weapon systems — it was also home to the P5 *Hunter* prototype.

The P5 had been stolen by "rovers" sponsered by Western military intelligence in late TN 1678 while on maneuvers near Yele. The prototype, which had earlier been used to test a magnetic articulation system for the *Hunter*, had been declared a failure and was retrofitted with the more conventional electric rotor articulators; its CPU, however, was not replaced before it was sent for field testing.

• INFILTRATION

The commando operation was preceded by a deep cover infiltration of the Compound by trained SRID agents. Cooperation between SRID and the Légion Noire is rarely easy, but commando operations often require preparation on the ground that only deep-cover agents can provide. The lack of trust between the two divisions is thought to have been responsible for both SRID developing its own "special operations" commando units and Republican Military Intelligence serving as the Légion's intelligence wing. In the TN 1670s, however, none of these developments had occurred and the Légion and SRID were forced to cooperate.

SRID agents, using skillfully forged documentation, infiltrated the compound as service technicians. As such, they were able to acquire highly accurate intelligence on the Compound's external security systems and the measures taken to protect the P5. The SRID agents reported that covert entry into the Compound would be possible, but extracting an unfamiliar 4.5-meter-tall war machine would be nearly impossible. They suggested waiting for field testing of the P5, even though the machine would then be under heavy guard. Their report hatched the daring Légion plan.

• LÉGION OPERATION

The Légion Noire raid was a two-part attack devised by Sous-Commandant Julien Munroe of the 6th Légion regiment. Munroe, taking advantage of the reliable SRID intelligence and the Southern advantage in stealth aircraft, ordered two ten-man paratrooper teams into action. Team One was charged with the actual retrieval of the P5 and was fully briefed on its operation by the technicians at ABVC. They were to be dropped over the large range where the Gear was to be tested. Team Two, meanwhile, would target the Compound itself. Their mission was first and foremost to create a distraction drawing guards away from the testing range. Their secondary mission was to destroy as much data as possible in order to retard Western Gear development.

On the night of 14 Spring TN 1679, both teams, equipped with high-altitude, low-opening paragliders, jumped from a stealth transport over Fort William. Team One positioned itself in the brush of the Western countryside, in the midst of the military field testing range in where the P5 was being prepared for night operations. They gained the high ground overlooking the vehicle convoy (several supply and telemetry trucks and two armored personnel carriers) and awaited the time to act. Team Two's jump was significantly more daring, taking them right into the compound. Once there, they slipped through its defenses, methodically eliminated any guards unlucky enough to cross their path and placed demolition charges. Their job finished, they slipped into a vehicle prepared for them by the SRID agents and slipped out of the base in an "empty" supply truck.

At precisely 0207 hours, Team Two's demolition charges detonated. Several had been slipped inside bunkers of high-explosive ammunition and much of the Compound became a bright orange fireball. As predicted, an emergency signal burst across WFPA channels in the Fort William region and the *Hunter* testing team hurried to return the prototype to its transport and secure the area — of course, it was too late. Team One had begun their approach at 0143 hours and, when the alarm sounded, two commandos were already under the transport designated to carry the *Hunter*. Their teammates placed charges under several other vehicles and, once the Gear was secured, the team made its move. The charges were detonated sequentially, first eliminating the APCs. This killed several of the Western troops and drew the attention of the others to a fixed point; the Légion commandos then emerged from cover and killed the Westerners quickly and efficiently. The telemetry vehicle was destroyed only after much of its data had been downloaded into portable databanks. The Légion then made a run west toward the Norlight border and used a portable satellite communications system to signal for pick-up.

• EXTRACTION

The signal sent, the final part of the operation went into effect. Dropping from trans-atmospheric flight over the NLC a single stealth transport suddenly appeared on Western radar screens above Norlight airspace travelling at Mach 6. Western defense officials jumped to the conclusion that Norlight forces had attacked the Compound and they ordered fighters into the air; the Norlight air force responded in kind and chaos ensued. The transport met with Team Two in short order and the P5 was moved aboard along with the team. The pilot then took the transport into UMF airspace, causing further confusion, before vanishing off radar and allowing the three Northern leagues to sort out the mess.

The operation was judged a complete success, despite the loss of two members of Team One during their elimination of the Western escort, and the capture of one member of Team Two during their covert journey to the Badlands. The captive, Caporal Etienne Yang, died died by her own hand in a Western military prison soon after capture.

2.3 GEAR DEVELOPMENT
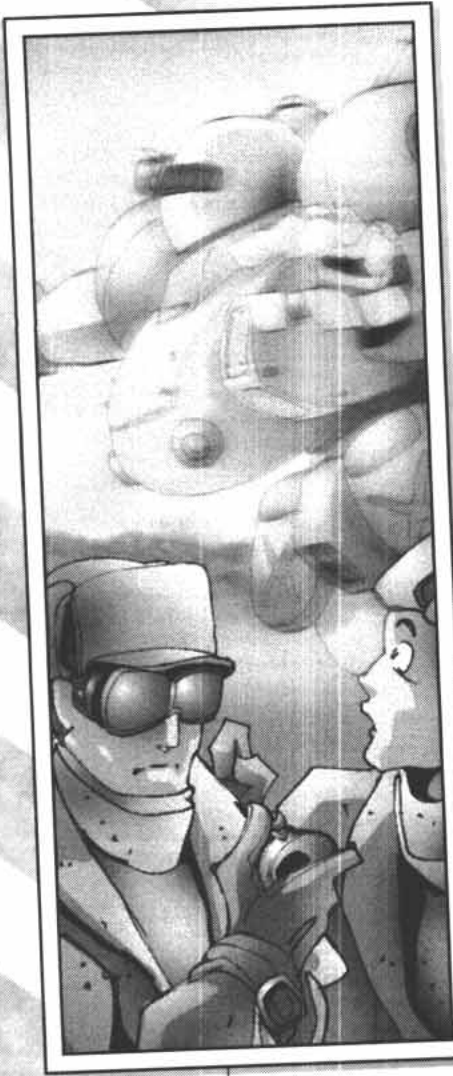
Beyond the accomplishments of SRID and the Légion Noire, the development of the *Jäger* was also an achievement for the tacticians and engineers of the Republic. While the UMF did indeed make the technical breakthroughs that made military Gears possible, the Republic created most modern tactical applications of the new vehicle and made significant technological contributions in its own right.

The United Mercantile Front Army's Bipedal One-man Tank project called for a "walker vehicle capable of reproducing the versatility and maneuverability of an infantryman while carrying the armament and protective armor of a tank or armored fighting vehicle." Thanks to SRID's most valuable deep-cover operative, code-named "Charity", positioned at the heart of the BOT Project, the Tactical Doctrine Bureau (TacDoc) of the Southern Republican Army was well aware of the objectives of the UMFA's new weapons platform. Well before the *Jäger* was developed, TacDoc set about creating tactics for both the defeat and utilization of Heavy Gears.

The officers of the Tactical Doctrine Bureau made several deductions concerning the UMFA's likely utilization of walker vehicles. Based upon the heavy emphasis on anthropomorphism evident in the BOT project and on the use of modified *Hardhat* Work Gears in five-machine squads at the Battle of Pioneer, TacDoc recognized a powerful identification in Mercantile minds between Gears and large infantrymen. TacDoc predicted that the UMFA would largely use the Gear as a workhorse vehicle to hold terrain and patrol disputed territory. They also envisioned a less prevalent use as an infantry support vehicle. The Southern officers writing TacDoc reports recognized that this philosophy had its merits, but proposed different strategies.

Part of the recipe for TacDoc's remarkable success in tactical development during this period was an intimate understanding of supply and logistics. TacDoc commander Sous-Prefect Karl Zarel was renowned for his almost fanatical belief in the power of logistics — a belief which enabled him to emerge victorious from a long campaign against entrenched Saragossan rebels in the TN 1650s. Zarel and his bureau realized that the time required to design and produce walker vehicles, not to mention to train their pilots, made it highly unlikely they could be deployed as a widespread weapons system by the probable beginning of the war. As such, a doctrine of using Gears as glorified infantry was logistically unworkable.

TacDoc also felt that such a doctrine was tactically unsound. They argued for a specialized use of the Gear as a rapid strike attack vehicle. While Gears would surely not have the firepower of a main battle tank, their maneuverability and their variable weapon loads (two requirements of the BOT Project) meant that specialized strike units could be designed to breach a weakened position. In the war with the neighboring leagues that was approaching, such strike cadres could be sent into urban areas to rapidly take strategic locations, supported by cavalry and infantry but acting independently from them. This tactic also permitted a restricted number of Gears to be deployed efficiently.

The doctrine outlined by TacDoc proved highly effective in the war, as small units of Gears proved superior to infantry special forces — locating and eliminating highly sensitive targets. The doctrine led to the rapid development of a paratrooper deployment system for the *Jäger* (a light airdrop pallet) and to a call for specialized pilot training. While the mass production of Gears after the war made large-scale deployment of them a reality, the continued Southern deployment of Gears almost exclusively in dedicated regiments and the proliferation of Gear special forces units are powerful testaments to TacDoc's theories.

Pilots at Commandant R.C. DeLyon's Jäger training camp go through the paces with the first generation of Jägers. It took many hours of training to master the powerful battle vehicle. From **Jäger Integral**, TN 1930, (photo TN 1679).

2.3.1 TECHNICAL OVERVIEW

The technical development of the *Jäger* Heavy Gear is certainly less glamorous than the intelligence operations and tactical developments that accompanied it. Most Terranovans, Northern and Southern alike, who take an interest in Gears know full well that the *Jäger* is in large part a copy of Northco's *Hunter*. Indeed, Southern Gear design lagged behind its Northern counterpart for several decades — despite a few isolated unique developments — and even 250 cycles later there remains a Southern tendency to ape Northern designs. There is, however, a technical story to tell in the development of the *Jäger*, a story that somewhat belies the common perception of Southern engineers doing nothing but rounding the armor plates on the *Hunter*.

Few of the armchair experts in Gear development who condemn the South as hopelessly derivative truly understand what a great advantage the United Mercantile Front had in the race to develop a military walker. That Northco was awarded the BOT contract was no coincidence — the huge conglomerate with its many design bureaus had brought together the top minds in vehicle, computer and systems design. The design teams in Rapid City in the 1670s were making huge and diverse breakthroughs in a wide variety of fields. The requirements of a modular military walker vehicle practically guaranteed that Northco would be the company to produce it. Indeed, the need for advanced computer-control systems, new armor materials and new articulation systems were all answered by breakthroughs at Northco's associated corporations.

No Southern development team had such advantages. The state-oriented philosophy of the Republic produced the Anthropomorphic Battle Vehicle Center, which had several luminaries on its staff, but did not have the depth of innovation fielded by Northco as a whole. When the ABVC team — headed by Professor Heinrich Ganler — reached the same computer-control impasse that Kurt Galland's Northco team would a few cycles later, there was no option to turn to an associated computer design bureau and their revolutionary ONNet system for answers. Ganler was forced to simplify his machine.

2.3.2 AEV-1 CHEVALIER

Ganler's team at the Anthropomorphic Battle Vehicle Center, assembled in TN 1670, consisted of some of the brightest engineers the Republic had to offer. Taken from the top corporations and universities, the largely civilian personnel were placed in an isolated working environment near Siwa Oasis. Together, they attempted to transform the common *Hardhat* Work Gear into a fully functional war-machine.

Ganler realized early on that the greatest hurdle would be the control system. Even the simple *Hardhat* had a sophisticated system to keep it balanced while walking, and the military machine would need to run, fire weapons, and seek cover simultaneously. Ganler sought to keep all the systems as simple as possible, to minimize the computing power and pilot attentiveness needed to manage them. Ganler soon adopted a philosophy of distributed computer control, in which many subsystems were highly automated, permitting the pilot to concentrate on the tactical situation.

In Ganler's model, the pilot's cabin — open in the *Hardhat* — became a semi-spherical armored "egg" mounted on two legs. A clear field of vision was assured by a front-mounted main sensor eye and supplemented by a secondary sensor pod on a small extendible arm, allowing a 360° view when necessary. Unlike the Northern models that would come out of Northco, ABVC's *Chevalier* had no standard manipulator arms. Early designs used modular battle arms with a variety of autocannon and rocket based weapons. Later designs of the Gear used simple universal hardpoints on the upper shoulders and nose of the "egg" with small manipulator arms added to the nose for some fine tasks.

Although the *Chevalier* model was a significant improvement over the modified *Hardhats* employed by the UMFA force during the battle of Pioneer, it failed to live up to the expectations of the Republican high command. The Gear's maximum speed was limited to a modest 35 kilometers per hour and even at that speed, stability problems were chronic. The armor protection was limited, despite the use of the armoplast ballistic plastic developed by Territorial Arms. The machine could carry decent firepower in the form of shoulder mounted rocket-pods and a "chin"-mounted machine-gun or autocannon, but its performance was never able to establish it as a viable addition to a mechanized force. In TN 1672, the Republican Army declared the Athropomorphic Battle Vehicle Center a failure and moth-balled the *Chevalier*. Only centuries later would some of the prototypical Gear's design features be revived in the Republican Heavy Industries *Naga* family of striders.

AEV-1 Chevalier Specifications

Production code:	AEV-1
Production type:	Early Prototype
Cost:	not for sale
Manufacturer:	ABVC
Use:	Experimental combat Gear
Height:	3.7 meters
Width:	2.9 meters
Average armor thickness:	20 mm
Armor material:	armoplast w/alloy
Standard operational weight:	4895 kg
Primary Movement Mode:	Walk (35 kph)
Secondary Movement Mode:	none
Deployment Range:	100 km
Sensor Range:	20 hexes/1 km
Communication Range:	60 hexes/3 km
Powerplant:	350-series V-engine
Horsepower:	400 Hp

Proposed Weapon Payload

Name	Ammunition Payload
Vincent-16 rocket pod	16 rockets
Vincent-16 rocket pod	16 rockets
MGT-27 15 mm machinegun	200 belt-fed rounds
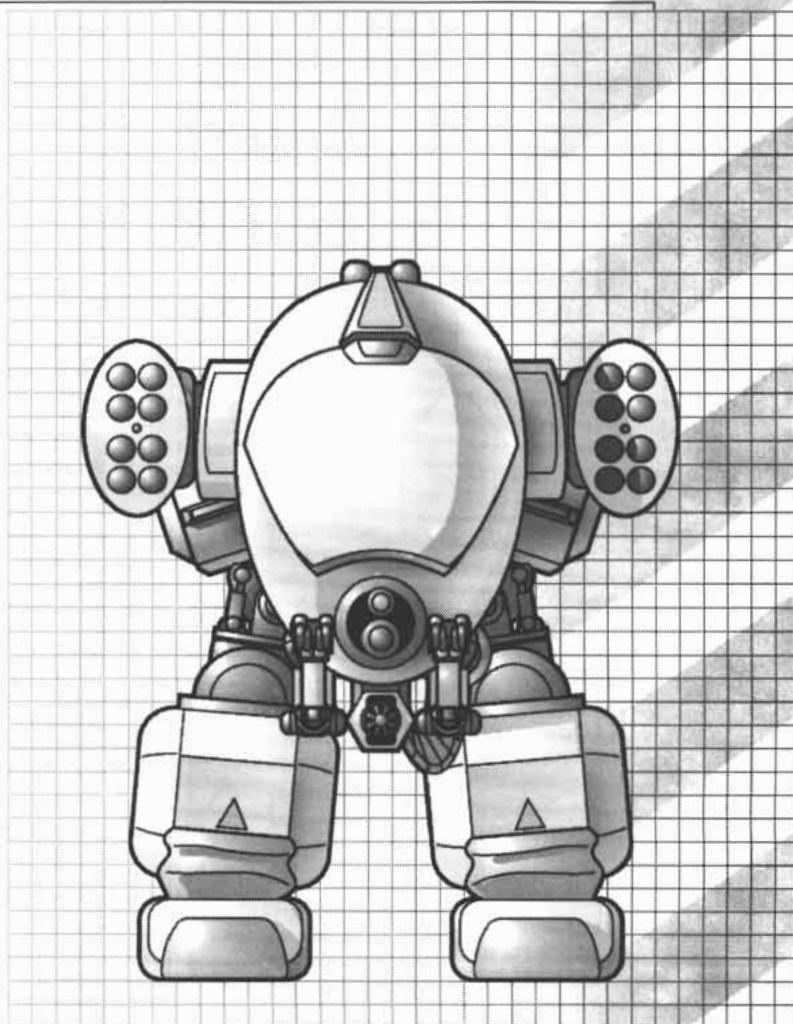
2.3.3 AEV-2 SNAKE

Heinrich Ganler — having lost much of his prestige — found himself working on many second-line projects in the years after the shutdown of ABVC. He remained extremely frustrated by the computer-control impasse that had prevented him from developing a satisfactory warfare Gear and suffered three disciplinary reprimands in the TN 1670s. Despite these setbacks he would get his chance at redemption in TN 1677 when ABVC was reactivated. Charity had just acquired schematics to the *Hunter's* experimental ONNet central processor and Ganler's main impasse was solved.

Ganler reassembled his team — this time under much closer Army supervision — and returned to the *Chevalier* design. Going over the ONNet schematics, the engineers realized they could now accommodate a much more complex design and began reworking their machine. A more upright posture and a reproduction of the secondary movement system reported by Charity together created a much more efficient machine. The computer control problems theoretically solved by the ONNet allowed a more varied weapons load and a more complex range of motion.

Ganler named his revised model the *Snake*. The new Gear maintained the "egg" torso, although it was now smaller. The legs were more humanoid with large exterior SMS wheels in the heels and toes. Two stronger arms were now shoulder mounted, with standard modular appendages, including three-finger pincers and weapon pods. The sensor arms were replaced by a secondary sphere on top of the torso (in which the pilot's head was sheltered) that held a multi-function sensor suite.

The *Snake* was a vast improvement over the *Chevalier*, but suffered from one major flaw. The optical neural net Ganler and the other engineers were working with was a radical new technology of which they had only a partial understanding. Not only was the ONNet they created based upon prototype schematics, but they had no indication of the "training" programs required to adapt the ONNet to its tasks. Ganler's computer technicians used programs adapted from those used with standard non-optical neural-nets, but this process of trial and error meet with only limited success. As a result, the two fully constructed *Snakes* (christened AEV-2/T-1 and AEV-2/T-2) were highly unpredictable. Commands to the ONNet were sometimes ignored and often misinterpreted, and both machines acquired very dangerous habits. In the Spring of TN 1678, AEV-2/T-2 killed five technicians whom it identified as hostiles before its pilot could shut it down. Ganler's prestige suffered greatly and the Army turned to SRID for another solution.
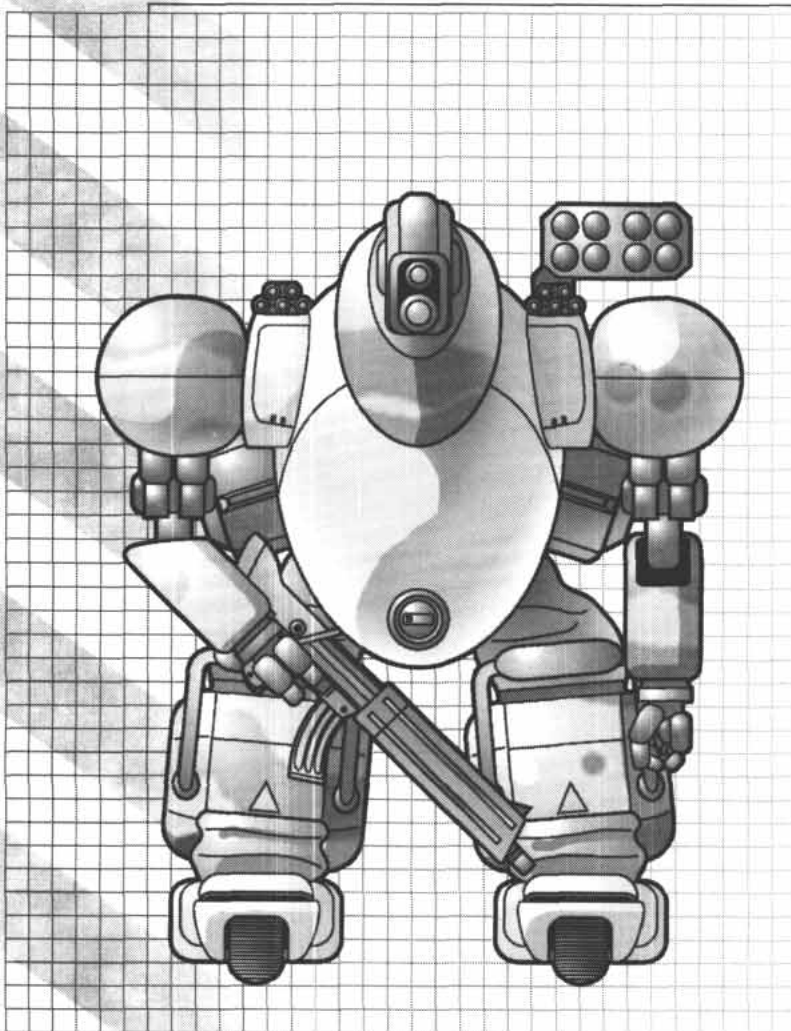
AEV-2/T-2 Specifications

Production code:	AEV-2/T-2
Production type:	Early Prototype
Cost:	not for sale
Manufacturer:	ABVC
Use:	Experimental combat Gear
Height:	4.0 meters
Width:	3.2 meters
Average armor thickness:	25 mm
Armor material:	durasheet w/ alloy
Standard operational weight:	6250 kg
Primary Movement Mode:	Walk (35 kph)
Secondary Movement Mode:	Ground (50 kph)
Deployment Range:	200 km
Sensor Range:	30 hexes/1.5 km
Communication Range:	60 hexes/3 km
Powerplant:	WV-350 V-engine
Horsepower:	400 Hp

Proposed Weapon Payload

Name	Ammunition Payload
PR-15/A autocannon	35 shells
Vincent-16 rocket pod	16 rockets
HLB-5 AP Launcher	6 grenades
HLB-5 AP launcher	6 grenades

2.3.4 THE FIRST JÄGER

The acquisition of the P5 *Hunter* prototype in TN 1679 provided Heinrich Ganler with the solutions to his ONNet problems. The entire accelerated training program for the ONNet was laid out in the P5 data banks. Working from this model, Ganler and several of his computer programmers created a training program for the *Snake* ONNet. This new program would be slow at first so that any and all flaws could be worked out, and then could be accelerated as the *Hunter* program had been. Ganler proposed this to his Army supervisors and was flatly rejected.

The Republican Army was under great pressure at the time. The campaign to absorb the other Antarctic leagues had been launched in TN 1678 and was losing its initiative. Army leaders were not particularly interested in original designs and concepts; they saw a successful weapon system in the *Hunter* and wanted it for their own as rapidly as possible. Ganler was ordered to quickly reverse-engineer the P5 and prepare it for mass production by Territorial Arms.

Ganler is said to have protested this order very loudly, but was silenced by assurances from Army commanders that he could be easily replaced by one of his assistants and reassigned to an out of the way jungle "training" facility. Although he acquiesced, Ganler could not resist making some modifications to the *Hunter* when preparing it for mass production. He replaced the turret head of the P5 with an egg-shaped sensor dome derived from the *Snake* and used a more rounded approach to the Gear's armor. These changes appeared only cosmetic, but they did slightly decrease the profile of the Gear and the rounded armor increased the machines survivability by substantially decreasing the slope angle of incoming fire. The internal components and armament remained almost identical, replaced only with standard Southern models.

Ganler and his team were bitterly aware that they were simply aping the *Hunter*. After cycles of research and set-backs, to be compelled into the worst (and most obvious) kind of plagiarism and intellectual theft grated against the entire design team's better instincts. They christened their new Gear the AV-1 *Jäger* (a translation of Hunter in Ganler's native Eurogermanic) in order to truly mark the unpleasant nature of their work. Nonetheless, the blatant copy would go on to a long and prosperous future, setting the stage for a whole family of variants and several more original models in the cycles to come. Most members of the ABVC would transfer to Territorial Arms where they would form the core of the TA Skunk Works.

AV-1 Jäger Specifications

Production code:	AV-1
Production type:	Mass Production
Cost:	500,000 dinars
Manufacturer:	Territorial Arms
Use:	general-purpose combat Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	durasheet w/alloy
Standard operational weight:	6500 kg
Primary Movement Mode:	Walk (42 kph)
Secondary Movement Mode:	Ground (69 kph)
Deployment Range:	400 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-650A V-engine
Horsepower:	450 Hp

Weapon Payload

Name	Ammunition Payload
PR-20 autocannon	30 shells
Vincent-32 rocket pod	32 rockets
HLB-5 AP Launcher	6 grenades
HG-1 hand grenade	3 grenades
HHVB-1 vibroknife	-
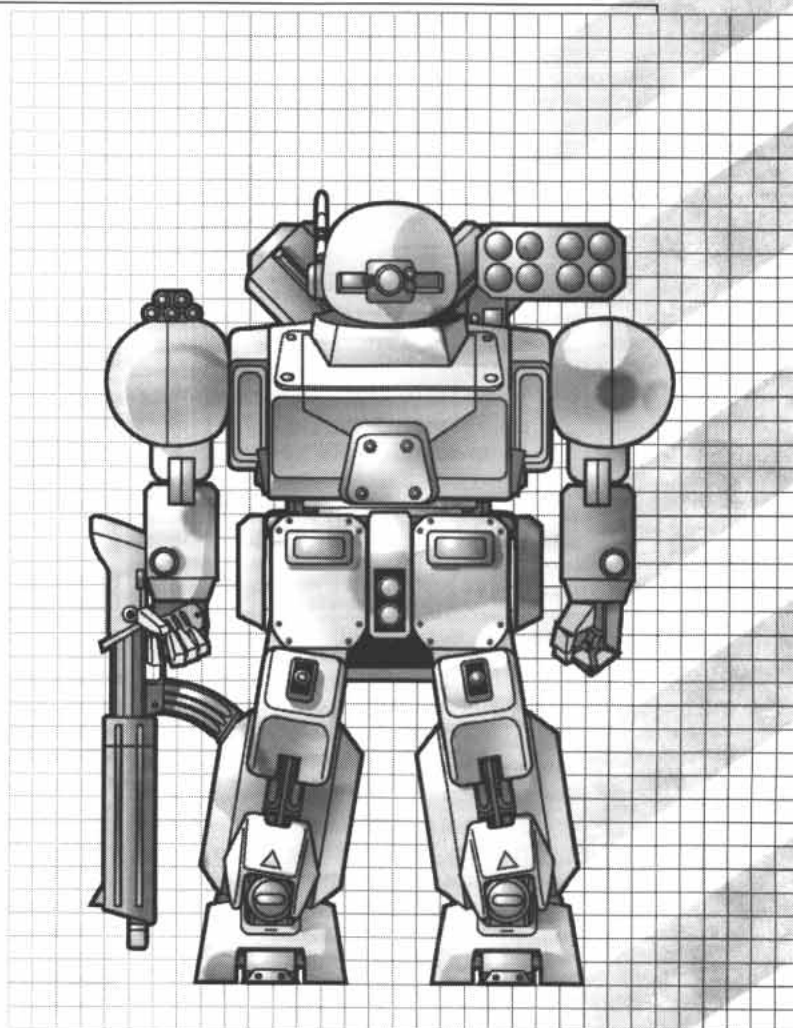
2.4 LATER DEVELOPMENT
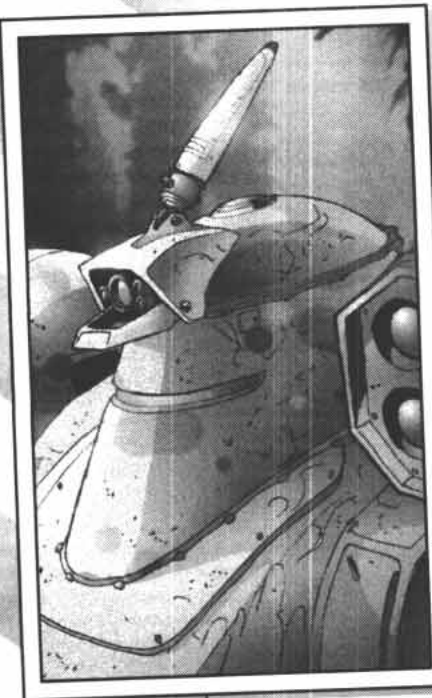
Over the *Jäger's* 250 cycles of service, the Gear has spawned an astonishing variety of variants and upgrades that remain at the heart of the Southern military machine. Heinrich Ganler and his team at the Anthropomorphic Battle Vehicle Center may have been upset by the outright copy of the Northern *Hunter*, but history has proved the theft worthwhile. Even in the short term, the development of the *Jäger* was a success, being used in key battles of the Southern War and playing a major role in the creation of the Allied Southern Territories. Shortly thereafter the *Jäger* would face its "cousin" the *Hunter* in the Merchant War. Over the subsequent centuries, the two Gears would repeatedly contest the sands of the Badlands.

The *Jäger* would also eventually inspire an original Gear development program in the South. Using some basic concepts from the design (most notably the strictly humanoid arrangement), the engineers of Territorial Arms and other corporations would pave the way for whole families of new and successful Gears. The theft of the *Hunter* did have a powerful legacy, however, and Southern designers long had a tendency to mimic their Northern counter-parts. Mandeers Heavy Industries, for example, mimicked the Northco *Razorback* on several occasions. Even more powerfully, many Southern commanders had (and continue to have) a knee-jerk reaction to developments in Northern military technology. Over the last several centuries many engineers have had to put up with high-ranking officers dropping intelligence data concerning a new Northern Gear on their lap accompanied by the order to match it as closely as possible.

This tendency toward mimicry has unfortunately never left the *Jäger* itself. Both polar armies have remained caught in a constant state of competition regarding these tow machines. When an improvement is made to one, the other is almost instantly revised to incorporate (and hopefully surpass) the enemy's new designs. The most glaring example of this would occur when the Vehicle Modernization Program led to the creation of the *Jäger Alpha*, which found itself mimicked in the *Hunter* Mark-II; the *Jäger* would then be revised to add some additional changes made to the *Hunter*.

The process of mimicry continues to this day and has become a sort of unofficial gage to level of tension between North and South.

The AV-2 Rattlesnake, the first Gear to join the Jäger on the battlefield. Lighter and faster than its predecessor, the Rattlesnake became a powerful rapid strike platform for Republican forces in the eighteenth century. From **BattleLogs**, 8 Winter TN 1924.

2.4.1 FIRST GENERATION JÄGER VARIANTS

The *Jäger* appeared in the last phase of the Southern War. Territorial Arms factories spewed out huge quantities of *Jägers*, but even they could not get them into every battle in the last cycle of the war and could only produce one model for the duration. But the soldiers piloting and maintaining the machines, however, soon discovered the need for modifications. The desert sand of Badlands operations and the rough conditions of swamp combat both played havoc with the Gears — limiting their capabilities in the rough terrain they were supposedly best suited for.

Battlefield technicians soon began making modification as best they could, and Ganler and his team designed several standard modification "kits" for use in the field. The three most common of these standardized "operations kits" were the Badlands kit (including armored cloth covers for articulations and special air filters), the swamp kit (including water-proofing seals and increased traction treads) and the command kit (improved communications). These were well received and proved the wisdom of the *Hunter/Jäger's* highly modular design. The wartime kits were used as the basis of the first generation of *Jäger* variants: AV-1D *Desert Jäger* (released TN 1684), AV-1S *Swamp Jäger* (released TN 1684), and AV-1/C *Command Jäger* (released TN 1686).

2.4.2 THE SERPENT SERIES

Until the beginning of the eighteenth century, the *Jäger* remained the only model of Heavy Gear fielded by the Southern Republic. The successful use of Gears during the Southern and Merchant Wars, however, had launched several other variants of the base machine. The AV-1/R *Recon Jäger*, AARV-1 *Stone Mason* and AV-1/LB *Long Bow Jäger* all came into service before TN 1700.

By TN 1725, however, the prefects setting Southern military doctrine began to call for an influx of new machines, both in response to the development of new designs in the North and the increased use of Heavy Gears they were calling for. To bridge this gap, a new generation of Gears was developed. Using elements from both the *Jäger* and the Heinrich Ganler *Snake* prototype. The Gears of this new generation included the AV-2 *Rattlesnake* and the AV-3 *Copperhead*, two advanced (for their time) general purpose Gears. Later the ill-fated ALV-1 *Anolis* would be added to the family of Gears.

The line of so-called "serpents" was the brainchild of a dedicated group of Territorial Arms designers known as Design Team A11. Headed by Sandryne Lamarnes, A11 was a unique association of ambitious young engineers and technicians who set the stage for the renaissance of Southern Heavy Gear development. The *Rattlesnake* and *Copperhead* remained closer to the basic design of the *Jäger*, but incorporated improved engine power, more advanced electronics and improved firepower. These machines would set the stage for the development of all the highly successful Gears of the modern Republican Army, including the *Desert Viper*, *Sidewinder*, *Spitting Cobra* and *Black Mamba*. A Team A12 would be created along the same lines at the end of the century and propose the advanced ALV-1 *Anolis* design. While their ambitious project proved to be unworkable in the field, its advanced electronics set the stage for the successful AV-5/SCT *Silverscale* and ALV-2 *Iguana*.

2.4.3 JÄGER ALPHA

The vehicles created by Design Team A11 served the Southern military for almost a century. By the TN 1840s, even the Serpents were showing their age, however. The *Anolis* had been removed from service in the TN 1820s due to chronic difficulties with its electronic systems and Territorial Arms filled the gap with continued production of the *Jäger Recon* and the TN 1835 release of the AV-1/RRV *Dartjäger* rapid-response Gear. While the *Rattlesnake* and *Copperhead* continued to serve well, the venerable *Jäger* was falling behind. Many military technicians got into the habit of overhauling even newly assembled *Jägers* in order to augment their battlefield capabilities. Practices such as these spawned a major modernization program in the Republican Army and Southern MILICIA.

The Southern Republican Army Vehicle Modernization Program (VModProg) was initiated in TN 1843 and led to an overhaul of almost all the Army's vehicles, from Gears to tanks and transport trucks. VModProg would also inspire EModProg, which involved a modernization of other equipment. In the domain of Heavy Gears, VModProg had two major effects. For the Serpent family of Heavy Gears, the program inspired a series of new designs evolved from the *Anolis*, *Copperhead* and *Rattlesnake*; these included the AV-4 *Desert Viper* (entered service in TN 1845), the AV-5 *Basilisk* (TN 1846) and the AV-6 *Sidewinder* (TN 1858). For the *Jäger*, VModProg meant a complete overhaul and partial redesign that would lead to the AV-1A *Jäger*, sometimes called the *Jäger Alpha*.

The *Jäger Alpha* incorporated many of the advances made in the Serpent Gears. A new generation of armoplast armor material permitted extra protection for the pilot without sacrificing weight, while a new fire-control arrangement allowed for increased accuracy and the possibility of a wider variety of weapons. The sensor head was reduced in size and the leg design was slightly reworked as it had been in the general-purpose Serpent models. When it was released in TN 1846, the AV-1A was on a par with any Gear in service and had finally surpassed its "father," the Northern GP-01 *Hunter*.

Unfortunately, VModProg — and more specifically the development of the *Jäger Alpha* — led to a Northern push to overhaul the *Hunter*. Northco put its best engineers on the project and the Confederated Northern City-States did not hesitate to pump a great deal of money into it. In TN 1852, the result was the *Hunter* Mark II, which matched many of the changes made in the *Jäger Alpha*. The new *Hunter*, however, also incorporated a virtual reality control display system that the *Jäger* did not. When Southern high command learned of this gap in technology, the Territorial Arms engineers who had refurbished the *Jäger* were forced to once again ape their Northern counterparts. In TN 1853, the virtual reality display system was added to the *Jäger*. This new model was called the *Jäger Beta*, but the changes were judged minor enough that the standard identification code remained the same.

2.4.4 LATER JÄGER VARIANTS

The eighty cycles since the release of the *Jäger Beta* have seen relatively few changes in the design of the basic Southern Heavy Gear. Before the War of the Alliance, the only major variant produced by Territorial Arms was the AV-1P *Jäger Paratrooper*, developed in TN 1862 to replace the temporary parachute rigs employed by commando units since the Southern War and to take advantage of the improved suspension and leg design of the AV-1A. The Republican Army has insisted, however, on regular modernization reviews of all its equipment ever since VModProg and EModProg and the *Jäger* has benefited from these overhauls. All of the changes, however, have been minor since the addition of the VR display in the *Beta*. The current model of the AV-1A *Jäger* is technically designated as the Epsilon overhaul, having gone through additional modernization cycles in TN 1872, 1889 and 1921. The War of the Alliance spawned additional variants of the *Jäger* because it is so easy to refit in the field, because of the massive *Jäger* assembly lines that could spew out the new variants, and because of the loss of many more specialized machines in the early phases of the war.

To Posterity

"That damned *Anolis*. We took Gear design into the next century and all anyone remembers is that the *Anolis* didn't work . I really hate that.

A12 functioned by daring to do things others wouldn't. And at that time that meant moving away from the general purpose Gear. Sure the *Copperhead* and *Rattlesnake* thad done well, but we thought it was time to introduce some real specialists. The scout service had been complaining about needing a rapid vehicle with some punch for desert operations and we knew that a dedicated Gear would do the trick. That's where the *Anolis* came from.

On the drawing board it looked great. Advanced electronics made it the Gear with the best comm and sensor systems around and the deployment range was great. This little bugger could out-move and out-run anything in its class. But the god-damn sensor head never worked right.

You have to understand that before the *Anolis* there weren't any real sensor heads. The *Hunter* had a blocky turret and even the *Jäger* head was a dome-like affair. Only the *Copperhead* and a few Northern designs had anything close. It was with the *Anolis* that we created a miniaturized head containing all the comm and sensor equipment. We were building something new and it had major kinks in it.

We just couldn't get enough cooling power into the head electronics. We had to insulate the head against Badlands conditions, so we couldn't just vent the electronics heat into the air. We had to get a cooling agent circulating and it just wasn't possible. We tried four different designs before settling on something we hoped would be passable but even then the whole machine had a tendency to shutdown at midday.

Eventually a solution will be found, though. Miniaturized, high-performance sensor/comm heads are the wave of the future. Mark my words."

Eloise Beaupré, A12 Design Team director (19 Spring TN 1799)

IN DEBT

Territorial Arms Managing Director Alan Litherland strode through the cramped hallway of the Timbuktu National Penitentiary, his fine leather shoes making a rhythmic clicking on the stone floor. The lighting was less than adequate, but Litherland felt that the man he had come to visit hardly deserved adequate conditions. The prison guard who had accompanied him slid open the vision slit on the heavy steel door of a dirty cell. Litherland pressed his face against it to see into the dark space.

The cell was small and the smell of human waste hung in the air. Timbuktu Penitentiary was renowned as the toughest in the Republic, and the solitary confinement wing had the worst reputation of all. It took Litherland almost a minute to make out the figure curled in the corner of the cell.

"Hello Charles," Litherland let contempt roll off his tongue along with the familiarity of his words. "I'm so glad we could get this chance to talk."

The prisoner, one Charles Venat, slowly stood up; he flinched from the pain of his interrogation. When he spoke, his voice rasped like dry sandpaper. "I hardly have a choice, Alan."

"Perhaps you should have considered that before betraying me." Venat had once been Litherland's executive secretary, the person who organized all his meetings and filed all his papers. Last cycle, Litherland had learned that some of these papers were being filed with Mandeers Heavy Industries, TA's local rival. "I assume you thought your pay masters would protect you."

"Well —"

"That was a rhetorical question, Charles." Litherland took a second to clear his throat, trying to expel the stink of the place. He didn't quite succeed. "You lost all your honor when you sold me out, Charles. I once considered you a friend, but now I see you are nothing but a worthless dawg. Even worse; at least a dawg can be loyal."

Before Venat could speak again, Litherland slammed the shutter closed. The little rat would never see the light of day again, of that he was sure. The warden of Timbuktu Penitentiary owed him many a favor and even in solitary, accidental deaths were far from unheard of. Satisfied that this problem was solved, Litherland made his way outside and toward his waiting car. He was almost back to the TA offices when the incoming transmission light blinked on his executive dataglove.

"Hello, Alan." Arron Logan's voice was clear and even, despite the interleague distance of the communication. As taipan of the Mekong Development Corporation, Logan could afford the best in personal communications equipment.

"Arron." Litherland disliked the Mekong businessman, looking on him as a creature without the proper sense of Republican honor. "What can I do for you?"

"I am told that the unfortunate business with Charles Venat has been settled once and for all. I'm so glad the information I provided proved so useful."

Litherland disliked being reminded that it was Logan who had given him the evidence of Venat's betrayal; it would be dishonorable not to be gracious, however. "It was indeed very decent of you." Litherland barely hesitated before issuing the standard Republican acknowledgment of gratitude. "I am in your debt."

"Oh certainly not." Logan used the typical response as well, but Litherland had a sinking feeling that he didn't mean it. "I just hope we will be able to keep doing each other favors, like honorable businessmen."

Logan could not have made the debt any clearer if he had tried. Litherland knew he would be called on to help MDC in the future and this prospect was not very pleasing to him. "Of course, Aaron," Litherland replied as he slammed his dataglove onto the desk, ending the connection.

SOUTHERN GEAR MANUFACTURERS

3.1 OVERVIEW

The Southern Republic's commitment to a free market has always been fleeting at best in key industries. Historically, the state has encouraged centralized control of economic sectors considered critical to the defense and prosperity of the Republic. The Ministry of Defense has similarly preferred to deal with a small number of contractors for military equipment so the manufacture of military Gears and equipment has consequently remained in the hands of very few. The formation of the Allied Southern Territories might have opened the door to broader competition, but the Republic imposed strict limits on "allied" states producing military hardware. Such production is not completely banned, but Southern Republican corporations always have an upper hand when bidding for large military contracts.

Territorial Arms heads the list of Southern corporations involved in Gear production. Based in Timbuktu, TA — then known as Misericord Weapon Systems — was charged with manufacturing the *Jäger* Gear developed by the military's Anthropomorphic Battle Vehicle Center in TN 1680 and has dominated the Southern Gear market ever since. Almost gargantuan in size, Territorial Arms has facilities in several Republican and allied city-states and spews out hundreds of Gears each cycle. The corporation, however, does still have a reputation for emulation rather than innovation. The *Jäger* was a copy of the Northern *Hunter* and several other later designs are thought to be cloned from Northern models. It has taken many cycles, but TA has finally been able to shed the stigma over the last half-century. The release of superior models such as the *Sidewinder*, *Iguana* and finally the *Black Mamba* have demonstrated that Territorial Arms is capable of quality as well as quantity. A large part of this success is due to the expertise of the corporation's so-called Skunk Works. This secretive sub-division of TA is involved in many of the most sensitive technological developments. Among others, the Skunk Works is responsible for the development of the *Snakeye Black Mamba* and *Chameleon* stealth Gears, as well as the *King Cobra* heavy assault model.

Territorial Arms' only significant competition is Mandeers Heavy Industries. Also located in Timbuktu, Mandeers' success has wavered as TA has become dynamic once again. Mandeers was responsible for the successful *Python* fire-support Gear as well as the *Viper* line of general purpose and desert-duty models. As TA has claimed the title of the most forward-thinking of the two manufacturers, however, Mandeers' models have increasingly become second rate. The *Python* — and its cousins the *Boa* and *Anaconda* — have been largely replaced by the TA *Spitting Cobra*, while the *Vipers* are giving way to the *Black Mamba* and other TA models. Only the more recent *Water Viper* amphibious model has become a qualified success, displacing the TA *Wasserjäger* in a limited market. Rumor has it that Mandeers is looking to form partnerships to revitalize itself.

Although Territorial Arms and Mandeers together form a near-monopoly on military Gear design and production, several other corporations are involved at various levels. Territorial Arms produces so many machines that it has had to sub-contract production of certain models or components to other corporations. Skavara Heavy Industries, the Eastern Sun Emirates' only Gear manufacturer, is a leading sub-contractor and produces *Basilisk* and *Iguana* models for the Eastern market and for TA. Other specialized corporations have arisen to produce Gear components and Obelisk Electronics of Timbuktu is among the most important of these. The leading electronics manufacturer in the Southern Republic, Obelisk not only makes components for the military market, but makes mass-market home electronics and runs its own Hermes 72 network. Gears have also been around long enough that many have found themselves on the gray and even the black markets, and several small to medium enterprises have formed to fill the service demand for these semi-legal machines. Nemmelworth's Gear and Merchandise, located in Hsi Tsang, is among the most well-known of these manufacturing and repair companies, although others exist across the AST.
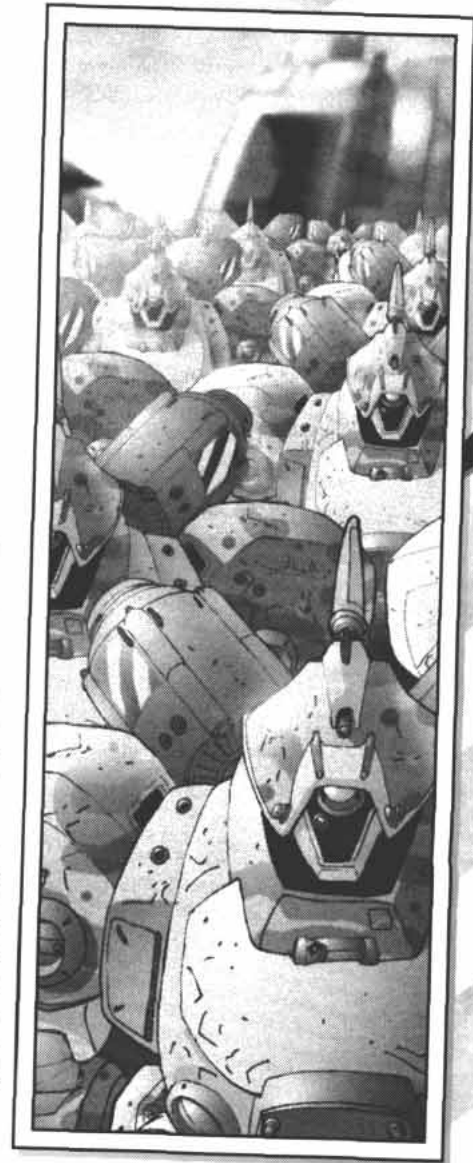
The Problem of Deregulation

Although Republican state-centered economic policies have generally been supported by successive prime ministers, there is an undercurrent of opinion favoring free-enterprise that occasionally finds itself expressed at the highest levels. Prime Minister Luc-Maurice Lamarquette, in power from TN 1902 to 1913, was a powerful advocate for deregulation and privatization in the Republican economy. Lamarquette and his finance minister Katherine Nemes spent most of their tenures stripping down the traditional barriers to economic competition in the Republic. Lamarquette is perhaps best remembered for deregulating the rail industry (ushering in the birth of Colonial Ferroviaire), but his activities had their impact on the military market as well. Prior to Lamarquette's program, Territorial Arms had been given some assurances that its monopoly of the Southern Gear market was inviolate; his election made that impossible. In fact, the prime minister encouraged Mandeers and other TA competitors. Lamarquette was assassinated in TN 1913 and his policies were rapidly reversed, although the concept of a TA monopoly was never brought back to the bargaining table. Prime Minister Lamarquette's death is usually blamed on the confusion of the Judas Syndrome, but rumors that TA was involved have never been completely silenced.

3.1.1 MANDEERS HEAVY INDUSTRIES
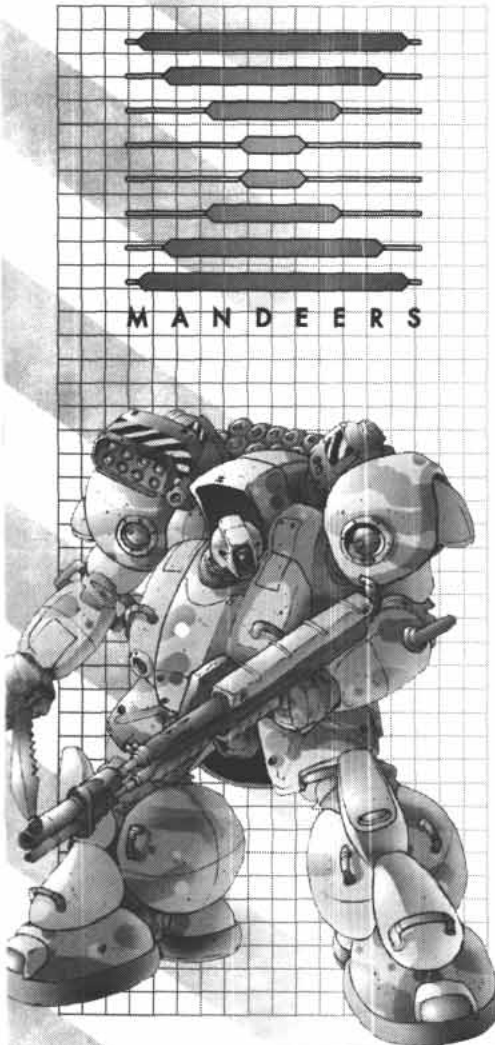
M A N D E E R S

Mandeers Heavy Industries began operations in TN 1577, producing heavy equipment and vehicles for the construction and mining industries. In TN 1645, the company started manufacturing power generators, beginning with solar- and wind-powered ones, then hydrocarbon and finally fusion generators for civilian power plants; Mandeers currently operates many such plants throughout the AST. The company began developing its own Gear designs in TN 1753, but was never very successful in selling its designs to the Southern militaries. Mandeers managed to sell its *Python* fire-support design to the Southern Republican Army, but sales to the Southern MILICIA were never as plentiful. It was eventually replaced in SRA service by the Territorial Arms *Spitting Cobra*. The *Python* fared better than the *Boa* and *Anaconda* designs, however, which failed to ever reach active service and proved a great drain on Mandeers resources. Mandeers' one real success in the military market was its *Viper* series which is still in service with the SRA and the Southern MILICIA. Even this line is beginning to show its age, however, and is being phased out in favor of newer or more versatile Territorial Arms models. Because of these problems, Mandeers was forced to sell many of its Gear designs outright to the Republican government about fifty cycles ago in order to get itself out of financial difficulties. The Republican government in turn licensed the designs to Territorial Arms, a kick in the teeth for Mandeers, confirming suspicions about Territorial Arms' building a state-backed monopoly. Since then, Mandeers has concentrated its Gear manufacturing in the private market, where it has met with significantly greater success. Due to the popularity of its civilian models, Mandeers is as well known as Territorial Arms, a situation that annoys TA to no end. Still, Mandeers is beginning to lose its market share and if this is not remedied soon, it may be forced to withdraw from the Gear market completely.

Recently, there have been rumors that Mandeers has joined forces with Dynamic Systems to produce a new generation of military Gears, designed to end Territorial Arms domination of the market. Mandeers is keen to re-establish itself in military Gears and Dynamic Systems is making a name for itself in Gear design, but many industry observers say that they will have a hard time upstaging the current market leader.

The rumors of a new project are given credence by recent moves to restructure military Gear development. The *Water Viper*, although initially successful, remains a niche product that sells in small numbers. Mandeers has signed agreements with New Baja to increase sales on the model, but even these are not on the scale the management of the company would like to see. Some analysts theorize that Mandeers intends to eventually swallow up Dynamic Systems and use its excellent reputation in both military and civilian circles to finally break the TA monopoly.

Manufacturer Description

Legal Appellation:	Mandeers Heavy Industries, Ltd.
Headquarters:	Mandeers Towers, Timbuktu, Southern Republic
Directing Executive:	Managing Director Jeniene Barry
Major Products:	Military Gears, construction and mining equipment/vehicles, power generation

• ORGANIZATION

Mandeers Heavy Industries consists of three separate divisions, of which Gear Design and Manufacturing is the smallest. The bulk of Mandeers employees work for the other divisions, either Mining/Construction or Energy. Energy is the largest, responsible for power-system manufacturing and operations management throughout the AST. The divisions are largely independent and have their own administration and manufacturing facilities. They are expected to be individually profitable, which has caused problems for the Gear division in the past and may force its closure if it cannot improve sales in the near future.

In addition to its Timbuktu headquarters, Mandeers also has manufacturing facilities in Atsi in the Mekong Dominion and has several subsidiaries involved in manufacturing and mining throughout the AST, including a number in the Eastern Sun Emirates. Mandeers support of Patriarch Masao has led to several protests and boycotts of Mandeers products by pro-Basalite groups. Masao's ministers, however, have rewarded Mandeers with lucrative contracts, including the construction of a wind and solar-power farm near Strathclyde.

• AREA OF EXPERTISE

While expensive, Mandeers' civilian Gear models are highly reliable and come with extensive guarantees. Their current lead design is the *Street Viper*, a high-end model popular with the Southern elite. In addition to private individuals, Mandeers' Gears are widely used by corporations, often in their security services, and by the sport dueling market. Their classic *Salamander* series is well loved by police forces, Duelists and private collectors alike.

Outside of the Gear market and their minor strider facilities, Mandeers Heavy Industries is a market leader in the production of mining and construction equipment such as oil derricks and borers, and civilian vehicles, mainly heavy trucks and tracked vehicles. Mandeers is also a major manufacturer of fossil fuel and fusion power generators. The company builds and runs electricity plants for city-states all over the AST and exports to some of the larger Badlands cities as well. Mandeers is a member of the landship construction consortium, supplying fusion power generators and hydraulics for the construction of the Republic's landship fleet.

3.1.2 NEMMELWORTH'S GEAR AND MERCHANDISE

Nemmelworth's Gear and Merchandise was not so much founded as formally incorporated in TN 1906 by Garth Nemmelworth. A small-time scrap merchant from Loyang, he recognized an untapped market for second-hand Gears and began to use his stock of old parts to scratch-build Gears for private sale. His business was an immediate success, but Nemmelworth was arrested for the sale of military equipment without a license after the sale of a *Jäger* to an "unfriendly" Badlands township. He was able to get off with only a small fine — thanks to some well-placed bribes — and immediately set up Nemmelworth's Gear and Merchandise, obtaining the correct licenses through the same channels as he did his freedom. The business grew and NG&M began to attract more interest from the Badlands. Many of these customers were ordering *Groundhogs* and *Prairie Dogs*, civilian Gears that would not attract any official attention, but were asking for special "options" and NG&M technicians became quite adept at turning these models into makeshift war machines. By TN 1910, NG&M began to manufacture its own weapons, usually knock-offs of Paxton Arms models. While not of the greatest quality, these home-grown models get the job done and Nemmelworth's pricing is difficult to beat.

Today NG&M sells Gears, usually *Jägers* and *Hunters* obtained after the war, light military vehicles and weapons to private individuals, Badlands town militias, mercenaries, rover gangs and out-and-out criminals without any questions. The Republican government has repeatedly identified NG&M as a threat and pressured Mekong Dominion officials to shut it down. Nemmelworth, however, smartly relocated to the lawless city of Hsi Tsang in TN 1918 and now pays the proper dues to the local oyabun. The protection of the underworld, Nemmelworth's ability to find loopholes in all the legislation meant to stop him and several large bribes, hav meant that NG&M has stayed in business and even expanded. Nemmelworth's Gear & Merchandise now has several imitators, but none have achieved the same degree of success, mainly because they have not been able to attract the level of technical talent that Garth Nemmelworth and his company have, or been able to acquire as much "raw material" for their Gears and other vehicles.

Recently, NG&M suffered several break-ins and attempted sabotage, and Nemmelworth, who cannot be said to be short of enemies, has increased security at NG&M's facilities. He also fears for himself and he is currently bargaining with Oyabun Toshiro Miyazaki for more protection. Little does he know that the Oyabun may not be disposed to help him.

The Oyabun himself has confided to several of his lieutenants that he is growing tired of Nemmelworth. Miyazaki understands the value of having a source of powerful military hardware right at hand, but he feels that Garth Nemmelworth is becoming an irritant and possibly a danger. The entrepreneur may even have had the temerity to anger the powerful and corrupt Lord Chancellor Durocher, to whom Miyazaki is said to owe allegiance. This may be a fatal error.

Manufacturer Description

Legal Appellation:	Nemmelworth's Gear and Merchandise, Ltd.
Headquarters:	NG&M Compound, Hsi Tsang, Mekong Dominion
Directing Executive:	Owner and CEO Garth Nemmelworth
Major Products:	Refurbished Gears and vehicles, weaponry, communications equipment

• ORGANIZATION

NG&M's facilities consist of a couple of warehouses on the outskirts of Hsi Tsang, one of which is converted into a workshop. The warehouses are not very well organized, and their inventory resides mainly in Nemmelworth's head, which means that finding a particular part can sometimes take a couple of hours. Nemmelworth's work force consists of Nemmelworth, his secretary, fifteen technicians and seven security guards who are equipped with the best military surplus equipment Nemmelworth can find. Nemmelworth is also rumored to have another facility in the Badlands where he does business with people even Oyabun Miyazaki does not know about.

Nemmelworth often goes off hunting for new parts and is a frequent sight at scrap heaps, second hand dealers and military surplus sales, but he also depends on independent salvage operators. Many desert traders purchase War of the Alliance salvage across the Badlands and bring it south for Nemmelworth. He sometimes sends agents of his own to the best salvage areas, such as the Heaps of Khayr ad-Din.

• AREA OF EXPERTISE

NG&M is best known for its refurbishment and customizing of *Hunter*, *Jäger* and *Prairie Dog* Gears for anyone who has the money, a practice of dubious legality in the AST, but almost impossible to stop in Hsi Tsang. While the ease of repair and availability of parts means these three models are most commonly sold, others are sometimes available, depending on what salvage Nemmelworth has received recently. NG&M has recently advertised several refurbished *Pythons* for sale, a development that has attracted even more official attention. NG&M also has the ability to manufacture machineguns, autocannons, rocket pods and bazookas, although the quality of these items varies considerably. On the other hand, NG&M-built communications equipment is of consistently high quality. Hsi Tsang rumor-mongers whisper that Nemmelworth has several Isaac-class technician GRELs working for him, producing electronics equipment and refurbishing salvaged CEF weaponry.

3.1.3 OBELISK ELECTRONICS
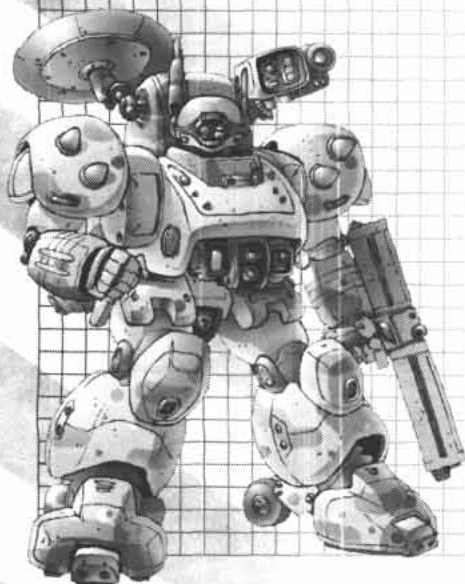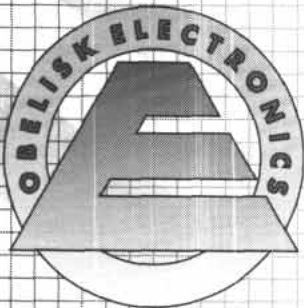
Obelisk Electronics was founded in TN 1722 by a group of industrialists who wished to sell communications equipment to the Republican Army. It won several contracts and subcontracts from other companies to equip their vehicles, and began to expand into other areas of military electronics. In TN 1796, it moved into consumer electronics, flooding the market with cheap trideo viewers, audio players and personal assistants, accepting a short-term loss to drive other companies out of the market. While this strategy was not completely successful — the products were rushed into production and several had to be recalled — it established Obelisk as an important player in the consumer market.

After its entrance into the civilian market, Obelisk grew rapidly, taking over three other electronics companies and, by TN 1802, it had become the largest electronics firm in the Southern Republic. Obelisk has always been highly aggressive in its approach to other companies in the field and has used the wealth of its backers to buy out or bankrupt its competitors on many occasions. In TN 1804, five rival companies filed a joint suit against Obelisk for unfair business practices, but after several appeals, the Republican Supreme Court ruled in favor of Obelisk Electronics. Seeing this as a stamp of approval for its activities, Obelisk became more blatant in its attempts to be rid of its competitors, and in TN 1809 it "acquired" the three top researchers from Territorial Arms' energy weapons research and development unit. Obelisk always denied that the engineers and scientists were somewhat less than enthusiastic about leaving, pointing out that no criminal activity was ever proven and accusing Territorial Arms of "poor sportsmanship." Presently, Obelisk is in a bidding war with Aardman Electronics, a Humanist Alliance firm, over the supply of data encryption equipment to the Southern MILICIA's Special Intervention Unit (and other elite units) and industry observers are speculating on what tactics Obelisk will use to get its own way this time.

After its success in the consumer hardware market, Obelisk decided to move into software as well, buying into several computer game companies, recording studios and radio stations and initiating a massive cross-promotion of its products and media. The investment paid off, making several Obelisk affiliates industry leaders. After the War of the Alliance, Obelisk set up several of its own Hermes 72 satellite trideo networks, including the popular *Electric Shocks* music channel and the *Explorer* science channel. Today, Obelisk is one of the major broadcast media providers in the Southern Republic and Mekong Dominion, although it is finding the Eastern Sun Emirates and Humanist Alliance markets very hard to crack.

Manufacturer Description

Legal Appellation:	Obelisk Electronics, Inc.
Headquarters:	The Terringer Building, Timbuktu, Southern Republic
Directing Executive:	Managing Director Rex Mapp
Major Products:	Civilian and military electronics, neural nets, cerachips, drones

● ORGANIZATION

Obelisk Electronics is split into two main divisions, civilian and military electronics, each with their own factories and research and development facilities. In addition to sensor and communications suites for Gears and other vehicles, the military electronics section also has a an energy weapons division that supplies laser systems for SRWI's *Hun* light tank, among others. The consumer electronics division produces a wide range of electronic gadgets for the general public, but is also a major manufacturer of cerachips used by a variety of other companies.

The most powerful section of Obelisk Electronics is, however, the marketing department. It is unusually large for a company the size of Obelisk and incorporates some functions of forward planning as well. The company's competitors say that the company's excellent reputation is as much a result of the marketing department's spin doctoring as of the quality of its products; they also accuse the department of smearing its opponents' products as much as promoting its own. Much of the company's upper echelon was originally from the marketing department.

● AREA OF EXPERTISE

Obelisk produces all kinds of military electronic components: communications, electronic warfare, sensors and neural nets. They are known for their high quality and durability and are used extensively by the Republican Army and the MILICIA. Obelisk's military electronic systems are used in the products of many other companies, including most of the electronics in Territorial Arms' Gears. Obelisk MERIT sensor and communications packages are now standard equipment in the *Iguana* series of Gears and their MERIT 3000 array fro the *Chatterbox* command and communications variant is considered the best in the South. Obelisk also produces energy weapons and drones for the military market. The energy weapon division is less successful, however, being thwarted by TA's own energy weapon division. The marketing department is considering making the purchase of Obelisk's energy weapon a precondition for the purchase of other Obelisk products, but TA has appealed to the Republican Ministry of Defense for protection against such practices.

In contrast to its products for the military market, Obelisk's consumer products are cheaply made and not very durable. While popular in the cities of the AST, they are treated with disdain by most Wildlanders and Badlanders.

3.1.4 SKAVARA HEAVY INDUSTRIES

Established in TN 1786 by Emir Sadir Draho, Skavara Heavy Industries was granted the right to be the exclusive Gear manufacturer in the ESE by Patriarch Jido Masao, a close friend of Sadir's. Since it's inception, Skavara HI has been a point of contention for many emirs, who feel slighted by the patriarchy. Draho's opponents have consistently petitioned the ESE monarch (including current ruler, Oliver Masao) to change the decree made by Patriarch Jido. Tensions have grown between the Patriarch and current Emir Gavriel Draho and these petitions are being given real consideration for perhaps the first time; it is still unclear, however, whether Masao will take any action on the matter.

The emirs who wish to see an end to Skavara's monopoly on Gear manufacturing have not hesitated, however, to use other methods to get their way. Skavara HI thus plays a major part in the hidden machinations of ESE politics, with sabotage and espionage far from uncommon. Emir Draho's close ties with Lord Chancellor Tanaka, and the AST in general, have only made him an even more likely target of Byzantine machinations.

Draho is well aware that Skavara HI is an extremely important piece in the power games played by his fellow emirs. He has taken great measures, therefore, to ensure its safety, most obviously by assigning a *sidar* (an Eastern military officer) named Kim Ludan to oversee the security of Skavara HI's facilities and solicitors (the administrators and bureaucrats of the ESE), thus ensuring that no harm comes to them and that they remain free of corruption. The Emir has also placed several spies at various levels within the company as safeguards against Ludan failing in her duties. He has even gone so far as to plant a spy in Ludan's staff of *havildars* (non-commissioned officers) in order to ensure that she remains true to her mission.

Draho's extensive precautions would seem signs of paranoia were he not an emir in the political wasp's nest of the ESE. His caution just recently prevented a potentially shameful disaster. One of Draho's spies amongst the commoners discovered a rival emir's attempt to reprogram the robotics responsible for the delicate, precision work on the Gear production lines. Had the attempt succeeded, an entire shipment of *Iguanas*, which were to be delivered to the Ethereal Palace for Patriarch Masao's personal guard, would have been fatally sabotaged. The intent was to alter the Gear's cooling systems so that they would invert at a specific temperature, increasing the chances of a system shutdown, or worse. Fortunately, Draho learned of the sabotage attempt and has already taken measures to deal with those responsible.

As a major military hardware producer outside of the Southern Republic, Skavara Heavy Industries must also put up with a certain amount of official supervision from the Allied Southern Territories' government. Julianne Droit, the official representative of ESE Lord Chancellor Tanaka, must be granted complete freedom to inspect any aspect of Skavara HI operations. Emir Draho has done his best to convince this woman he sees as a parasite that he is her friend.

Manufacturer Description

Legal Appellation:	Skavara Heavy Industries
Headquarters:	Heavy Industries Production Facility, Skavara, Eastern Suns Emirates
Directing Executive:	Emir Gavriel Draho
Major Products:	Gears and Gear components

● ORGANIZATION

Skavara HI's day to day activities are handled by Skor Hokanu, a member of the ESE solicitor class. Though Hokanu makes many vital decisions affecting the operation of the company, he is constantly under the watchful eye of the true director , Gavriel Draho. Beneath Hokanu is a small core of solicitor-class managers who are responsible for overseeing the various aspects of the company. Lastly, at the bottom rung, are the huge numbers of serfs (ESE commoners) who toil, day in and day out, in Skavara HI's factories. Although Skavara's workers are better cared for than many of their counterparts within the ESE, Skavara HI is constantly criticized by foreign bureaucrats for the poor working conditions it provides and its supposed use of "slave labor." The locals have yet to complain, although this silence may have more to do with the presence of a highly trained, elite and well-armed security force controlled by *sidar* Kim Ludan, than their serene contentment.

● AREA OF EXPERTISE

Skavara HI is the only manufacturer of Heavy Gears in the Eastern Sun Emirates, which has been the cause of more than a few heated arguments in the past between Draho and his rivals. Skavara HI's production lines produce several Gears under license from Territorial Arms, most notably the *Iguana* and *Basilisk*, along with their variants. These Gears are aimed first at the Eastern market and secondarily to supplement TA's main production for the AST as a whole. Skavara HI production models often have one minor modification from the standard model design, a light machinegun mounted on the manipulator arm. Critics point to this addition as being ideal for dealing with infantry or Basalite rebels. Along with their Gear production, Skavara HI also produces various replacement parts and variant kits for the *Iguana*. Rumors that Skavara has begun the production of a new Gear based on some Earth technology have yet to be confirmed, and some feel Draho may have started the rumor himself as deliberate misinformation.
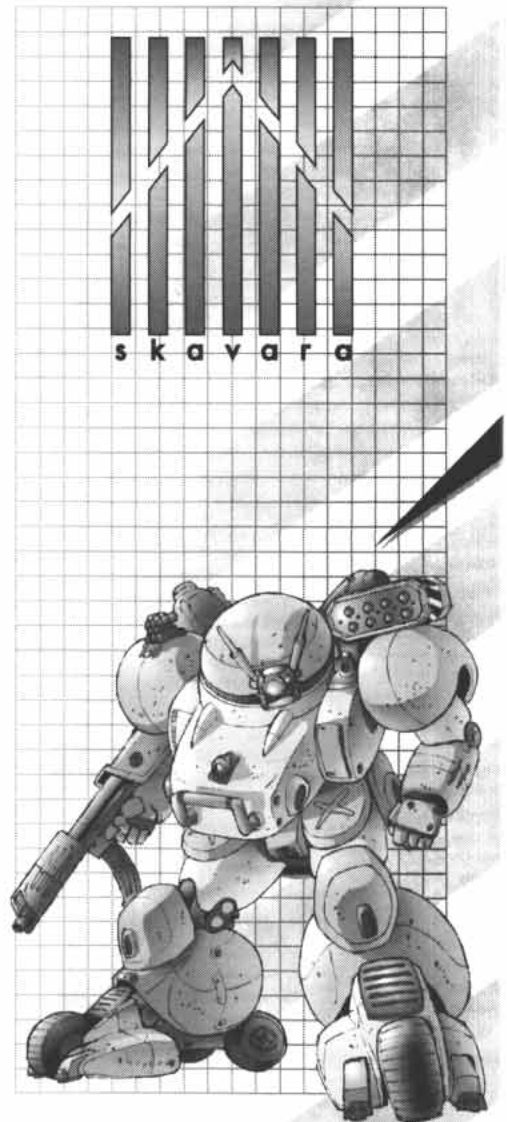
3.1.5 TERRITORIAL ARMS

Territorial Arms was founded in TN 1624 as Misericord Weapon Systems, changing its name shortly after the establishment of the Allied Southern Territories. Considering its role in the formation of the Allied Southern Territories, the name was considered something of a sick joke in the other Southern leagues. Originally, Misericord was solely a weapons manufacturer, producing both small arms and vehicle weapon systems, but in TN 1656 it began producing military vehicles, mainly light tanks and armored personnel carriers. The company was contracted by the Republican Army in TN 1680 to produce the *Jäger*, a copy of the Northern *Hunter* developed by the army's Anthropomorphic Battle Vehicle Center. The Republican Army and government were delighted with the performance of the new machine, which played a key role at the end of the Southern War — the Republic's bid to subjugate the other southern leagues. Since then, TA has had a monopoly in all but name in the production of military Gears in the southern hemisphere, ensuring the company's survival and growth. It took several generations, however, for TA to establish itself as a quality producer. Its *Jäger* was designed as a copy and its attempts to produce its own original Gear designs produced mixed results, culminating in the flawed *Anolis* design. That the Republican Army purchased the *Anolis* despite its poor performance is seen by many as proof that Territorial Arms has undue influence with the Republican government. The development of the *Rattlesnake* general purpose Gear was somewhat more successful, however.

Territorial Arms also builds Gears for the civilian market, but none of their worker designs have achieved the popularity of the common *Prairie Dog* and *Groundhog* Gears. The non-military dueling and specialist Gear market is dominated by Mandeers Heavy Industries. Cynics say this is because Territorial Arms cannot (yet) manipulate the general public the way it does the Republican government.

Public interest in Gears is immense in the South and the company has taken advantage of this, licensing all manner of spin-offs — comic books, lunch boxes, bed sheets and model kits, with the *Iguana* plush toy line being especially popular. TA has supported movies and television shows featuring Gears by supplying vehicles and advisers. It was widely reported that TA demanded script changes in the TN 1832 movie "Duelist's Honor" that depicted a TA *Rattlesnake* coming off second best to a Mandeers *Python*.

Territorial Arms is currently busy preparing for another wave of challenges to its preeminence in the Gear marketplace. Mandeers Heavy Industries and Dynamic systems are rumored to be working together on a new Gear design and both companies still have outstanding legal disputes with TA over the *Sidewinder* and *Spitting Cobra* designs which, if TA loses, could prove very costly.

Manufacturer Description

Legal Appellation:	Territorial Arms, Inc.
Headquarters:	Territorial Arms Building, Timbuktu, Southern Republic
Directing Executive:	MD Alan Litherland
Major Products:	Gears, military vehicles, weaponry

● ORGANIZATION

Territorial Arms is divided into several divisions concentrating on different product areas, along with the largely independent Special Projects Division (a.k.a. the Skunk Works). The weaponry division continues to be the largest as it has been ever since the company was MWS, but the military vehicle division has shrunk in size and prestige ever since the formation of the Heavy Gear division, leading to some resentment among its workers.

Territorial Arms is the largest company based in the industrial city of Timbuktu, with a significant proportion of the city's 1.1 million inhabitants being TA employees. TA also has facilities in Marabou and Siwa Oasis, and maintains offices in Port Oasis, Mekong, Strathclyde and Perth. TA also maintains offices in the capitals of the other Southern leagues and manufactures Gears through local subsidiaries or licenses its designs to local companies, such as Skavara Heavy Industries in the Eastern Sun Emirates, which licenses the *Iguana* and *Basilisk* models.

● AREA OF EXPERTISE

For many cycles, Territorial Arms was criticized for only being able to produce copies of Northern Heavy Gears and vastly inferior designs such as the ill-fated *Anolis*. Although TA managed to produce competent designs such as the *Basilisk*, the impression stuck until the development of such Gears as the *Sidewinder* (although this was largely the work of Dynamic Systems) in TN 1889 and the *Iguana* soon thereafter. It did not completely disappear, however, until the development of the *Black Mamba*, a revolutionary design that took the North by surprise and more than closed the technological gap that had been opened up by the *Jaguar* commando Gear.

TA markets its Gears and other products aggressively throughout the AST and 'friendly' areas of the Badlands. The Heavy Gear division's marketing department is currently trying to convince the Republican Army that fire-support Gears such as their *Spitting Cobra* should be used to replace light cavalry units like SRWI's *Hun* tank. Most Republican commanders remain unconvinced, however, and some fear that TA is burning bridges with the military with such a blunt sales ploy.

3.1.6 TERRITORIAL ARMS SKUNK WORKS

Territorial Arms formed a department dedicated to high-technology military contracts shortly after the formation of the Allied Southern Territories, hiring many of the engineers who had previously worked for the army's Anthropomorphic Battle Vehicle Center. Although officially known as the Territorial Arms Special Projects Division, it is universally known as the "Skunk Works," a reference to the "dirty tricks" equipment it produces. While officially the Skunk Works is concerned only with cutting-edge vehicle design and advanced technology research, it has become known for its involvement in the production of vehicles for special and covert operations for the Republican Army, making its activities highly secretive and the subject of much conjecture. Popular technical journals often feature blurry, long-range photographs of what is supposedly the Skunk Works' latest secret project. Conspiracy theorists still ponder the rapid disappearance of all copies of the Winter TN 1901 *Gear Review* along with Zerin Markus, the author of the article "Skunk Works' New Hover Gear."

The Skunk Works maintains separate facilities from the rest of Territorial Arms and discourages contact between its workers and those of the rest of the company. Standard TA employees know little more than the public about Special Projects, only gaining insight on the rare occasions when new technologies or designs "trickle down" to them, such as was the case with the *Black Mamba*.

The Skunk Works' ties to the Légion Noire and SRID are well known, and the *Chameleon*, *Green Mamba* and *Snakeye Black Mamba* stealth Gears were designed to their specifications. They are also rumored to provide considerable funding to the Skunk Works for purposes that are not entirely clear. The astonishing number of unmarked troop and Gear transports that regularly land at the Skunk Works' private airstrip certainly does nothing to quell these rumors.

Covert operations Gears are not the only vehicles that the Skunk Works produces. Its best known Gear design is the *King Cobra*, which was produced late in the War of the Alliance to great fanfare. Although not produced in great numbers, its large size and fearsome armament have meant it has become well known to the general public and is often featured in TA public relations department advertising. The Skunk Works is also known for producing specialized (often stealth) versions of standard weapons for use in their Gears. The TASW-35 autocannon and Vogel-6 STL stealth weaponry for the *Green Mamba* are the most recent examples of this type of modification. In addition to developing their own equipment, the Skunk Works is known to study captured Northern and Colonial Expeditionary Force materiel to adapt their technology for Southern use, building something of a tradition out of the reverse-engineering of the *Hunter* by the Anthropomorphic Battle Vehicle Center. TA Skunk Works engineers sometimes joke that anything they cannot be bothered designing themselves, they can easily steal from the North.

SKUNK WORKS

Manufacturer Description

Legal Appellation:	Territorial Arms, Inc. Special Projects Division
Headquarters:	TA SPD Complex, Timbuktu, Southern Republic
Directing Executive:	Director of Special Projects Wulf Sixsmith
Major Products:	High end military vehicles and equipment

• ORGANIZATION

Although the Skunk Works form a division of Territorial Arms, they maintain administration, funding and facilities separate from their parent company and Director Wulf Sixsmith has a great deal of independence from the Territorial Arms board of directors. The Skunk Works is involved with the Republican government and military even more so than their parent. Several ex-Légion Noire members are employed as advisers and test pilots, and the Republican Army provides security for its facilities. The Southern Republic Intelligence Directorate also vets all Skunk Works employees.

Not much is known about the Skunk Works' internal workings: all workers sign strict confidentiality agreements and none have survived long enough after breaking them to make much information public. Special Projects is known to have research and production sections and to receive at least some of its funding from outside sources. Alexander Villamente, head of TA Public Relations, firmly denies the rumors that the Skunk Works is used as a cover for the funding of Southern Republican black operations.

• AREA OF EXPERTISE

The Skunk Works produces cutting-edge designs built with the best technology available. Many of the technologies they have developed have gone on to be incorporated into standard production models such as the *Black Mamba* which is based on a prototype originally produced by the Skunk Works. The Skunk Works has been at the forefront of stealth technology research in the South and is most notorious for the development of the *Chameleon* and *Snakeye Black Mamba* stealth Gears designed for special and covert operations. Rumors of the existence of unmanned covert operations Gears with artificial intelligence continue to fly about and may even have some limited basis in fact; the Skunk Works is known to be moving into remote-controlled drone research and industry pundits speculate they may be developing surveillance and assassination drones. It has also produced straight combat designs such as the *King Cobra*, the only criticism of which has been that it carries too many weapons for it to use effectively.

MACHINES IN THE MIST
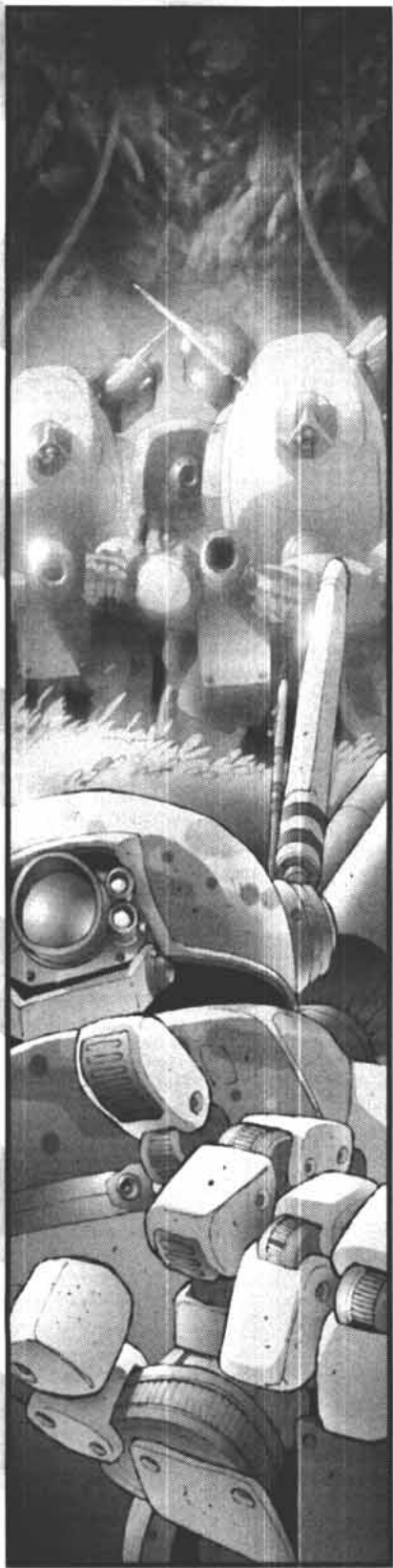
"Damn, I'm soaked." Yan DeTer tugged at the collar of his pilot suit. He was dripping with perspiration and the humidity sucked in by what passed for a ventilation system in his *Jäger*. They couldn't assign him the bloody swamp variant. "I can't believe people actually live in this stinking green hell. Why can't they be civilized and live in the city like everybody else?"

Yan pushed his *Jäger* cautiously through the thick jungle canopy. He knew exactly which path the rebel was going to take. With a vehicle that big, he could only use the old dirt road. Oh, the *Visigoth* main battle tank he had stolen would surely be able to blast its way through the dense vegetation, but time wasn't on his side. The rebel was going be an easy kill.

Any doubt he had about his prey's position was instantly dispelled when he heard the characteristic churning of tank treads farther up the road. There was no time to get to cover — the tank's sensor suite would pick him up right away. Yan spun his *Jäger* around, reaching behind him with his right manipulator to unlimber one of the panzerfausts secured on his Gear's back skirt armor. The *Jäger* might not have a whole hell of a lot of anti-armor punch, but one of these little babies could even the odds very quickly.

Then the great tank was upon him, bearing down at full speed, heavy treads churning up geysers of damp earth. Van had seen them in action before, of course, but he didn't think he would ever get used to seeing 60 tons of death barreling down on him. The rebel didn't aim any of his weapons, however, which comforted Yan.

"Probably still secure-locked, and he hasn't got the codes," he muttered. Without access to the guns, all the rebel had stolen was a big bus. Easy mark.

Yan pointed the launcher toward one of the treads that was getting closer by the second — "idiot wants to ram me!" — and pressed the ignition. The warhead leapt out of the tube and spiraled towards the huge vehicle, impacting with a resounding "thunk" and a flash just above the forward drive sprocket. For a brief second, with smoke and fire billowing from the front of the MBT, Van thought it was all over. Then the *Visigoth* kept coming.

Instead of blowing out the tread, the panzerfaust had left a mere blackened dent in the fender. Yan moved to get out of the way when he noticed that the tank's laser turret was illuminated — search mode! He felt his knees turn to jelly and yanked the controls hard, plunging his *Jäger* into the safety of the jungle canopy. There was a bright flash and a sound like thunder as the laser's fire controller misdirected the shot intended for the Gear's back. Yan pushed forward, only to hear the tank crash into the vegetation behind him.

"He wants me dead!" Van was sweating again, but this time it had little to do with the heat. "Oh please if I get out of this one I become a Revisionist," he stammered into his mike as he swerved the Gear to confuse his attacker.

"Hit dirt!" Sergent Mateo cried out as he aimed his snub cannon. Mateo's teammate, the laconic Jerrard, did the same. Both *Black Adders* emerged from their hidden positions and opened up as Yan pushed his Gear down.

There was a deafening noise and a great flash. Yan swung the Gear's head around. Behind him, the tank was reduced to a smoldering mess. Relieved, Yan got his machine to its feet.

"Whew! Thanks guy! How about we get back to base and grab a cold one?"

"I thought Revisionists didn't drink? It's a sin, you know."

The sudden burst of laughter from the *Adder* pilots drowned out any furious reply Yan could've made.

4.1 OVERVIEW

Starting even before the introduction of the Gear 250 cycles ago, Terra Nova has been caught in a cycle of conflict and violence that has fueled military development. This trend has been especially strong in the South, where wars of unification and rebellions have been plentiful. Although military Gears were first developed in the North, it was in the Southern War that they first saw real combat. This cycle of violence has led to a great number of new models being produced, including both variants of tried and true models like the *Jäger* and revolutionary designs like the *Chameleon* or *Black Mamba*.

Like their Northern counterparts, Southern engineers and logistics officers usually divide Gears into three rough size categories: light scout models, medium general-purpose models, and heavy assault/fire-support models. Territorial Arms, the largest Southern Gear producer, has remained unchallenged in the reconnaissance Gear market, despite the fact that until the end of last century it had failed to capitalize on it. Indeed, the *Anolis* recon Gear had been such a failure that modified *Jägers* and *Basilisks* remained the standard scouts in the Southern armies until the introduction of the *Iguana*. This machine has largely erased all the past criticism and failures and has proven itself a competent and lethal machine. The *Iguana* weds speed and armor and is designed so that it may be pressed into trooper service when necessary.

Territorial Arms has faced competition, however, in the general-purpose Gear market. Although they produced the *Jäger*, which has remained in service since the TN 1680s, Mandeers Heavy Industries' *Desert Viper* was a potent competitor for many cycles. Repeated modernization of the *Jäger* and the introduction of the *Black Mamba* commando Gear have secured Territorial Arms' position, however. The success of the *Mamba* has also secured TA's position as the most advanced of the Gear producers, making it ever more difficult for Mandeers to compete. Even in units that have not received the *Mamba*, Territorial Arms' *Jäger* and *Sidewinder* Gears together account for a greater number of units than the *Desert Viper* and its variants. Only the specialized *Water Viper* aquatic combat Gear fielded by Mandeers has drawn them some attention.

A similar situation is prevalent in the heavy assault and fire support Gear market. Mandeers Heavy Industries once ruled this particular roost with their *Python* Gear. The *Python* has largely been fazed out, however, and replaced by the TA *Spitting Cobra*, which faces opposition only from the Dynamic Systems *Black Adder*. The *Black Adder* has managed to remain popular as a dedicated tank-hunter, but even here heavy assault variants of the *Cobra* are gaining considerable ground. There seems little that can prevent Territorial Arms from gaining a virtual monopoly on Southern Gear design and manufacturing.

Southern strider manufacturing is far more diversified. Republican Heavy Industries is the most influential manufacturer, producing the *Naga* line of fire-support striders, along with some other specialized variants. Humanist Alliance Armor Werks, however, is also a major player and supplies the armies of the South with the *Fire Dragon* assault strider. The most recent strider introduced into Southern forces is the *Sagittarius* artillery platform, a production of a third manufacturer, Allied Defense Werks.

Many economists in the Southern Republic have predicted that the deRouen government will eventually call for consolidation of strider manufacturing, giving in to the monopolist tendencies of the Republican model. Republican Heavy Industries is the greatest supporter of this model because they would have the most to gain, whereas Humanist Alliance Armor Werks has made several public demands that the Curia make an official stand against a strider monopoly. Allied Defense Werks has thus far remained out of the debate.
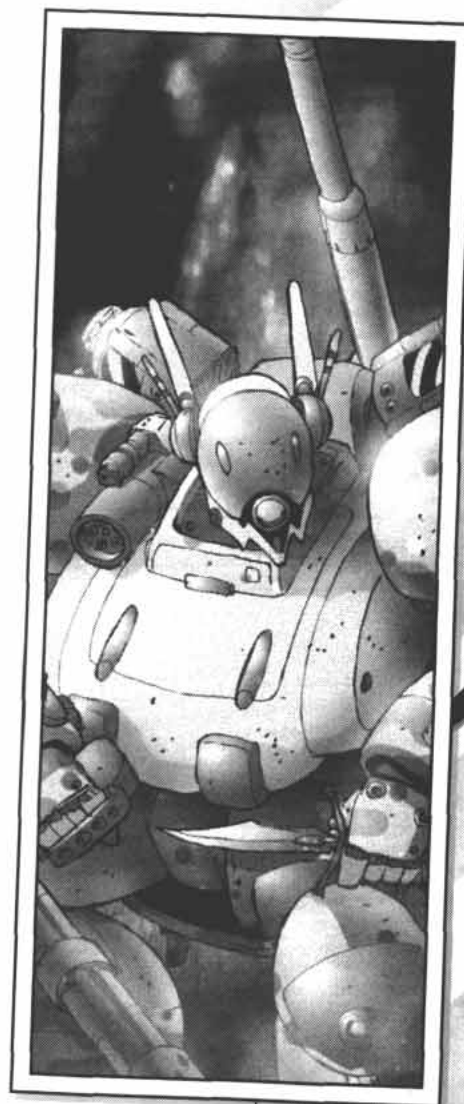
4.1.1 CURRENT TRENDS

The basic Southern model of Gear development consists of using a restricted number of basic chassis from which specialized variants are produced. While the Confederated Northern City-States use some specialized chassis such as the electronic warfare *Weasel* and the tank-hunting *Razorback*, Southern developers have, for the last fifty cycles, come to rely on the basic *Jäger*, *Iguana*, *Black Mamba* and *Spitting Cobra* chassis as the basis for almost all their combat models. Even highly specialized models such as the stealth *Chameleon* or the electronics specialist *Chatterbox* are basically modified versions of the *Iguana*. Specialist models are very rare and often produced by other corporations. The Mandeers Heavy Industries *Water Viper* and the Dynamic Systems *Black Adder* are examples of these minority specialist vehicles.

4.1.2 FUTURE DEVELOPMENTS

Territorial Arms is largely responsible for the shape of current Gear production. The four basic models used by Southern armies are produced by TA and the conglomerate's size and status in the Republic allow it to maintain a stranglehold on the market. As long as it maintains this position, the current system of few chassis and many variants will likely continue to hold sway. As it stands, the Republican state has a well established preference fro dealing with a single large producer, so TA feels relatively safe in its position. There are members of the army and the government who advocate greater competition, however, and are trying to open the market to other manufacturers such as Mandeers and Dynamic Systems. These two corporations are rumored to be cooperating on a new design to face the TA *Black Mamba*, but all details remain under cover of corporate security.

The OACS-01H/ART Support Cobra is among the most powerful Gears on the modern battlefield, able to support attacking units with its back-mounted LTV-28 Cannon while cutting through armored targets with its Junglemower-10 autocannon. From **Vie Militaire**, TN 1932.

4.2 OACS-O5M/SU BLACK MAMBA

The current cutting edge in Southern Gear design, the *Black Mamba* is a relatively recent model that has nonetheless had a serious impact on the Terranovan military scene. The *Mamba* is the most obvious result of the modernization program that swept the Southern military just before the War of the Alliance, when it was becoming clear that the North had established a technological edge. The *Jaguar* commando/general-purpose Gear was especially worrisome, particularly after Southern forces worked with them during the war against the Colonial Expeditionary Force. When these units and their crews returned North after the war, Southern commanders knew well that they could be used quite effectively against Southern targets and production was increased on the *Black Mamba*.

Contracted to surpass the *Jaguar*, the designers at Territorial Arms were not satisfied with copying their Northern counterparts and produced a machine that could stand on its own. Using lessons learned from the Mandeers *Desert Viper* and the more recent *Sidewinder*, TA developed a whole new concept. The design incorporates a carbon composite in the *Mamba*'s internal frame to reduce weight and increase flexibility, making paratrooper operations possible. The reduced weight also enabled the Gear to achieve the high speed and maneuverability required. The armoplast and composite armor, like most Southern designs, was curved to better deflect incoming rounds. To maintain dense armor on most of the machine, the designers reduced the plating on the WV-930TC V-engine and the thickness of the armor on the rear of the *Mamba*'s legs. An advanced Obelisk Electronics sensor suite and communications package, as well as a newly updated virtual reality control system and automated piloting computer completed the basic package of the *Black Mamba*. Offensive power was provided by a PR-55 autocannon and a Vogel-8 rocket pod, while forward and rear mounted GL-01 grenade launchers assured anti-infantry cover. Three HG-C4 hand grenades provided close range punch, along with a VU-11 vibromachete, which could also be used to cut through dense jungle vegetation.
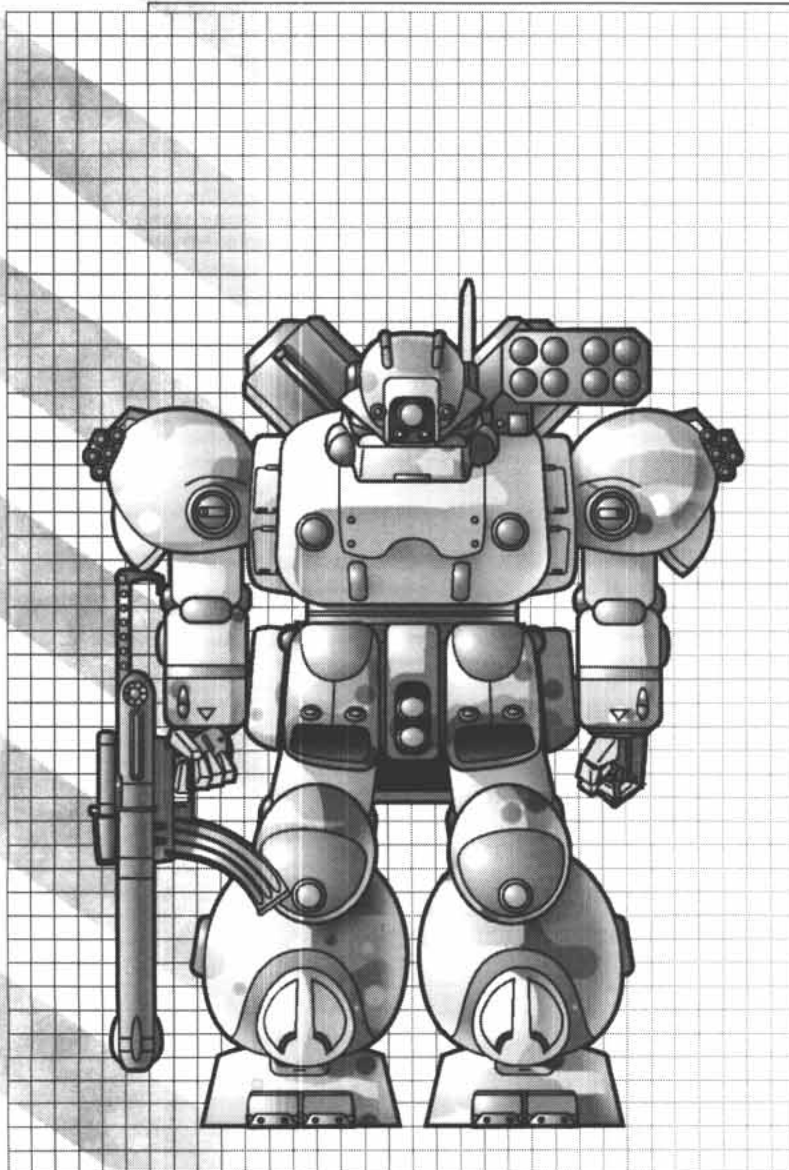
Vehicle Specifications

Code name:	Black Mamba
Production code:	OACS-O5M/SU
Production type:	Mass Production
Cost:	503,250 dinars
Manufacturer:	Territorial Arms
Use:	soldat use Gear
Height:	4.6 meters
Width:	3.5 meters
Average armor thickness:	56 mm
Armor material:	armoplast w/composite
Standard operational weight:	6230 kg
Primary Movement Mode:	Walk (55.4 kph)
Secondary Movement Mode:	Ground (84 kph)
Deployment Range:	500 km
Sensor Range:	60 hexes/3 km
Communication Range:	240 hexes/12 km
Powerplant:	WV-930TC V-engine
Horsepower:	630 Hp

Weapon Payload

Name	Ammunition Payload
PR-55 Autocannon	40 rounds
Vogel-8 Rocket Pod	32 rockets
2 x GL-01 Grenade Launcher	6 grenades each
HG-C4 Hand Grenades	3 grenades
VU-11 Vibromachete	-

SERVICE RECORD

The first production run of *Black Mambas* came out of the Territorial Arms factory in TN 1911. Since then, a constant stream of them has been leaving Timbuktu for units across the Southern Hemisphere. Damage to the production lines cut production during the early cycles of the war, but since then distribution has followed standard Southern policy with the lion's share of the new models going to the *Southern Republican Army*, a lesser number to the MILICIA and very few to the peacekeeping/local defense forces of the Republic's vassal states. Even in the Republican Army, the *Mamba* is not universally distributed, although only disfavored units are not scheduled to receive at least a few of the machines in relatively short order. In the MILICIA, only elite units such as the 11th Gear Regiment — the *Rapiers* — and other favored regiments have anything close to a plentiful supply of *Mambas*. The *Sidewinders* being fazed out of Republican forces are trickling down to the MILICIA, along with a small supply of *Black Mambas*.

The units that have received it, however, have given the *Black Mamba* rave reviews. A truly advanced machine, it has proven suitable for a wide variety of mission profiles. Commando operations (including paratrooper missions) have become the *Mamba's* forte and it has been involved in a large number of surgical strikes carried out across the Badlands against Saragossan rebels and — according to intelligence reports — selected Northern targets. The basic chassis of the *Mamba* has become the darling of the South's military designers and has spawned several important variants. The shadowy compounds of the Territorial Arms Skunk Works are rumored to have dedicated most of their energy to developing yet more deadly *Mambas*. The reduced rear armor of the Gear has been seen as a major flaw by several pilots and a few variants have incorporated makeshift solutions to the problem. Republican military strategy tends to assume an aggressive stance that would put the *Mamba* on the offensive, supported by fire support units if necessary. Gear pilots in both the Republican Army and the MILICIA have made quiet requests that that so-called "glass back" be fixed, but TA has only done so in the elite stealth/sniper *Snakeye BM* variant.

General Stats

Threat Value:	671
Offensive:	1100
Defensive:	618
Miscellaneous:	295
Size:	6
Original Default Size:	9
Indv. Lemon Dice:	3
Crew:	1
Bonus Actions:	0

Movement

Primary Movement Mode:	Walk
Combat Speed:	5
Top Speed:	9
Secondary Movement Mode:	Ground
Combat Speed:	7
Top Speed:	14
Maneuver:	+1

Electronics

Sensors:	+1
Communications:	+1
Fire Control:	+1

Armor

Light Damage:	17
Heavy Damage:	34
Overkill:	51

Vehicle Availability

Availability Threshold:	4
Maximum Number of Units in the Field:	unlimited

Weapons Summary

Name	Code	Fire Arc	Qty	Ammo
PR-55 Autocannon	MAC	Forward	1	40
Vogel-8 Rocket Pod	LRP/32	Forward	1	32
GL-01 Grenade Launcher	APGL	Fixed Forward	1	6
GL-01 Grenade Launcher	APGL	Fixed Rear	1	6
HG-C4 Hand Grenades	HG	Forward	3	-
VU-11 Vibromachete	VB	Forward	1	-

Perks

Name	Rating	Game Effect
Airdroppable	-	Can be airdropped
Autopilot	-	Acts as Level 1 Pilot
Hostile Environment Protection	-	Desert
Manipulator Arm x 2	6	Can punch

Flaws

Name	Rating	Game Effect
Weak Facing	-	Rear

Defects

Name	Rating	Game Effect
None	-	-

Optional Equipment

Name	Modified TV
Replace MAC with HAC (F, 20 shots)	705
Replace LRP with MRP/36 (F, 36 shots)	857
Add 2 Medium Panzerfausts	692
Add DPG (F, 30 rnds)	693
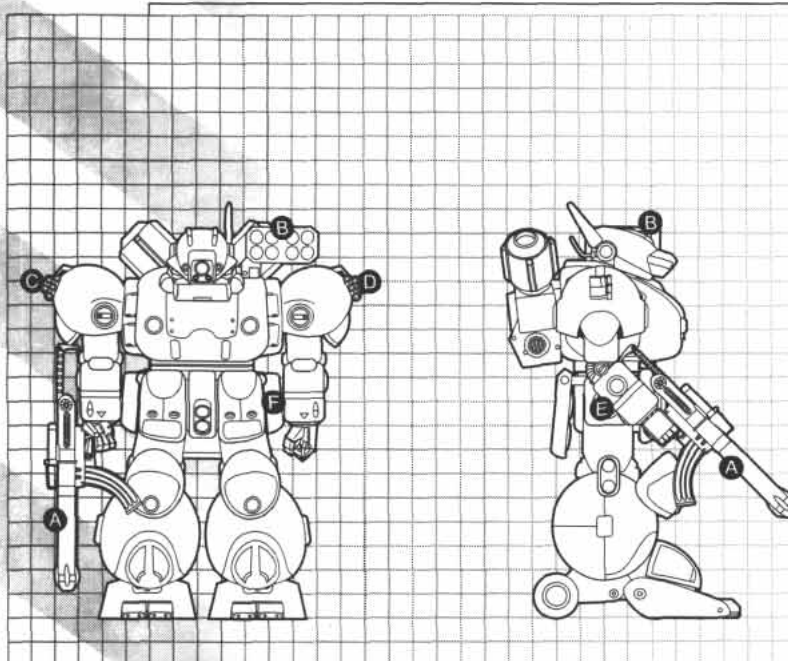
Weapon Location Diagram

A	PR-55 Autocannon
B	Vogel-8 Rocket Pod
C	GL-01 Grenade Launcher
D	GL-01 Grenade Launcher
E	HG-C4 Hand Grenades (not shown)
F	VU-11 Vibromachete (not shown)

Typical Camouflage

Desert 1   Desert 2   Woodland   Pattern-Breaker 1
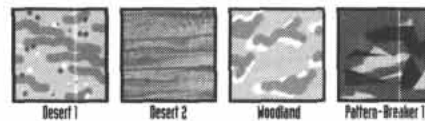
4.2.1 OACS-05M/HFS BARBED FANG BLACK MAMBA

Although the *Long Fang Black Mamba* was designed to provide mobile artillery support to commando units and to replace dedicated fire-support models when necessary — two tasks it does relatively well — many commanders during the War of the Alliance felt that it just did not bring enough firepower into play to act as a true fire-support Gear. With the availability of *Spitting Cobras* strained by the War, units which had already received the quite rare *Black Mamba* were often passed over for resupply in heavy fire-support vehicles. Thus the *Barbed Fang BM* was born as a field refit of the basic *Black Mamba*. To provide long range firepower, the Vogel-8 rocket pod was eliminated and a FLRP-98 heavy rocket pod used by the *Spitting Cobra* was mounted on the *Mamba*'s back pack. FLRP-98 production outstripped that of the *Cobra*, making their acquisition relatively straightforward.

The great weight and firepower of the new rocket system (which had to be modified to fit the *Mamba* frame) had several negative effects on the *Barbed Fang*'s performance. Speed was reduced from a maximum of 84 to 78 kph, with a corresponding percentage decrease in walking speed. The makeshift recalibration of the *Mamba*'s fire control computer and actuators for the new weapon system was also inefficient, leading to a decrease in precision. The added weight also made airdropping the *Barbed Fang* impossible. Despite warnings to this effect, three Republican pilots attempted to bring *Barbed Fangs* along on a paratrooper mission in the Badlands during the war. When they hit the ground, the leg strut shock absorbers failed and the legs collapsed. All three pilots were killed. Since the war, the *Barbed Fang* has been largely withdrawn from the Southern armed forces, but a few remain in circulation and most techs can do the modifications quite easily. Few commanders request these modifications because of the serious performance problems associated with the *Barbed Fang* and the availability of *Spitting Cobras* and other fire-support platforms. Territorial Arms has never been asked — or offered — to prepare a factory variant using the *Barbed Fang* design.

Vehicle Specifications

Code name:	Barbed Fang Black Mamba
Production code:	OACS-05M/HFS
Production type:	Mass Production
Cost:	391,333 dinars
Manufacturer:	Territorial Arms
Use:	heavy fire-support Gear
Height:	4.6 meters
Width:	3.5 meters
Average armor thickness:	56 mm
Armor material:	armoplast w/composite
Standard operational weight:	6750 kg
Primary Movement Mode:	Walk (51 kph)
Secondary Movement Mode:	Ground (78 kph)
Deployment Range:	450 km
Sensor Range:	60 hexes/3 km
Communication Range:	240 hexes/12 km
Powerplant:	WV-930TC V-engine
Horsepower:	630 Hp

Modifications

Add:	HRP/48 (F, 48 rockets)
Remove:	LRP/32, Airdroppable
Change:	Reduce Walker top speed to 51 kph, Ground top speed to 78 kph, Deployment Range to 450 km, Fire Control to 0
Modified Threat Value:	587
Offensive:	991
Defensive:	587
Miscellaneous:	182

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	3
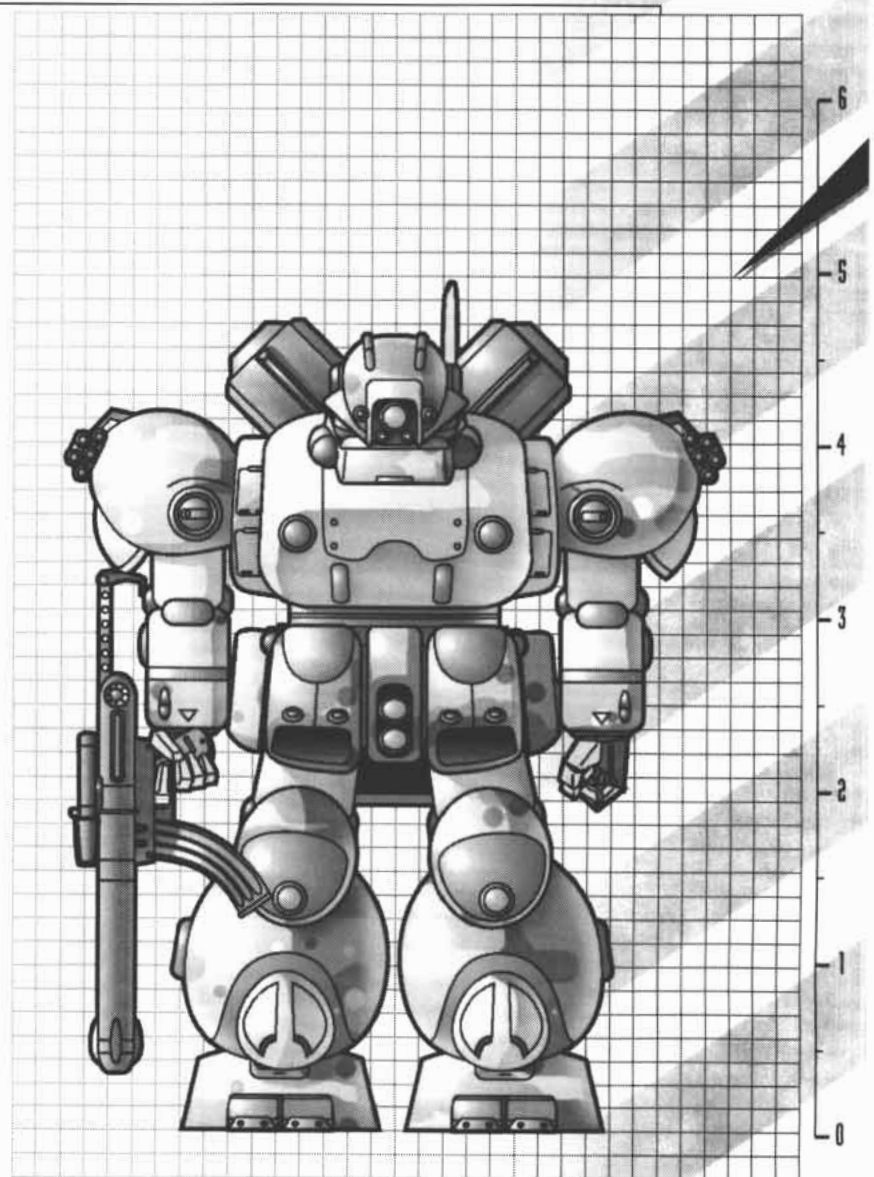
4.2.2 OACS-05M/MP BLACK MAMBA MP

The *Black Mamba MP* is a feared sight on MILICIA and Republican bases, not so much because of its capabilities as a machine but because of the nature of its pilots. Military police officers have enormous power and few of them ever hesitate to use it. The *Black Mamba MP* is designed to give MPs the upper hand in any situation they might encounter. The first and most obvious difference from the standard *Black Mamba* is the large shield the military police variant carries. Its armament, which is not designed for heavy combat, consists of a single pistol-style Riotmaster Mk 6 shotgun, which fires dangerous flechette ammunition. The standard *Mamba*'s PR-55 autocannon and Vogel-8 rocket pod have been eliminated along with its hand grenades and vibroknife. Only the forward-firing anti-personnel grenade launcher has been retained. The sensors on the *MP* variant have been downgraded because of its second-line role, but the new cluster is protected by a transparent Armoglass visor and all the sensors on the machine's body are covered by heavy metallic screen to protect them against thrown projectiles. To carry all the additional weight around without significant speed losses, the engine and transmission have both been upgraded.

The *Black Mamba MP* was introduced in TN 1929 and has had a slightly different distribution pattern than the basic *Mamba* design. While the basic commando model has been given mostly to Republican units, the military police variant has been given in equal proportion to MILICIA units as well. The MPs who keep rowdy MILICIA conscripts in line are seen as having the more difficult job (compared to their Republican counterparts) and have seen their requests given at least equal priority in consequence. The *Black Mamba MP* remains a relatively rare variant, however. With only a few machines necessary per brigade, production runs are very low indeed. Nevertheless, the MILICIA has its fair share of desertions (sometimes accompanied by theft of equipment) and the *Mamba MP* is commonly brought to bear against pilots going AWOL.

Vehicle Specifications

Code name:	Black Mamba MP
Production code:	OACS-5M/MP
Production type:	Limited Production
Cost:	1,568,000 dinars
Manufacturer:	Territorial Arms
Use:	military police Gear
Height:	4.6 meters
Width:	3.5 meters
Average armor thickness:	56 mm
Armor material:	armoplast w/composite
Standard operational weight:	7430 kg (w/shield)
Primary Movement Mode:	Walk (53 kph)
Secondary Movement Mode:	Ground (81 kph)
Deployment Range:	500 km
Sensor Range:	60 hexes/3 km
Communication Range:	240 hexes/12 km
Powerplant:	WV-960 MP V-engine
Horsepower:	740 Hp

Modifications

Add:	APGL (FF, 12 grenades), FGC (F, 20 shells), Back-up Sensors, Shield (Rating 2)
Remove:	all weapons
Change:	Downgrade Sensors to 0/3km, Top Speeds to 53/81 kph
Modified Threat Value:	588
Offensive:	493
Defensive:	602
Miscellaneous:	670

Vehicle Availability

Availability Threshold:	5
Maximum Number of Units in the Field:	unlimited
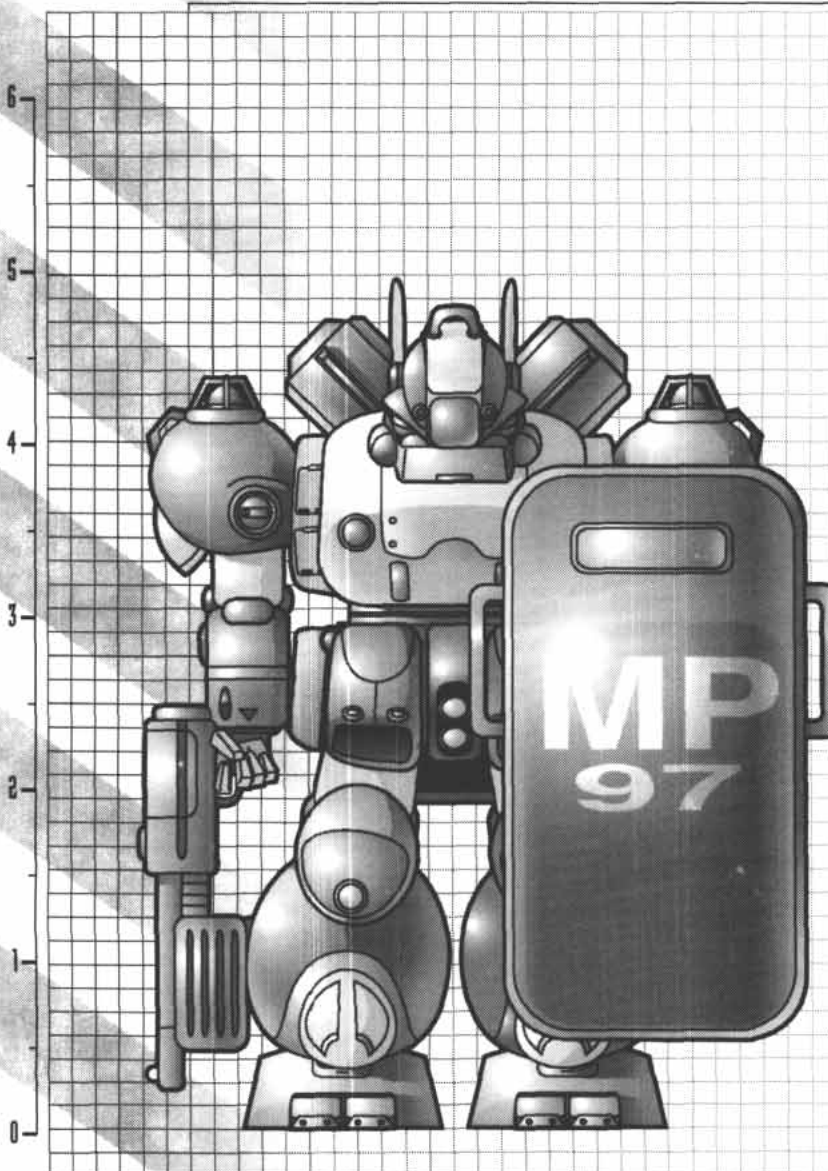
4.2.3 OACS-05M/LAS BLAZING MAMBA

The operational success of the elite stealth/sniper *Snakeye Black Mamba* and its TU-16 laser rifle inspired research into deploying other laser-equipped *Mambas* in other operational roles. The first outgrowth of this research was the *Blazing Mamba*, a laser-equipped assault unit. Laser weaponry can not only punch through armor, but can also target a specific vulnerable system on an enemy machine. The coupling of the *Black Mamba's* highly advanced fire control system with these advantages can make for truly astounding precision work. Unlike the *Snakeye*, the *Blazing Mamba* features only mild modifications, limited to the weapon systems. The weapons load of the *Blazing* was built around the FyStar Weapon Works Helios-13 rapid-fire laser cannon. Although the Helios-13 suffers from a rapid rate of beam dispersal, its ingenious combination of three lasing chambers allows the *Blazing* to lay down a steady stream of laser fire, if necessary. This option is rarely used, however, since the capacitors of the cannon can store only a limited amount of shots before they require lengthy reloading. The Helios-13 is mounted under the right arm of the *Blazing* and is charged from the V-engine through heavy cables. The cannon is, unfortunately, very vulnerable to enemy fire.

The *Blazing Mamba* is usually deployed either in commando teams or as part of a light tank-hunting squad. Its airdroppable nature makes the *Blazing* a dangerous addition to elite insertion teams, but it shines most in dedicated assault missions. The *Blazing Mamba* is often deployed as part of a cadre consisting primarily of *Black Adder* tank hunters. Its job is to eliminate key systems on enemy units while the *Adders* punch through heavy armor with their assault guns. The removal of the *Mamba's* Vogel-8 rocket pod to keep the weight down, however, created a lack of secondary weapons to supplement the Helios-13 cannon in case of breakdown or empty capacitors. Some pilots have taken to carrying a MPGU-22 pack gun on missions, but the ammunition capacity of the laser cannon is usually large enough to last through a standard engagement.

Vehicle Specifications

Code name:	Blazing Mamba
Production code:	OACS-05M/LAS
Production type:	Mass Production
Cost:	392,000 dinars
Manufacturer:	Territorial Arms
Use:	assault Gear
Height:	4.6 meters
Width:	3.5 meters
Average armor thickness:	56 mm
Armor material:	armoplast w/composite
Standard operational weight:	6300 kg
Primary Movement Mode:	Walk (55 kph)
Secondary Movement Mode:	Ground (83 kph)
Deployment Range:	500 km
Sensor Range:	60 hexes/3 km
Communication Range:	240 hexes/12 km
Powerplant:	WV-930TC V-engine
Horsepower:	630 Hp

Modifications

Add:	HGLC (F, 20 shots), Exposed Fire Control
Remove:	MAC, LRP/32
Change:	Reduce Ground Top Speed to 83 kph
Modified Threat Value:	588
Offensive:	948
Defensive:	614
Miscellaneous:	201

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	3

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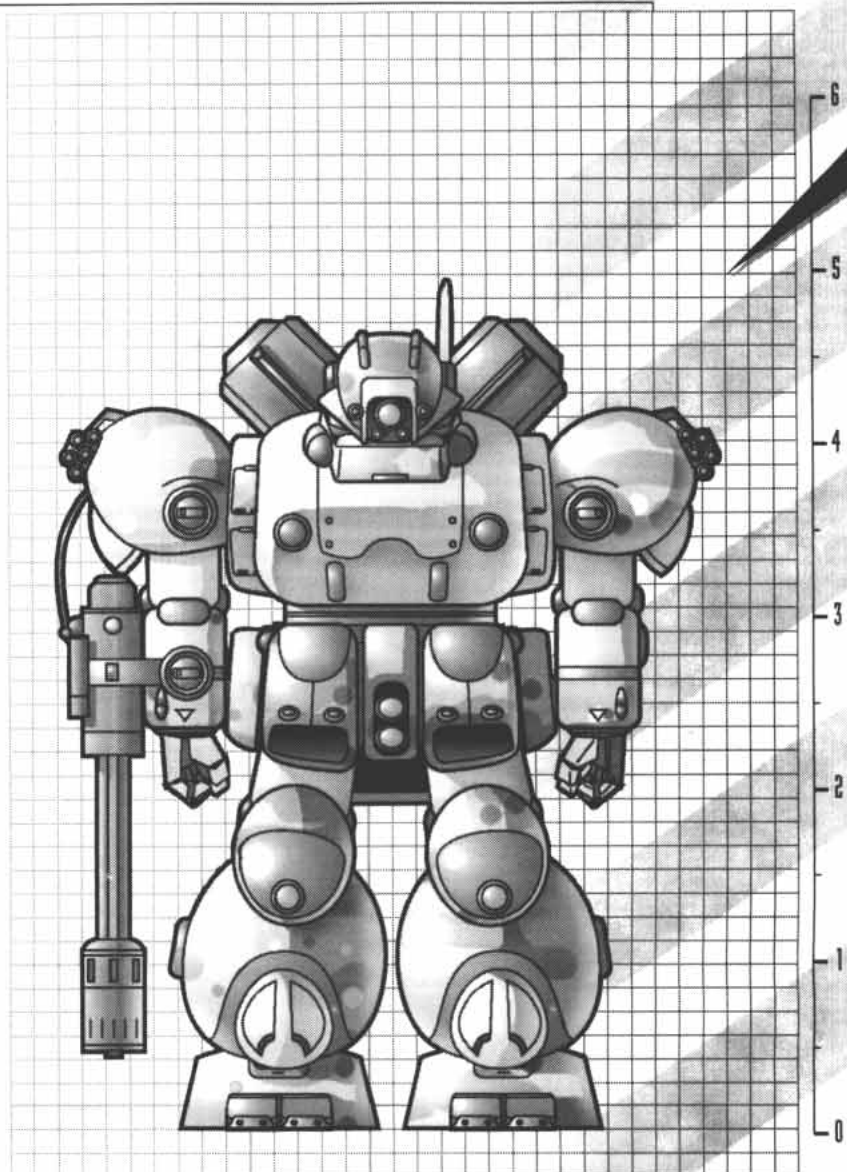
4.2.4 OACS-05M/AS BRAWLER BLACK MAMBA

The *Brawler Black Mamba* variant was introduced as a field modification during the last years of the War of the Alliance. As production of the *Black Mamba* reached acceptable wartime levels with the Territorial Arms production lines back at full capacity, cadres and even sections of Gears consisting primarily of *Mambas* began to become more common. Wanting to create a variety of capabilities while maintaining the speed and maneuverability of the basic chassis, several alternate weapon configurations come into play. The *Brawler* was designed expressly as a counterpart and companion to the *Long Fang Black Mamba* fire support field modification. While the *Long Fang* was given a large load of heavier Vogel-B rockets, the *Brawler* was designed for short-range area saturation. The modifications were fairly simple, replacing the PR-55 autocannon with a HGL-70 grenade launcher and the Vogel-8 rocket pod with a Buzzer-F 44mm rocket pod, but these short-range, high-rate-of-fire weapons were very effective against light vehicles and ground troops, precisely the opposite of the *Long Fang*.

The *Brawler* and *Long Fang* variants were often deployed together, with the *Long Fang* first softening the area before the *Brawler* moved in to clear it. The *Brawler* performed relatively well against GREL infantry thanks to its saturation abilities, and its HGL-70 could lay out enough damage to face hover tanks if need be. Since the war, the *Brawler* variant has become a standard, but remains less popular than the *Long Fang* because of its woeful lack of medium or long-range weapons. Urban combat units (such as the MILICIA's 11th regiment), which fight in close quarters, however, commonly use the *Brawler BM* for building-clearing and heavy-assault operations. The 11th *Rapiers'* assault on the Badlands city-state of Lance Point in TN 1931 featured heavy use of the *Brawler* to devastating effect. Using fragmentation grenades, the attacking *Brawlers* rapidly cleared buildings held by local revolutionaries — at a great cost in human lives. The revolutionaries who tried to fight back with captured police vehicles were quickly disposed of thanks to intense rocket fire.
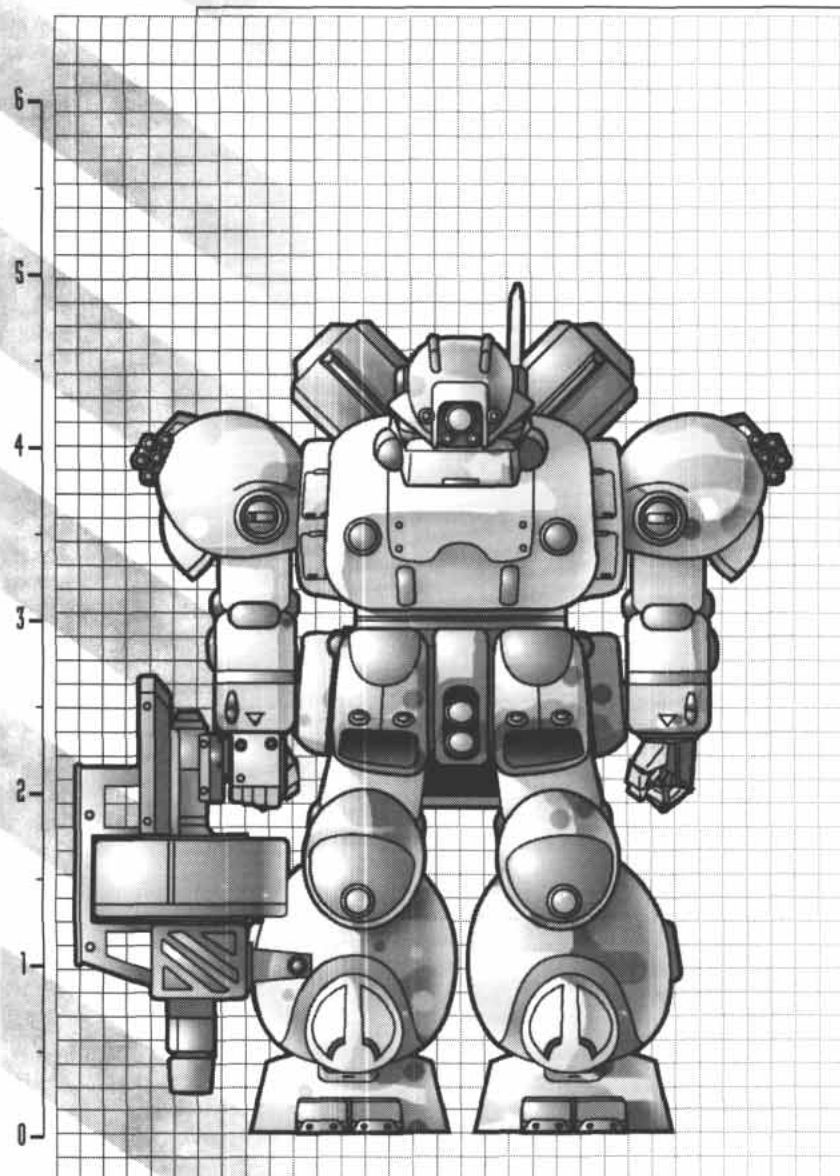
Vehicle Specifications

Code name:	Brawler Mamba
Production code:	OACS-05M/AS
Production type:	Mass Production
Cost:	623,250 dinars
Manufacturer:	Territorial Arms
Use:	assault Gear
Height:	4.6 meters
Width:	3.5 meters
Average armor thickness:	56 mm
Armor material:	armoplast w/composite
Standard operational weight:	6450 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (80 kph)
Deployment Range:	500 km
Sensor Range:	60 hexes/3 km
Communication Range:	240 hexes/12 km
Powerplant:	WV-930TC V-engine
Horsepower:	630 Hp

Modifications

Add:	HGL (F, 20 rnds), VLRP/32 (F, 32 rockets)
Remove:	MAC, LRP/32
Change:	Reduce Top Speeds to 52/80 kph
Modified Threat Value:	831
Offensive:	1604
Defensive:	595
Miscellaneous:	295

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	3

4.2.5 OACS-O5M/DEF DEFENDER BLACK MAMBA

The *Defender Black Mamba* is a recent variant of the *Mamba* that was born to take advantage of the new availability of the machine. As production of the high-technology unit continues apace and more and more of them are found in the field, specialized function variants are coming into play. The *Defender* is designed to act as a shielding escort vehicle for units likely to come under missile fire. To that end, a Rucker Group Bouclier-14 automated anti-missile rapid-fire machinegun is mounted in a self-targeting turret on the *Defender's* modified V-engine backpack similar to that of the *Razor Fang* command model. The Bouclier-14's firing turret is relatively small and is fed from an armored drum placed on the rear armor skirt of the *Defender*. To avoid line-of-fire complications, the *Defender's* Vogel-8 rocket pod had to be removed. To ensure that the *Defender* could spot incoming fire and concealed enemy units, it received an upgraded sensor package. Developed by the Humanist corporation Aardman Electronics, the *Defender's* TrueSight sensor suite uses an alternate sensor head configuration similar to that on the *Razor Fang*.

The *Defender Black Mamba* was developed to be versatile enough to act as a shielding vehicle for a variety of units. It is, however, most commonly used to protect artillery platforms from counter-battery fire. The *Defender* is, of course, not perfect as a guard against counter-battery fire, since its Bouclier-14 system cannot protect against tube artillery. The first *Defender BMs* were assigned to the Republican Army in TN 1932 and are thus far in relatively limited distribution. The *Defender Black Mamba* has seen action with mobile units such as the *Sagittarius* family of artillery striders. The off-road capabilities of the *Sagittarius* make the *Defender* a useful companion who can follow the striders wherever they go. The *Defender* has also seen limited action with Gear units operating against missile-enabled enemies. The *Knights of Saragossa* legion has used a few *Defender Black Mambas* against Saragossan guerrillas employing dangerous man-portable rocket-launchers.

Vehicle Specifications

Code name:	Defender Black Mamba
Production code:	OACS-O5M/DEF
Production type:	Mass Production
Cost:	563,250 dinars
Manufacturer:	Territorial Arms
Use:	close defense Gear
Height:	4.6 meters
Width:	3.5 meters
Average armor thickness:	56 mm
Armor material:	armoplast w/composite
Standard operational weight:	6230 kg
Primary Movement Mode:	Walk (55 kph)
Secondary Movement Mode:	Ground (84 kph)
Deployment Range:	500 km
Sensor Range:	100 hexes/5 km
Communication Range:	240 hexes/12 km
Powerplant:	WV-930TC V-engine
Horsepower:	630 Hp

Modifications

Add:	Anti-Missile System (Rating 2, 60 ammo)
Remove:	LRP/32
Change:	Upgrade Sensors to +2/5 km.
Modified Threat Value:	751
Offensive:	573
Defensive:	616
Miscellaneous:	1064

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	3
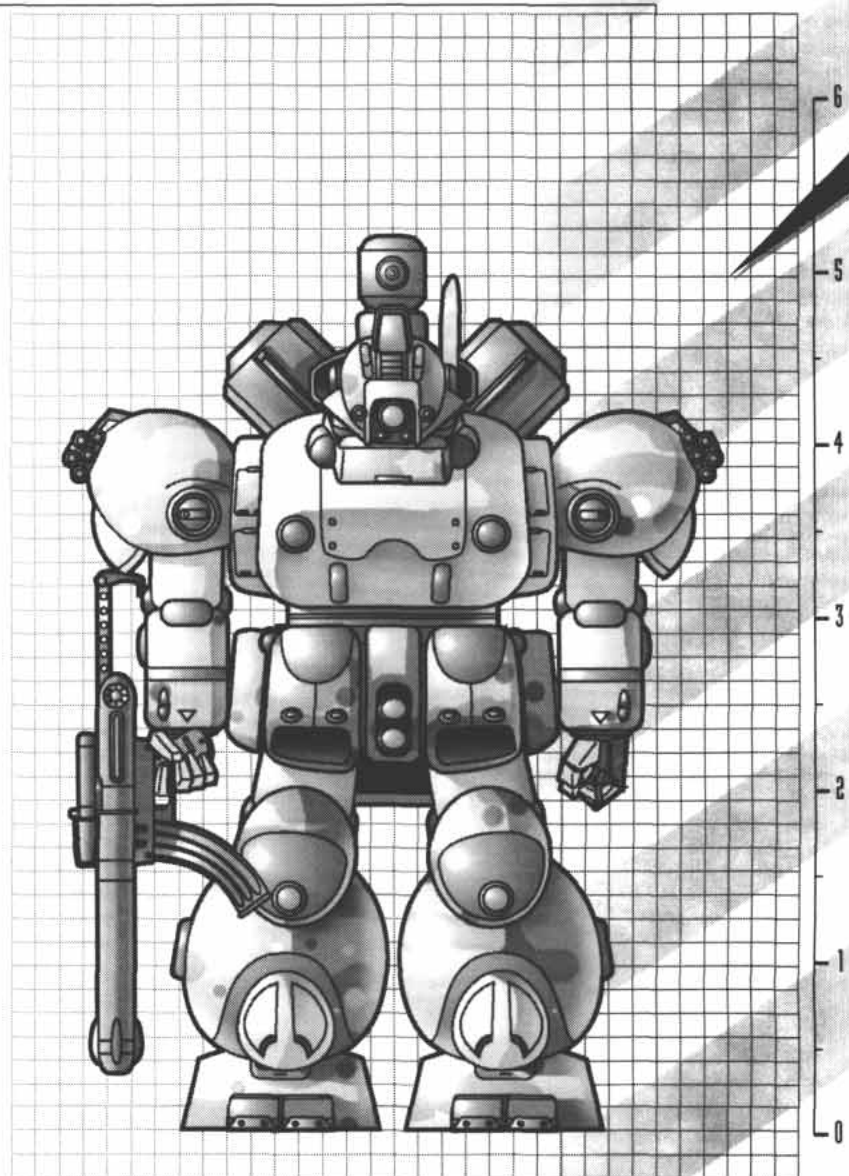
4.2.6 OACS-05M/FS LONG FANG BLACK MAMBA

The *Long Fang* variant of the *Black Mamba* chassis appeared during the War of the Alliance. Like the Northern *Fire Jaguar*, it was a makeshift solution to an urgent problem. While the *Fire* was developed to deal with the lack of available fire support units, the *Long Fang* used a similar design for self-reliant teams of *Black Mambas*. Southern commanders believed in concentrating the then-rare *Black Mamba* in fast strike cadres. To give these units some fire-support capabilities without sacrificing mobility, the *Long Fang* variant was created. The factory-delivered Vogel-8 rocket pod was replaced with two more powerful Vogel-B12 pods, bringing a total of 72 rockets to the field. The leg actuators and balance computers were then recalibrated to take the new center of gravity into account. This makeshift modification resulted in a loss of accuracy, but this was judged to be an acceptable trade off considering the added firepower of the *Long Fang Black Mamba*.

The *Long Fang* became very common at the end of the War, when Terranovan Gear units were used to pierce Colonial Expeditionary Force lines. They often encountered GREL infantry for which they were poorly prepared and *Brawler Black Mambas* or makeshift armor modifications were used to compensate for this weakness. Since the end of the War, the proportion of *Long Fangs* to standard *Mambas* has decreased, but many more of the basic chassis have entered production. Unlike the *Fire Jaguar*, the *Long Fang* modification package has been standardized and is provided as a factory-built kit to regimental technicians. These kits include detailed instructions for modifying the targeting software and alternate leg and knee actuators. This permits modern *Long Fangs* to remain as precise as standard *Black Mambas*, with only a slight reduction in speed due to the extra weight and the alternate actuators. While fire-support duties are now amply covered by larger Gears such as the *Spitting Cobra*, *Long Fangs* are still deployed as part of commando teams that rely on speed and maneuverability as well as fire-power.
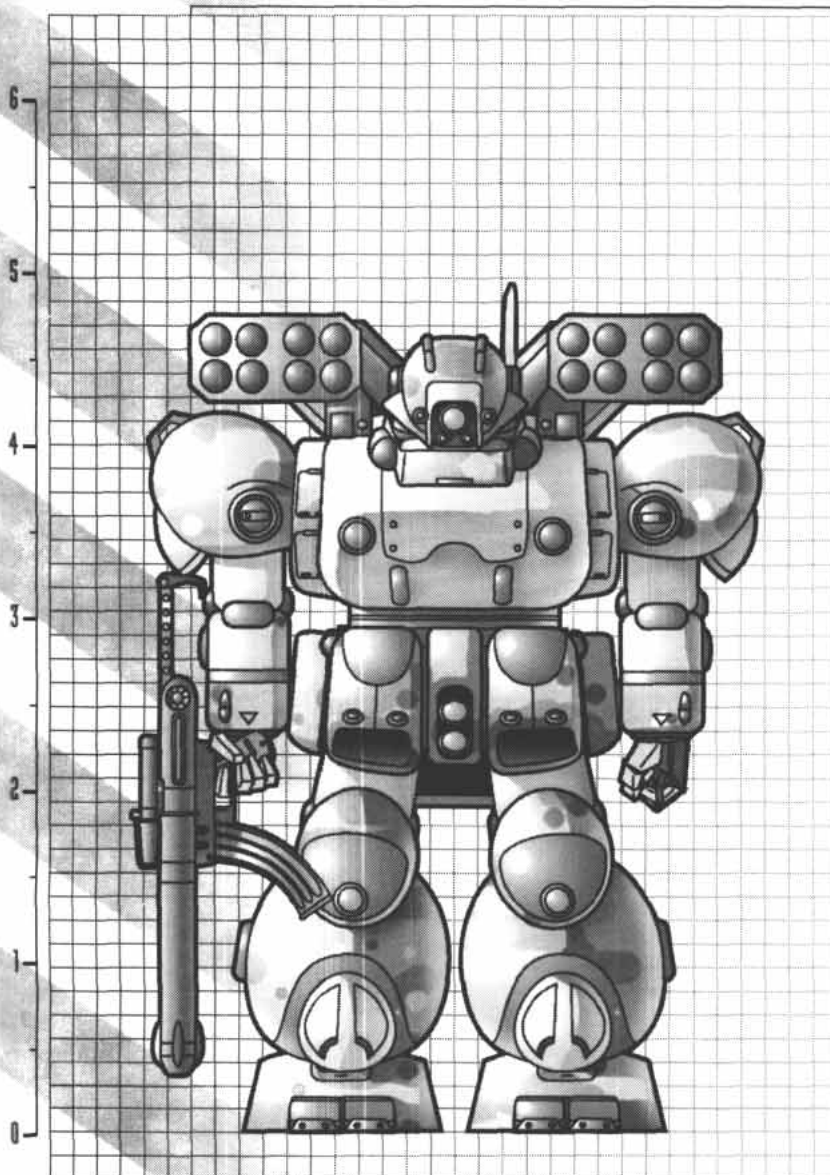
Vehicle Specifications

Code name:	Long Fang Black Mamba
Production code:	OACS-05M/FS
Production type:	Mass Production
Cost:	1,089,000 dinars
Manufacturer:	Territorial Arms
Use:	fire support Gear
Height:	4.6 meters
Width:	3.5 meters
Average armor thickness:	56 mm
Armor material:	armoplast w/composite
Standard operational weight:	6840 kg
Primary Movement Mode:	Walk (54 kph)
Secondary Movement Mode:	Ground (82 kph)
Deployment Range:	480 km
Sensor Range:	60 hexes/3 km
Communication Range:	240 hexes/12 km
Powerplant:	WV-930TC V-engine
Horsepower:	630 Hp

Modifications

Add:	MRP/36 x 2 (F, 36 rockets each)
Remove:	LRP/32, APGLs
Change:	Decrease Deployment Range to 480 km, Decrease Top Speeds to 54/82 kph
Modified Threat Value:	1188
Offensive:	2668
Defensive:	608
Miscellaneous:	287

Vehicle Availability

Availability Threshold:	5
Maximum Number of Units in the Field:	5

4.2.7 OACS-05M/OU RAZOR FANG BLACK MAMBA

The command variant of the *Black Mamba*, the *Razor Fang* first appeared after the War of the Alliance when the *Jaguar Command* Gears that had served in the South returned home with their crews, and the Southern military found itself without a modern field command Gear. The most visible changes to the *Black Mamba*'s structure are the configuration of the armor plates, mostly on the head, shoulders and legs, while supplemental crashbars protect some vital joints. Some officers have been known to equip their Gears with war-surplus armored jackets, when they can be found. An Obelisk Electronics StarCom satellite uplink system was also added to the *Razor Fang*, allowing for long-range communication and interfacing with artillery control. The main antenna array for the system is located in a cylinder housing in the middle of the *Razor Fang*'s V-engine backpack. A more complex communication array was included as part of the reshaped head of the *Razor Fang*. These modifications, slight in terms of combat ability, nonetheless make the variant an efficient command and communications unit. The external differences in design tend to make *Razor Fangs* quite distinctive from the rest of their squad, thus attracting unwanted enemy fire.

Entering service in TN 1920, the *Razor Fang* has yet to see a great deal of mass combat. Roughly one in thirty *Black Mambas* are *Razor Fangs*, and they are commonly used by comnany or section commanders. The satellite communications capabilities of the model make it popular with paratrooper and commando units, allowing deep insertion troops to remain in contact with friendly forces. The *Razor Fang* was introduced to MILICIA units starting in TN 1925 and has undergone active field testing in several important operations. From TN 1927 to 1929, a proportionately high number of *Razor Fangs* were deployed as part of a MILICIA campaign against several large bandit groups in the Mekong Dominion who had come to be identified as a military threat. The *Razor Fang* performed very well, leading teams of Gears in highly coordinated deep-jungle attacks.

Vehicle Specifications

Code name:	Razor Fang Black Mamba
Production code:	OACS-05M/OU
Production type:	Mass Production
Cost:	597,750 dinars
Manufacturer:	Territorial Arms
Use:	officer use Gear
Height:	4.6 meters
Width:	3.5 meters
Average armor thickness:	56 mm
Armor material:	armoplast w/composite
Standard operational weight:	6280 kg
Primary Movement Mode:	Walk (55 kph)
Secondary Movement Mode:	Ground (83 kph)
Deployment Range:	500 km
Sensor Range:	60 hexes/3 km
Communication Range:	400 hexes/20 km
Powerplant:	WV-930TC V-engine
Horsepower:	630 Hp

Modifications

Add:	Satellite Uplink
Remove:	n/a
Change:	Upgrade Communications to +1/20 km, reduce Top Ground Speed to 83 kph
Modified Threat Value:	797
Offensive:	1100
Defensive:	614
Miscellaneous:	676

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	1
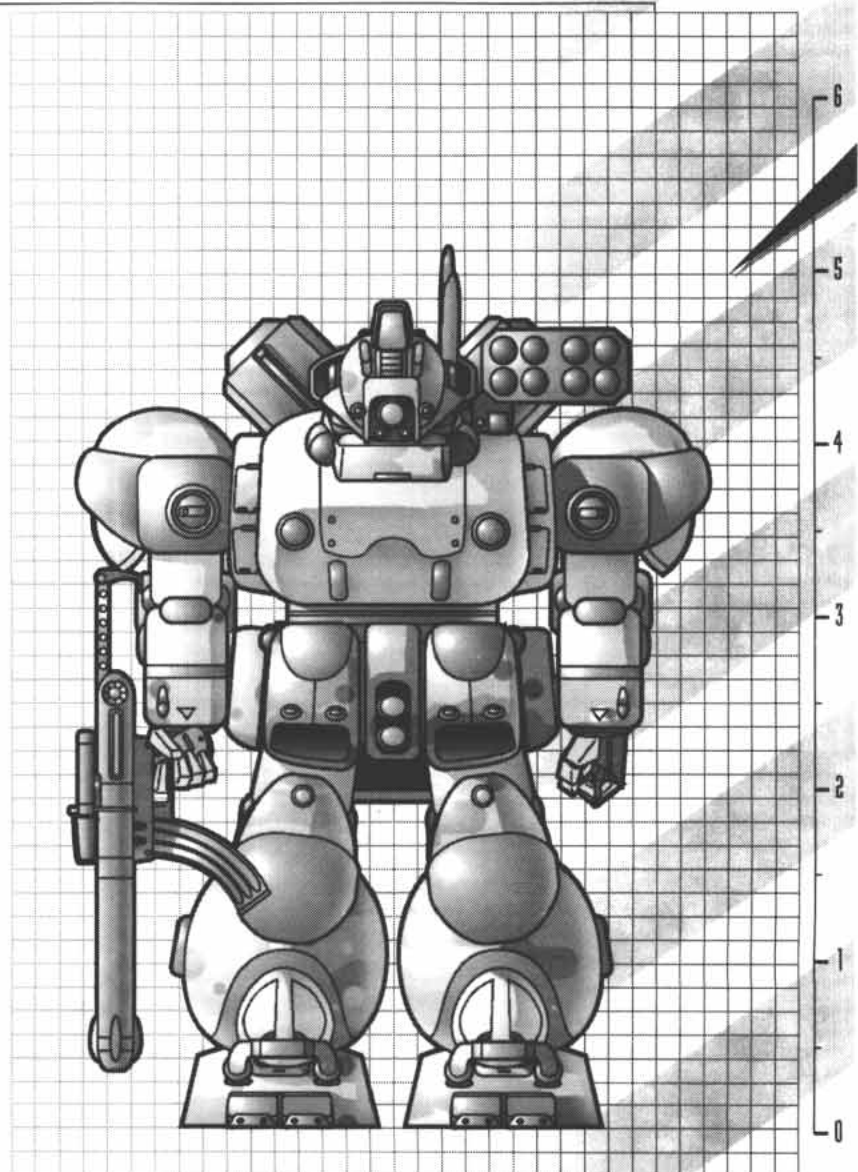
4.2.8 OACS-05M/TE SNAKEYE BLACK MAMBA

The *Snakeye* variant of the *Black Mamba* fills the need for a high performance, stealth commando Gear built for covert operations, assassinations and lightning raids. Its rubberized radar absorbent material (RAM) coating inside all the skirt armor plates and on the soles, coupled with the unorthodox battery/gas turbine powerplant and a rubber-like, lightweight, radar absorbent polymer glazing, gives the *Snakeye* very impressive stealth capabilities. The hybrid propulsion system gives the pilot the option of switching to "whisper" mode by shutting down the turbine and only using the energy stored in the battery. The battery also feeds the main weapon system, a TU-16 laser rifle that can hit small targets at very long range with amazing accuracy. Because of the battery's dual function, the TU-16 can fire only 40 shots before a long recharging time is required. The custom-built engine also includes a heavily insulated armored casing that helps to mask its heat signature and gives it the back armor other *Black Mambas* lack. The sensor and communications packages of the *Snakeye* were also converted to stealth operation, limiting the detectable emissions in exchange for reduced range.

The *Snakeye* was released in TN 1929 and is the highest technology variant of the *Black Mamba*. Incorporating a wide variety of expensive and rare components, the *Snakeye* is produced at a very slow rate with only a few machines released each cycle. As a result, the *Snakeye* is extremely rare, deployed only in elite special forces units such as the Légion Noire. Even in the Légion, the *Snakeye* is a rare sight. Despite the small number of operational niches, the *Snakeye* is rumored to have seen a lot of action since its release. Any number of Northern or rebel installations eliminated mysteriously and many assassinations have been blamed on operations featuring the *Snakeye*. No proof has ever come forward, of course, and most reports can be attributed to paranoia and propaganda. The Northern Guard Intelligence Service's file of confirmed data on the model is very thin, indeed. The Southern Republic is quite satisfied with the doubt and fear that the TASW model has spawned in their enemies.
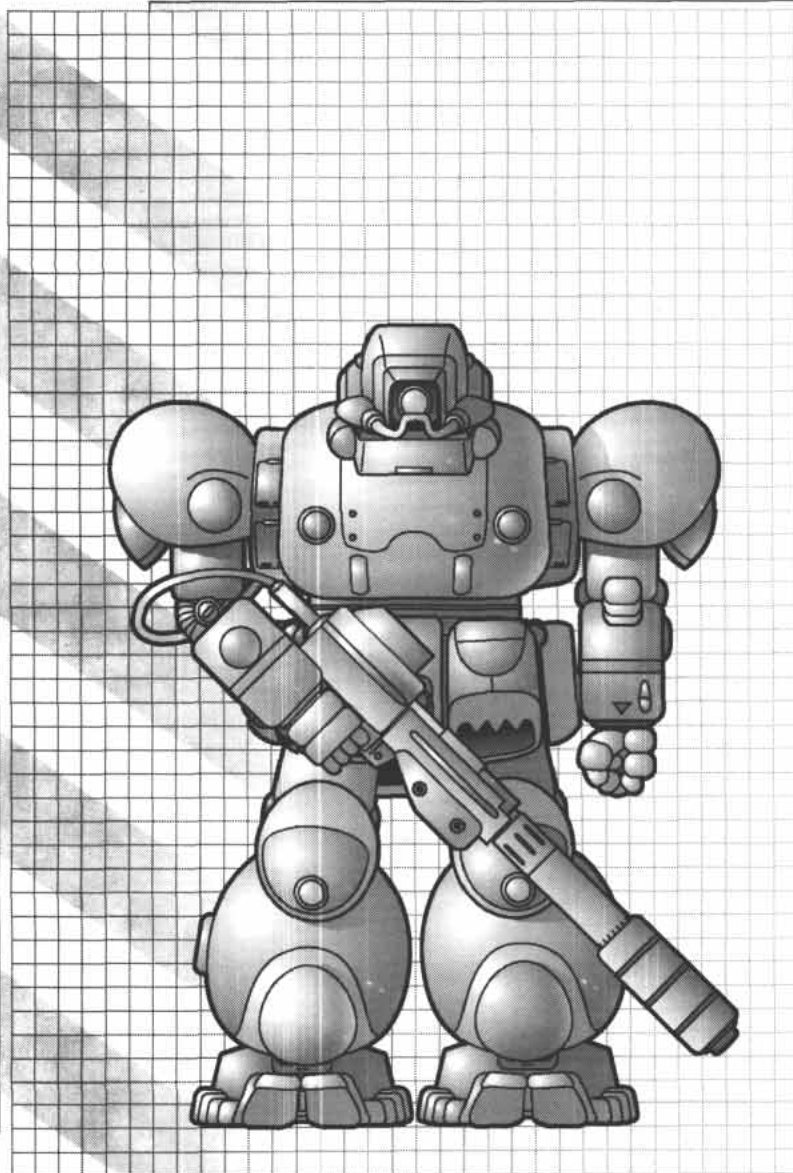
Vehicle Specifications

Code name:	Snakeye Black Mamba
Production code:	OACS-05M/TE
Production type:	Limited Production
Cost:	2,571,000 dinars
Manufacturer:	Territorial Arms Skunk Works
Use:	precision sniper Gear
Height:	4.6 meters
Width:	3.5 meters
Average armor thickness:	56 mm
Armor material:	armoplast w/composite
Standard operational weight:	6170 kg
Primary Movement Mode:	Walk (55 kph)
Secondary Movement Mode:	Ground (84 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-930TC V-engine
Horsepower:	630 Hp

Modifications

Add:	SLC (F, 40 shots), Stealth (Rating 5), Exposed Auxiliary System
Remove:	MAC, LRP/32, Weak Facing
Change:	Downgrade Sensor and Communication Ranges to 2 km and 10 km
Modified Threat Value:	857
Offensive:	1066
Defensive:	616
Miscellaneous:	887

Vehicle Availability

Availability Threshold:	9
Maximum Number of Units in the Field:	1

4.2.9 OACS-05M/AP SPITTING MAMBA

Developed in TN 1929 after an outbreak of violence in Saragossa, the *Spitting Mamba* was developed as a dedicated platform for delivering tear-gas and stun canisters against infantry targets. The basic chassis of the *Mamba* was maintained with a dedicated air supply added to protect the pilot against his own weapon load. The principal hand-held weapon became a Territorial Arms GGL-60 60mm grenade launcher, equipped with gas canisters. The Vogel-8 rocket pod of the standard *Mamba* was also eliminated to be replaced by a TR-12G anti-personnel mortar, also firing gas canisters. The GL-01 grenade launchers standard on the *Mamba* were maintained, but also loaded with similar ammunition. The *Spitting* was delivered to the Republican 5th Cavalry Legion (*Knights of Saragossa*) in TN 1930 and saw action almost immediately against a widespread riot organized by the Saragossa People's Front for Independence and local sympathizers. The cadre of *Spitting Mambas* employed in the operation effectively broke up the protests with only three casualties caused by rioters being trampled when the crowd fled the gas.

The *Spitting Mamba* remains a relatively rare model, issued only to forces sitting on a volatile situation where a non-lethal response may be required. The *Knights* and the MILICIA's 11th Gear regiment, who are currently guarding the tense situation in Lance Point, have been issued several examples of the variants. Northern intelligence believes, however, that there are significantly more *Spitting Mambas* being produced than deployed. The extra machines, they believe, are being used in dedicated chemical warfare cadres. Indeed, the weapons of the *Spitting* can fire deadly nerve gas just as easily as tear gas. This covert function would also explain why such a high-technology chassis as the *Mamba* was used for this specialized, relatively unimportant variant, when a *Jäger* would have been just as effective against very lightly armed or unarmed rioters. Southern ambassadors have denied any such operational plan, pointing out that the SPFI commonly uses man-portable, anti-armor weaponry against the *Knights*, which justifies the use of the *Black Mamba* chassis.

Vehicle Specifications

Code name:	Spitting Mamba
Production code:	OACS-05M/AP
Production type:	Mass Production
Cost:	604,500 dinars
Manufacturer:	Territorial Arms
Use:	Anti-personnel Gear
Height:	4.6 meters
Width:	3.5 meters
Average armor thickness:	56 mm
Armor material:	armoplast w/composite
Standard operational weight:	6115 kg
Primary Movement Mode:	Walk (55 kph)
Secondary Movement Mode:	Ground (84 kph)
Deployment Range:	500 km
Sensor Range:	60 hexes/3 km
Communication Range:	240 hexes/12 km
Powerplant:	WV-930TC V-engine
Horsepower:	630 Hp

Modifications

Add:	LGL (F, 20 rnds Non-Lethal and Area Effect ammo), APM (FF, 20 rnds Non-Lethal ammo)
Remove:	MAC, LRP/32
Change:	Change APGL ammo to Non-Lethal
Modified Threat Value:	806
Offensive:	1506
Defensive:	616
Miscellaneous:	295

Vehicle Availability

Availability Threshold:	7
Maximum Number of Units in the Field:	unlimited

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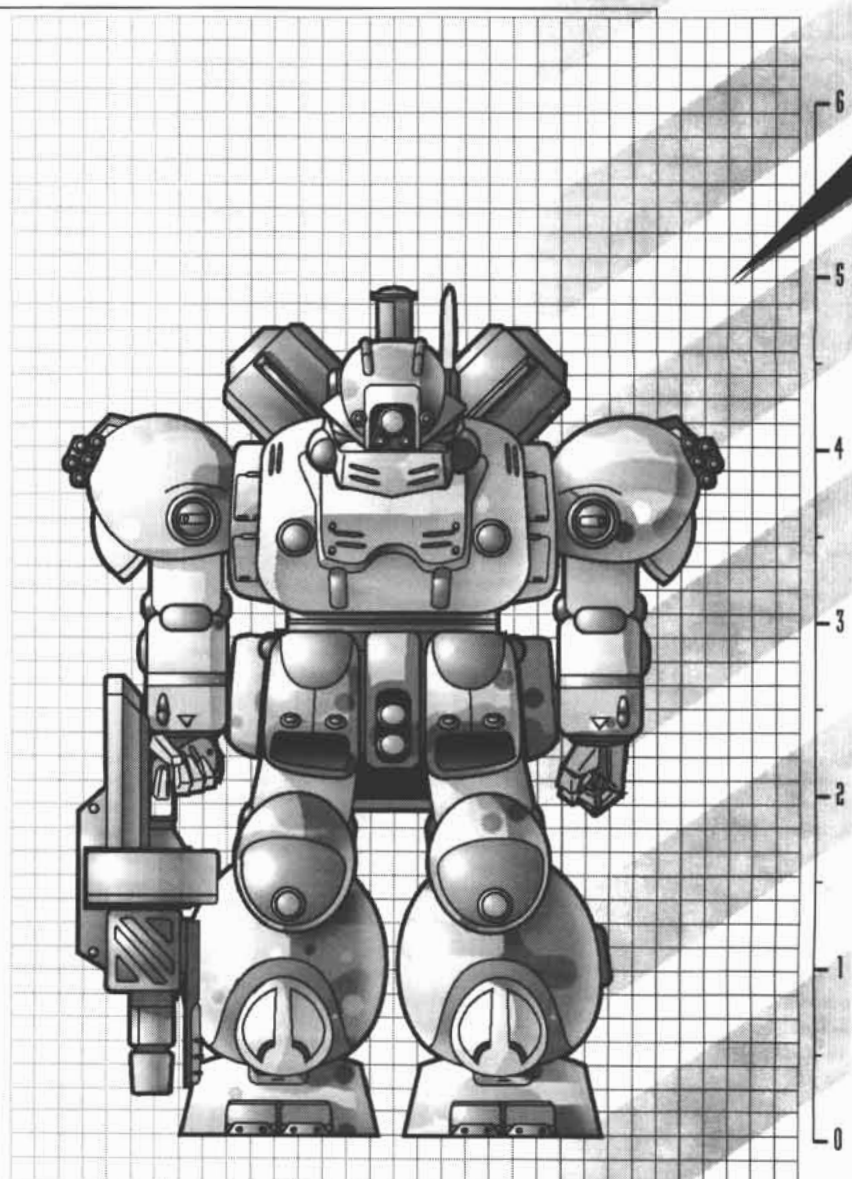
4.3 OACS-01L/SC IGUANA

The basic scout and reconnaissance Gear of the Southern armies, the *Iguana* was designed to replace the *Basilisk* Gears that had been pressed into these duties in the past. The *Basilisk* was a trooper Gear that ended being most commonly deployed as a recon unit because of the massive problems posed by the *Anolis*, the South's only dedicated recon Gear. Southern commanders had gotten used to stripping some armor off *Basilisks* to increase their speed, but they found that was not quite enough and hence a new Gear was commissioned. They wanted to see one that could do everything the *Basilisk* was capable of, and more. Unlike the Northern *Cheetah*, which featured light armor and high maneuverability, the *Iguana* had to be effective as a light general-purpose trooper as well as a scout model. The design procedure was a success.

The *Iguana* features a chassis that is only vaguely related to the *Basilisk*, but does have some similarities with the ill-fated *Anolis*, i.e. a small cockpit surrounded by armoplast plates that take up most of the torso of a steel-alloy frame. The newer design, however, manages to couple speed and armor as few other machines have been able to do. While the *Iguana* can achieve a running speed of 52 kph, a rolling one of over 84 kph and an impressive degree of maneuverability, it nonetheless carries almost as much armored protection as the *Jäger*. The *Iguana* is also provided with a top-of-the-line Obelisk MERIT 1000 electronics package, designed especially for the model. The Obelisk package provide long-range, precision sensor pods and communications equipment, supplemented by a battlefield electronic counter-measures (ECM) suite. The *Iguana's* main direct fire weapon is a simple MPGU-22 pack gun, supplemented by a Vogel-7 rocket pod and a simple vibroknife. The *Iguana's* weapons load is lighter than the *Basilisk's* or the *Jäger's*, but maintains a close approximation of their firepower. In line with its duties as a forward observer unit, the *Iguana* is also equipped with an Elite-15 laser target designator, allowing it to lead guided munitions to their targets.
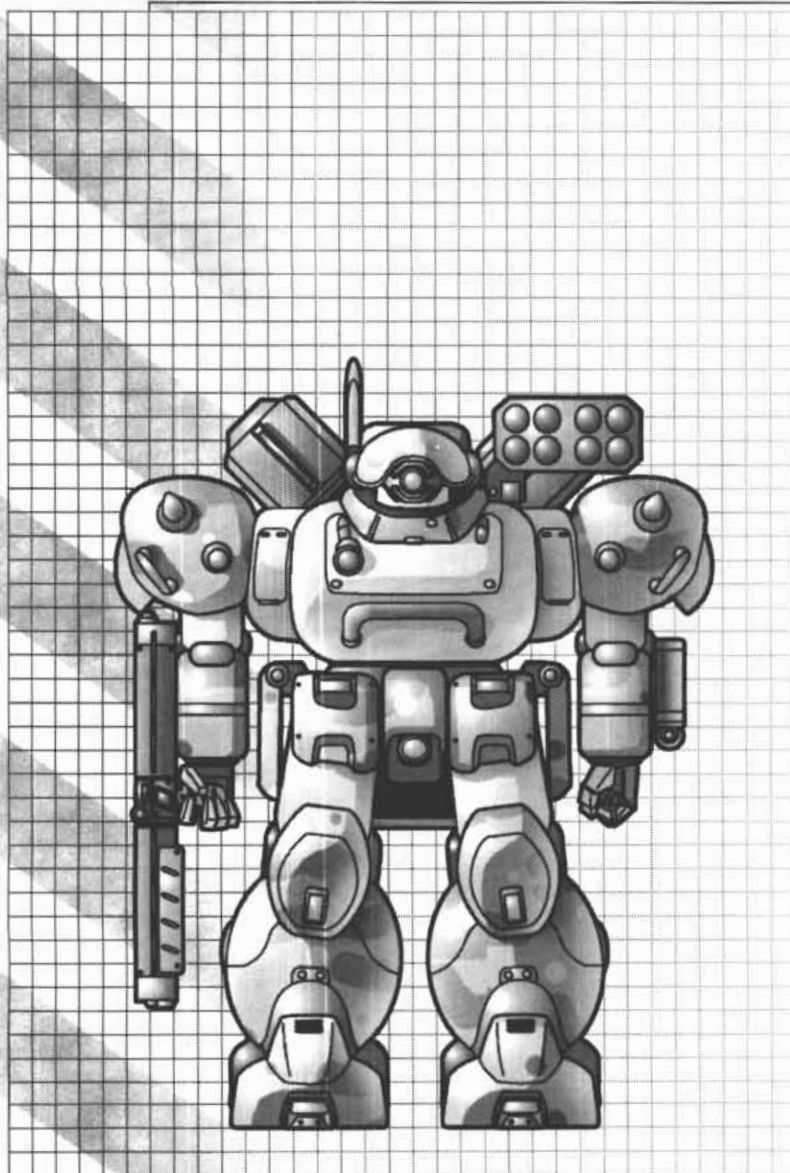
Vehicle Specifications

Code Name:	Iguana
Production code:	OACS-01L/SC
Production type:	Mass Production
Cost:	389, 333 dinars
Manufacturer:	Territorial Arms/Skavara Heavy Industries
Use:	scout/recon Gear
Height:	4.1 meters
Width:	3.4 meters
Average armor thickness:	40 mm
Armor material:	armoplast w/alloy
Standard operational weight:	5100 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (84.2 kph)
Deployment Range:	700 km
Sensor Range:	80 hexes/4 km
Communication Range:	600 hexes/30 km
Powerplant:	WV-750TC/B V-engine
Horsepower:	360 Hp

Weapon Payload

Name	Ammunition Payload
MPGU-22 Pack Gun	30 shells
Vogel-7 Rocket Pod	24 rockets
VU-11 Vibromachete	-

• SERVICE RECORD

Since its introduction in TN 1879, the *Iguana* has been a very successful design. Appreciated by its pilots for its combination of speed and armored protection, the "Iggy" can be found in all but the most disfavored of front-line units. Local defense militias and other second-line units may still be using converted *Basilisks* as their recon units, but these have become rarer and rarer. The *Iguana* is so popular that Territorial Arms, in order to meet production requirements, has subcontracted out many of the parts to several other corporations. The most prominent of these is Skavara Heavy Industries, which is now responsible for a large part of *Iguana* production. Over its career, the *Iguana* has proven itself an adept light trooper/commando machine as well, and is in use by elite forces in this function. Indeed, the speed of the machine, combined with its offensive and defensive punch, make it almost ideal for close-quarter rapid strike operations against lightly armored targets. The *Iguana* has also spawned a family of variants, many of which build on its strength as a commando unit.

Over the fifty cycles of its deployment, the *Iguana* has gone through several refits. In its early production models, the *Iguana's* speed was not quite at its peak and in TN 1883 the secondary movement system core motors were upgraded to a new and more efficient model that gave it its current speed profile. The Obelisk Electronics MERIT package has also been upgraded several times. The current package, the MERIT 1200, has increased the communications range and was designed to fit into a slightly modified armored head module that protects the main sensor array from enemy fire. This later innovation was introduced after the War of the Alliance after many *Iguana* pilots took to using makeshift plasteel shields to protect the sensor eyes they felt were overly vulnerable to damage. The new head module introduced for the 1200 series is visually similar to the old one, with only a slight reduction in the size of the omnicamera. The inside of the head, however, is plated with an armor laminate to increase its endurance. The success of the *Iguana* also inspired a derived model, the stealth Gear.

General Stats

Threat Value:	584
Offensive:	336
Defensive:	464
Miscellaneous:	950
Size:	6
Original Default Size:	8
Indv. Lemon Dice:	3
Crew:	1
Bonus Actions:	0

Movement

Primary Movement Mode:	Walk
Combat Speed:	5
Top Speed:	9
Secondary Movement Mode:	Ground
Combat Speed:	7
Top Speed:	14
Maneuver:	+1

Electronics

Sensors:	+1
Communications:	+2
Fire Control:	0

Armor

Light Damage:	14
Heavy Damage:	28
Overkill:	42

Vehicle Availability

Availability Threshold:	2
Maximum Number of Units in the Field:	unlimited
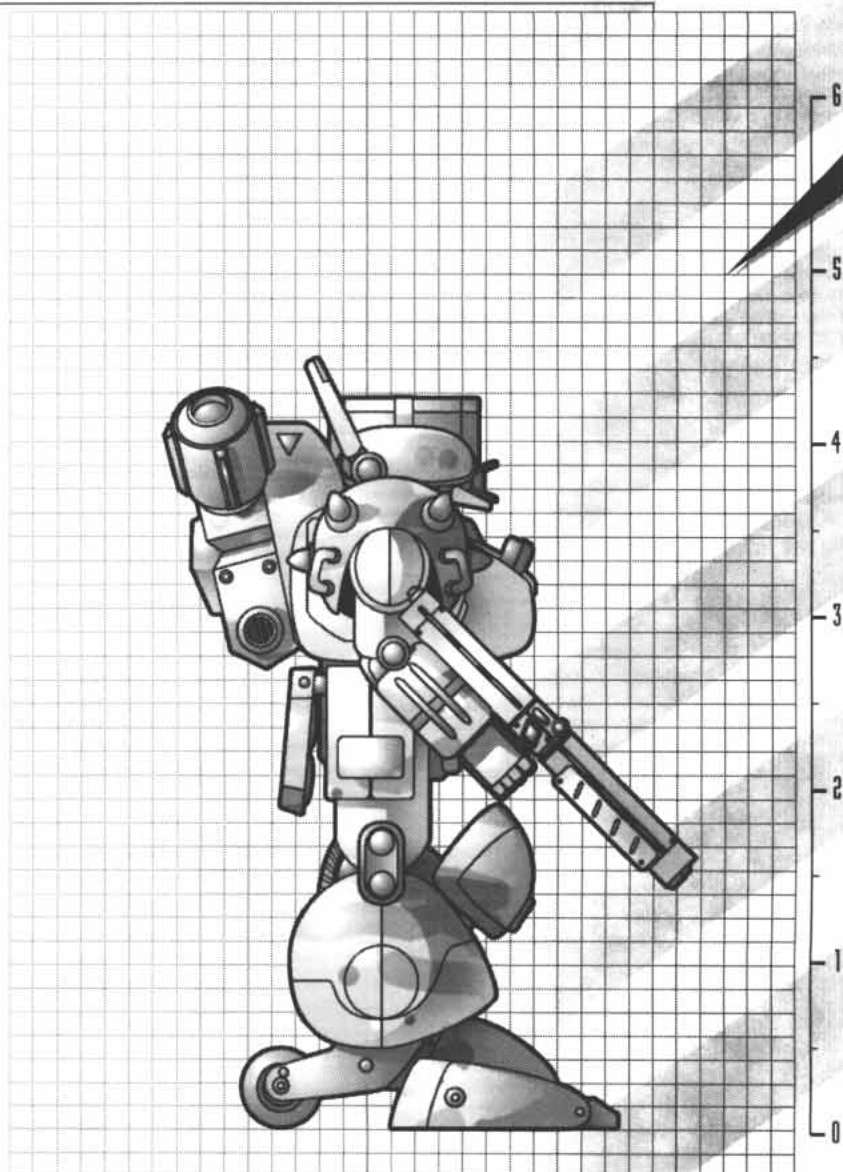
Weapons Summary

Name	CODE	Fire Arc	Qty	Ammo
MPGU-22 Pack Gun	DPG	Forward	1	30
Vogel-7 Rocket Pod	LRP/24	Forward	1	24
VU-11 Vibromachete	VB	Forward	1	-

Perks

Name	Rating	Game Effect
Back-up Sensors	-	Absorbs first "Sensor" hit
ECM	2	Offensive electronic warfare equipment
Hostile Environment Protection	-	Desert
Manipulator Arm x 2	6	Can punch
Target Designator	3	Used to target Guided weapons

Flaws

Name	Rating	Game Effect
Annoyance	-	Cramped Cockpit: maximum Build is 0

Defects

Name	Rating	Game Effect
None	-	-

Optional Equipment

Name	Modified TV
Replace DPG with LAC (F, 30 ammo)	602
Add Camo Netting and Smoke Launchers (10 shots)	621
Add 3 Hand Grenades	595
Upgrade ECM pod (ECM to Rating 3, no Back-up Sensors)	533
Add forearm spike (Chassis Reinforcement)	586
Armored Vest (Reinforced Location Armor, Crew: 1)	601

Weapon Location Diagram

A	MPGU-22 Pack Gun
B	Vogel-7 Rocket Pod
C	VU-11 Vibromachete (not shown)

Typical Camouflage

Desert 1   Desert 2   Woodland   Pattern-Breaker 1
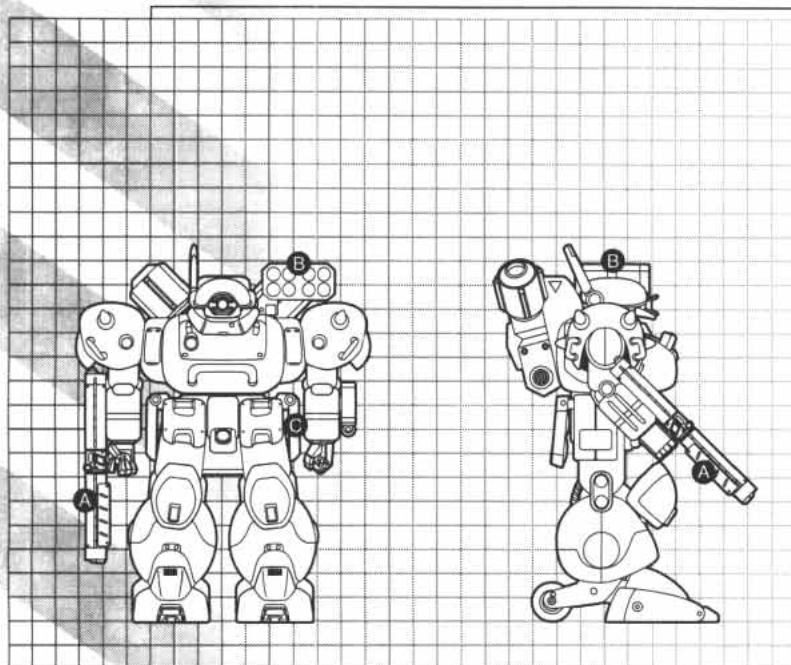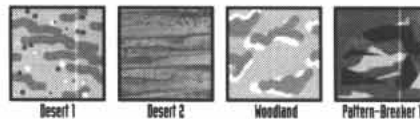
SOUTHERN COMBAT VEHICLES

4.3.1 OACS-O1L/EW BLACK BOX IGUANA

Considered by some as the "poor man's *Chatterbox*", the *Black Box* is a relatively simple modification of the *Iguana* for electronic warfare purposes. The limited release of the *Chatterbox* command, communications and electronic warfare variant meant that many Southern Gear commanders had very limited access to dedicated EW units. The limited ECM capabilities of the basic *Iguana* were often stretched to their limits, but nonetheless, a common cry went up from front line commanders demanding an affordable Gear that at least had a hope of matching Northern equipment. Territorial Arms and Obelisk Electronics answered the call with a modified *Iguana* that included the dedicated ECM/ECCM pod normally found on the *Chatterbox*, but not the additional sensor and communications equipment. The Sparkle 1200A apparatus was placed on the shoulder of the new variant — dubbed the *Black Box* — and replaced the standard Vogel-6 rocket pod. Few pilots were happy about the loss of firepower, but command deemed it a legitimate trade-off and Territorial Arms offered to throw some medium panzerfausts in with the kit and upgrade the MPGU-22 Pack Gun to a PR-25 autocannon rifle to make up for the loss in firepower.

The great advantage of the *Black Box Iguana* as compared to the *Chatterbox* is that it can be refitted in the field by a decent local technician, rather than requiring a separate production run. Southern forces who have received the upgrade kit in the cycles since its TN 1930 release have been quite pleased with its performance. Due to this, and the aforementioned difficulties in getting a *Chatterbox*, the *Black Box* remains more common in favored units of the Republican Army or MILICIA. Obelisk has recently retooled one of its facilities in Loyang to produce Sparkle components, promising to be able to get the *Black Box* kit into wider distribution. Territorial Arms hopes that the added supply of electronic warfare equipment will mean increased production capacity on the *Chatterbox*, its flagship command and communications model, as well.

Vehicle Specifications

Code name:	Black Box Iguana
Production code:	OACS-01L/EW
Production type:	Mass Production
Cost:	368,333 dinars
Manufacturer:	Territorial Arms
Use:	electronic warfare Gear
Height:	4.1 meters
Width:	3.4 meters
Average armor thickness:	40 mm
Armor material:	armoplast w/ alloy
Standard operational weight:	5175 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (84 kph)
Deployment Range:	700 km
Sensor Range:	80 hexes/4 km
Communication Range:	600 hexes/30 km
Powerplant:	WV-750TC/B V-engine
Horsepower:	360 Hp

Modifications

Add:	3 x MPZ, LAC (F, 60 rnds), ECCM 3
Remove:	DPG, LRP/24, Target Designator
Change:	Upgrade ECM to Rating 3
Modified Threat Value:	554
Offensive:	249
Defensive:	464
Miscellaneous:	950

Vehicle Availability

Availability Threshold:	5
Maximum Number of Units in the Field:	1
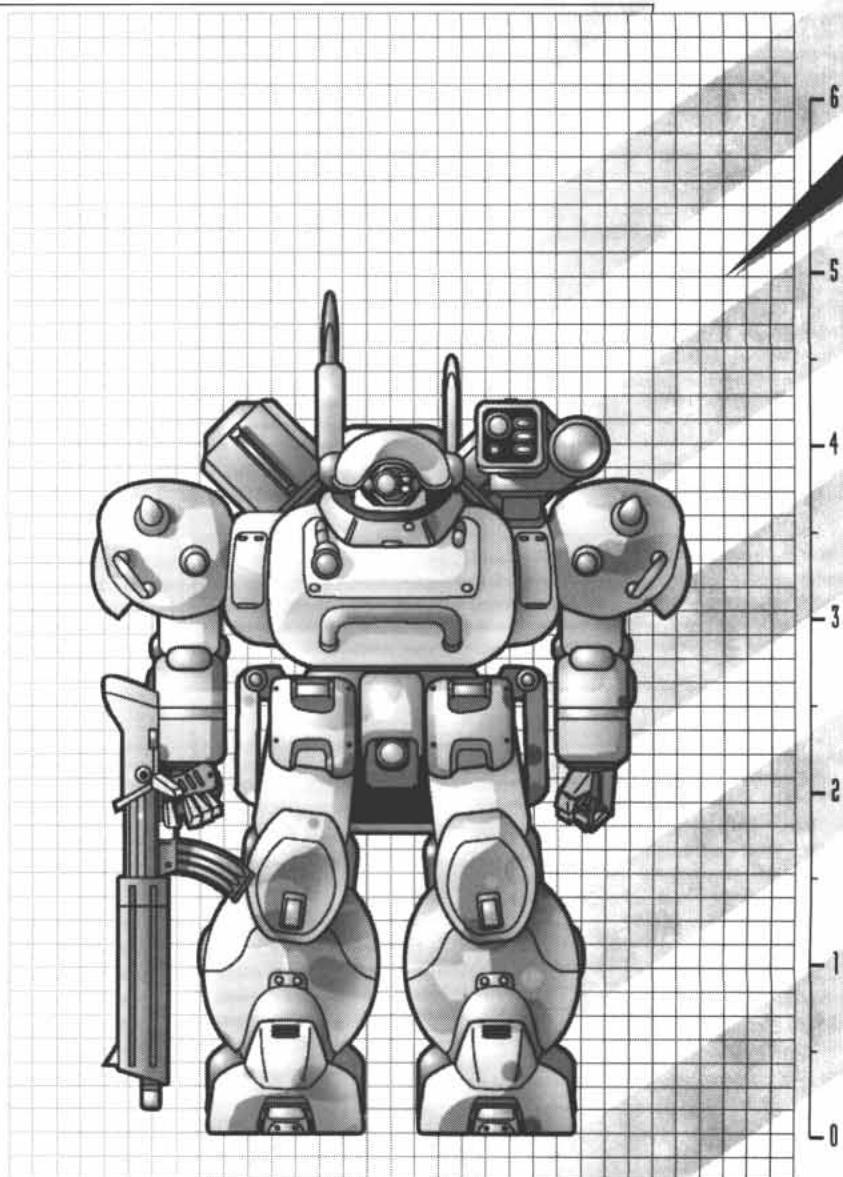
4.3.2 OACS-01L/AS BLITZ IGUANA

Terranovan manufacturing capabilities suffered greatly during the first strikes of the War of the Alliance. More than half of the Southern heavy machinery production facilities were destroyed, many others crippled, while Northern facilities were only marginally luckier. New combat units being so hard to come by, many non-combat vehicles were thus field-modified with heavier armament and sent to the front lines. Light combat vehicles such as scout units were also fitted with heavier weaponry and pressed into assault and anti-armor roles. The *Iguana*, with its relatively heavy armor and high speed, made an ideal choice for just such a conversion. The *Blitz Iguana* conversion involved upgrading the weapons load while stripping out the advanced electronics package of the base model. A PR-25 autocannon and Vogel-8 rocket pod replaced the normal MPGU-22 pack gun and Vogel-6 pod, giving the *Blitz* a slightly better chance against the hovertanks it would be facing in combat. Territorial Arms provided a simpler electronics package to replace the Obelisk MERIT system, stripping the *Blitz* of any electronic warfare capabilities. Some *Blitzes* found themselves equipped with poorly fitted *Black Mamba* engines because of shortages of WV-720TC/B engines, but these models were soon refitted after the war. Some pilots were also known to supplement or replace the PR-25 with a Riotmaster shotgun-style fragmentation cannon, but this feature was never standardized.

Very few *Blitz Iguanas* survived the War intact, primarily because they were always assigned to the front lines. Despite a potent combination of speed and armor, *Blitzes* were still out-gunned by CEF hovertanks and casualties were high. *Blitz* pilots came to be known as among the most daring and some of that mystique still endures today. The *Blitz* is still in service, providing firepower to Southern scout units and urban assault cadres, and remains popular with Duelists. Some long-term wear problems have cropped up with the standard WV-720TC/B V-engine used by the *Iguana* family, which is regularly pushed to the limits of its tolerances by the high-speed assault tactics employed by *Blitz Iguana* cadres.

Vehicle Specifications

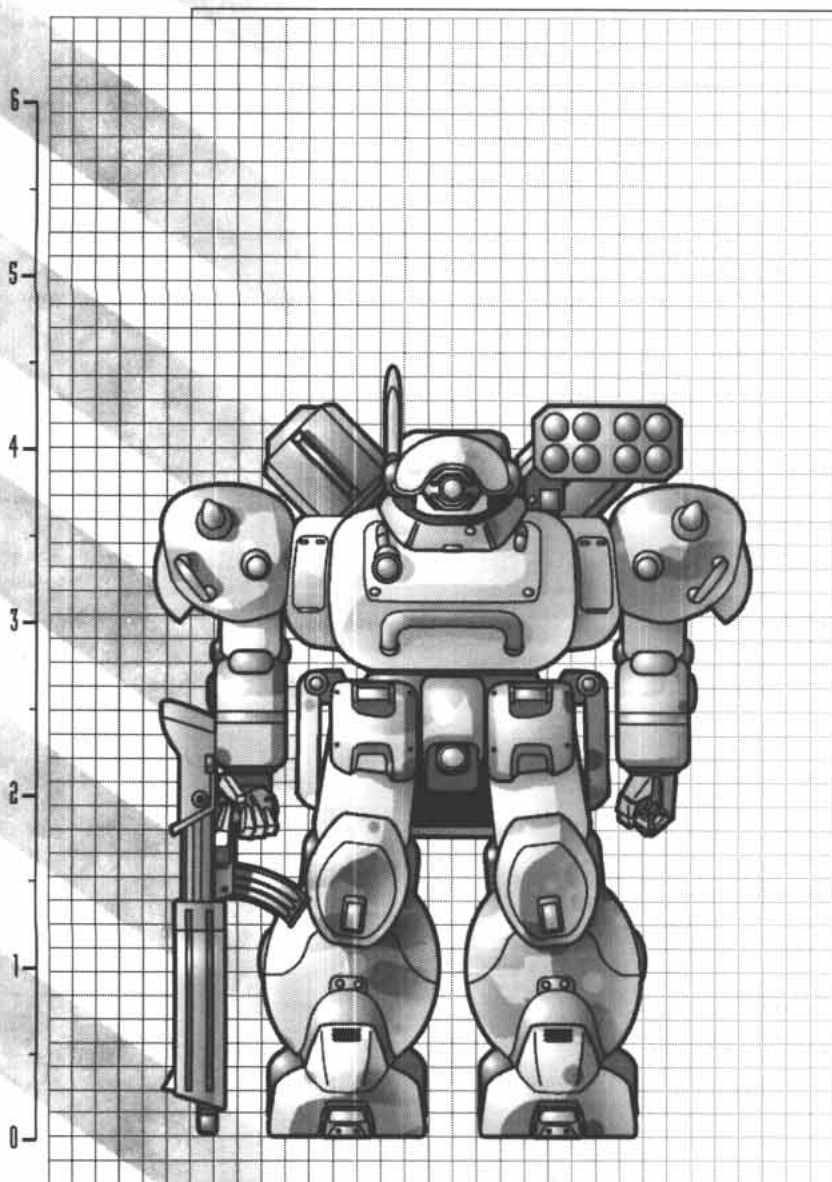|	
Code name:	Blitz Iguana
Production code:	OACS-01L/AS
Production type:	Mass Production
Cost:	296,000 dinars
Manufacturer:	Territorial Arms
Use:	light strike Gear
Height:	4.1 meters
Width:	3.4 meters
Average armor thickness:	40 mm
Armor material:	armoplast w/alloy
Standard operational weight:	5205 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (84 kph)
Deployment Range:	700 km
Sensor Range:	80 hexes/4 km
Communication Range:	400 hexes/20 km
Powerplant:	WV-750TC/B
Horsepower:	360 Hp

Modifications

Add:	LAC (F, 40 shells), LRP/32 (F, 32 rockets), Reinforced Armor (Rating 1, Front)
Remove:	DPG, LRP/24, ECM, Target Designator.
Change:	Downgrade Communications to +1/20 km
Modified Threat Value:	444
Offensive:	417
Defensive:	464
Miscellaneous:	451

Vehicle Availability

Availability Threshold:	4
Maximum Number of Units in the Field:	3

4.3.3 OACS-01L/COM CHATTERBOX

Routine patrols are anything but routine on the modern battlefield. Recon teams can expect to face large detection networks and aggressive enemy border patrols. They must often defeat sophisticated sensor networks and pierce electronic jamming to report their findings. To help the often out-gunned light Gear recon cadres, one man, often the cadre's leader, is issued a *Chatterbox*, an electronic warfare and communication variant of the *Iguana*. Although sometimes considered an officer's machine, the *Chatterbox* is more of a very specialized C3 (Command, Control, Communications) unit. The *Chatterbox* enables a combat group to stay in touch while mired in the worst electronic warfare net and can provide jamming and cover long enough for the team to escape. The main feature of the *Chatterbox* is its Obelisk Electronics MERIT 3000 sensor, communications and electronic warfare package. The 3000 package includes a powerful radio, a secondary radio system, ECM and ECCM pods and a satellite uplink. This electronic equipment is mounted on the sides of the *Chatterbox*'s cockpit, on either side of the pilot's head, forcing the use of a WV-750TC/C upside down V-engine. The standard shoulder mounted Vogel-6 rocket pod is also unworkable with this design and Territorial Arms judged it unnecessary to establish an alternate rocket pod hard-point for a command and control Gear. An HLB-16 anti-personnel grenade launcher was added to the *Chatterbox* to give it some additional defense capabilities. The removal of the Vogel-6 also compensates for the MERIT 3000 system's weight, allowing the *Chatterbox* to maintain standard operational capabilities. It is, however, far more expensive, and is never sent on missions alone.

The *Chatterbox* has been in service for more than 50 cycles. It has seen a lot of action, especially during the War of the Alliance where it played a crucial role in deep recon patrols. The *Chatterbox* is now used as a mobile electronic screen for border surveillance units, but pilots are trained for assault missions as well. The good armor and combat performance of the *Iguana* frame allows the *Chatterbox* to be deployed to pierce electronic defenses during a Gear assault.

Vehicle Specifications

Code name:	Chatterbox
Production code:	OACS-01L/COM
Production type:	Limited Production
Cost:	1,863,000 dinars
Manufacturer:	Territorial Arms
Use:	communications/recon Gear
Height:	4.1 meters
Width:	3.4 meters
Average armor thickness:	40 mm
Armor material:	armoplast w/ alloy
Standard operational weight:	5115 kg
Primary Movement Mode:	Walk (54 kph)
Secondary Movement Mode:	Ground (83 kph)
Deployment Range:	680 km
Sensor Range:	80 hexes/4 km
Communication Range:	1000 hexes/50 km
Powerplant:	WV-750TC/C V-engine
Horsepower:	360 Hp

Modifications

Add:	APGL (F, 6 grenades), Back-up Communications, ECCM (Rating 2), Satellite Uplink, Vulnerable to Haywire Effects
Remove:	LRP/24, Target Designator
Change:	Upgrade Sensors to +2/4 km, Communication +2/50 km, ECM Rating to 3, downgrade Deployment Range to 680 km, reduce Top Ground Speed to 83 kph
Modified Threat Value:	621
Offensive:	126
Defensive:	470
Miscellaneous:	1268

Vehicle Availability

Availability Threshold:	5
Maximum Number of Units in the Field:	1
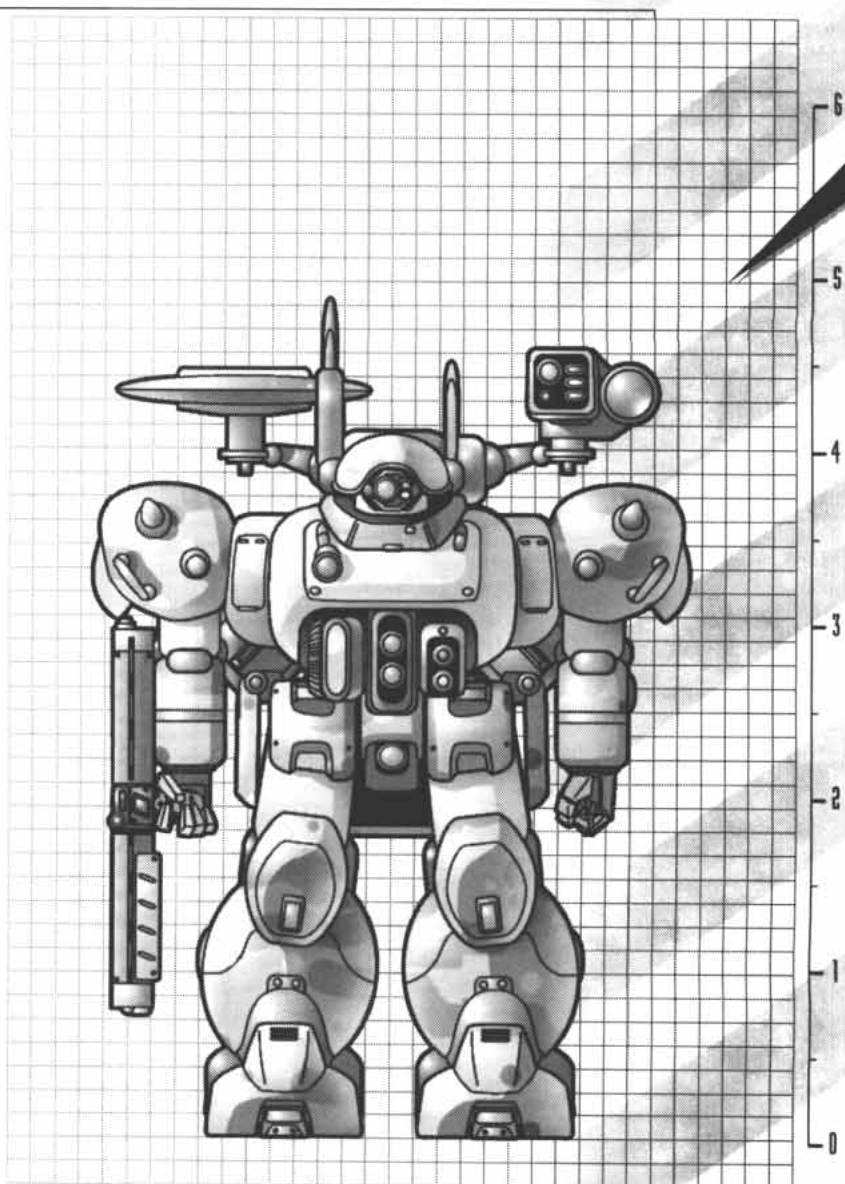
4.3.4 OACS-01L/HPT IGUANA COMMANDO

Developed soon after its "cousin," the *Iguana Paratrooper*, the *Iguana Commando* was built to the specifications of the Légion Noire, the Southern Republic's elite special forces division. The Légion saw the potential in the sturdy and agile *Iguana* chassis and requested a combined strike/commando model. Engineers at Territorial Arms were already in the process of designing the *Iguana Paratrooper* at the time and used the same basic modifications to produce the *Commando*. While the basic *Paratrooper* was designed for light strike operations, using an AK-67 combined autocannon/grenade launcher rifle, the *Commando* would be assigned to take out heavier targets. To reflect this mission, the AK-67 was replaced with a Territorial Arms LRB-12 rocket cannon designed to tackle light tanks or armored structures encountered during the operation. The standard forearm spike of the *Paratrooper* was replaced with an explosive spike gun and the Gear was equipped with some hand grenades for close-range combat. Since the *Commando* was designed for the Légion, limited stealth abilities were desirable and camouflage netting and smoke launchers rapidly became standard equipment. The weight of the *Commando's* weaponry also required that the internal shock absorbers be upgraded to use the models found in the *Jäger Paratrooper*.

From the time of its introduction in the TN 1890s, the *Iguana Commando* served as one of the standard Gears of the Légion Noire. Fast, stealthy, small, and deadly, teams of *Commandos* performed daredevil raids against all forms of targets and provided extra firepower for standard paratrooper operations. *Commandos* were also used for impromptu spying missions during the War of the Alliance, since their camo netting and smoke allowed them to remain largely undetected and flee the scene without being captured. Since the introduction of more specialized and advanced *Iguanas* and the advent of the *Black Mamba* as a general trooper, however, the *Commando* has fallen out of favor with elite units and is now widely distributed only with regular paratrooper sections of the Republican Army, the MILICIA and several other Antarctic military forces. Those who have received the *Commando* "hand me downs" from the Légion have not complained.

Vehicle Specifications

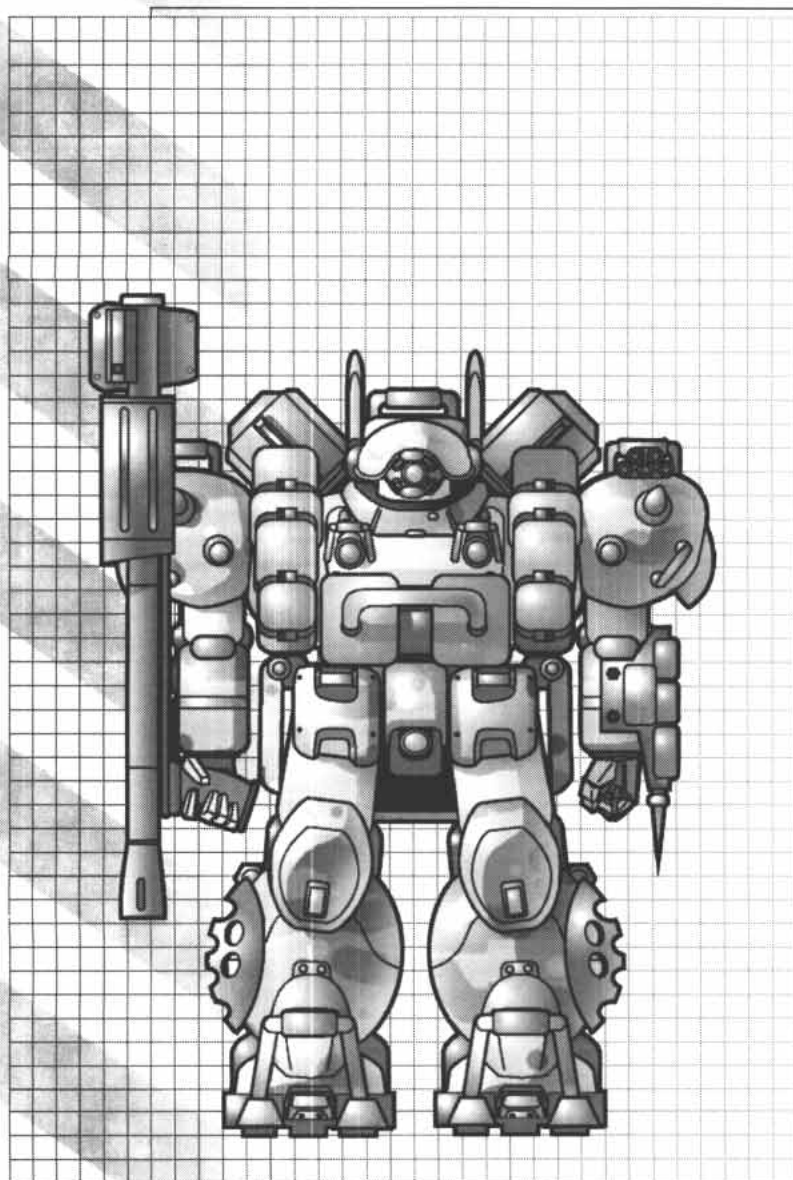|	
Code name:	Iguana Commando
Production code:	OACS-01/LHPT
Production Type:	Mass Production
Cost:	350,667 dinars
Manufacturer:	Territorial Arms
Use:	assault/paratrooper Gear
Height:	4.15 meters
Width:	3.4 meters
Average armor thickness:	40 mm
Armor material:	armoplast w/ alloy
Standard operational weight:	5415 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (83 kph)
Deployment Range:	600 km
Sensor Range:	80 hexes/4 km
Communication Range:	600 hexes/30 km
Powerplant:	WV-750TC/B V-engine
Horsepower:	360 Hp

Modifications

Add:	LBZK (F, 18 rnds), SKG (F, 5 rnds), 3 x HG, Airdroppable, Camouflage Netting, Rugged Movement System, Smoke Launchers (6 charges)
Remove:	All weapons, Back-up Sensors, Target Designator
Change:	Reduce Ground Speed to 83 kph, Deployment Range to 600 km.
Modified Threat Value:	526
Offensive:	340
Defensive:	462
Miscellaneous:	775

Vehicle Availability

Availability Threshold:	4
Maximum Number of Units in the Field:	5

4.3.5 OACS-01L/MP IGUANA MP

The Southern MILICIA's military police are feared by all enlisted men, and justifiably so. Its military policemen wield considerable power and are equipped with some very specialized vehicles. The *Iguana MP* Gear was designed to complement the larger (and more expensive) *Black Mamba MP*. Very few changes were made to the basic *Iguana* structure and chassis, except for the head module. The new head does away with the expensive Obelisk electronic warfare and other advanced sensor equipment of the standard scout machine, replacing them with a simpler and sturdier array hidden behind an ominous visor-like, black, armored viewport. Warning lights are placed on each shoulder fairing. The armament of the vehicle reflects its specialized role: a fragmentation shotgun is carried in one manipulator, while the other holds a large riot shield designed to stop practically any kind of small arms fire from rebellious soldiers or angry protesters. Anti-personnel grenade launchers are mounted inside the shield or on the shoulder (depending on the model). They are versatile and can be loaded with standard fragmentation grenades or the less lethal choke gas grenades (Non-Lethal ammunition). Some of the models stationed in the Eastern Sun Emirates by the Allied Southern Territories are also equipped with machine guns, and occasionally an armor jacket, because of fears of rebellion.

The *Iguana MP* is more common than its larger cousin, the *Black Mamba MP*, since it is less expensive and simpler to maintain. *Iguana MPs* can be found on all major Southern military bases and quite a few minor ones. The Eastern Sun Emirates variant, which carries an additional 7 mm light machinegun under one forearm, is produced by Skavara Heavy Industries and is used as a security Gear by palace guards in about one third of the Emirates. The *Iguana MP* is often preferred to the larger *Black Mamba* variant by pilots who often find themselves undertaking operations in tight urban conditions. The lower profile of the *Iguana* allows it to work more comfortably inside warehouses or in small alleys. Those pilots who expect to face heavier weapons, usually prefer the *Mamba*.

Vehicle Specifications

Code name:	Iguana MP
Production code:	OACS-01L/MP
Production type:	Limited Production
Cost:	1,152,000 dinars
Manufacturer:	Territorial Arms
Use:	military police Gear
Height:	4.1 meters
Width:	3.4 meters
Average armor thickness:	40 mm
Armor material:	armoplast w/ alloy
Standard operational weight:	5236 kg
Primary Movement Mode:	Walk (54 kph)
Secondary Movement Mode:	Ground (83 kph)
Deployment Range:	700 km
Sensor Range:	60 hexes/3 km
Communication Range:	400 hexes/20 km
Powerplant:	WV-750TC/B V-engine
Horsepower:	360 Hp

Modifications

Add:	FGC (F, 20 rnds), APGL (FF, 12 grenades), Shield (rating 2, L)
Remove:	DPG, LRP/24, ECM, Target Designator
Change:	Upgrade Walk Top Speed to 54 kph, downgrade Sensors to 0/3 km, Top Ground Speed to 83 kph, Communications to +1/20 km
Modified Threat Value:	432
Offensive:	263
Defensive:	470
Miscellaneous:	562

Vehicle Availability

Availability Threshold:	5
Maximum Number of Units in the Field:	unlimited

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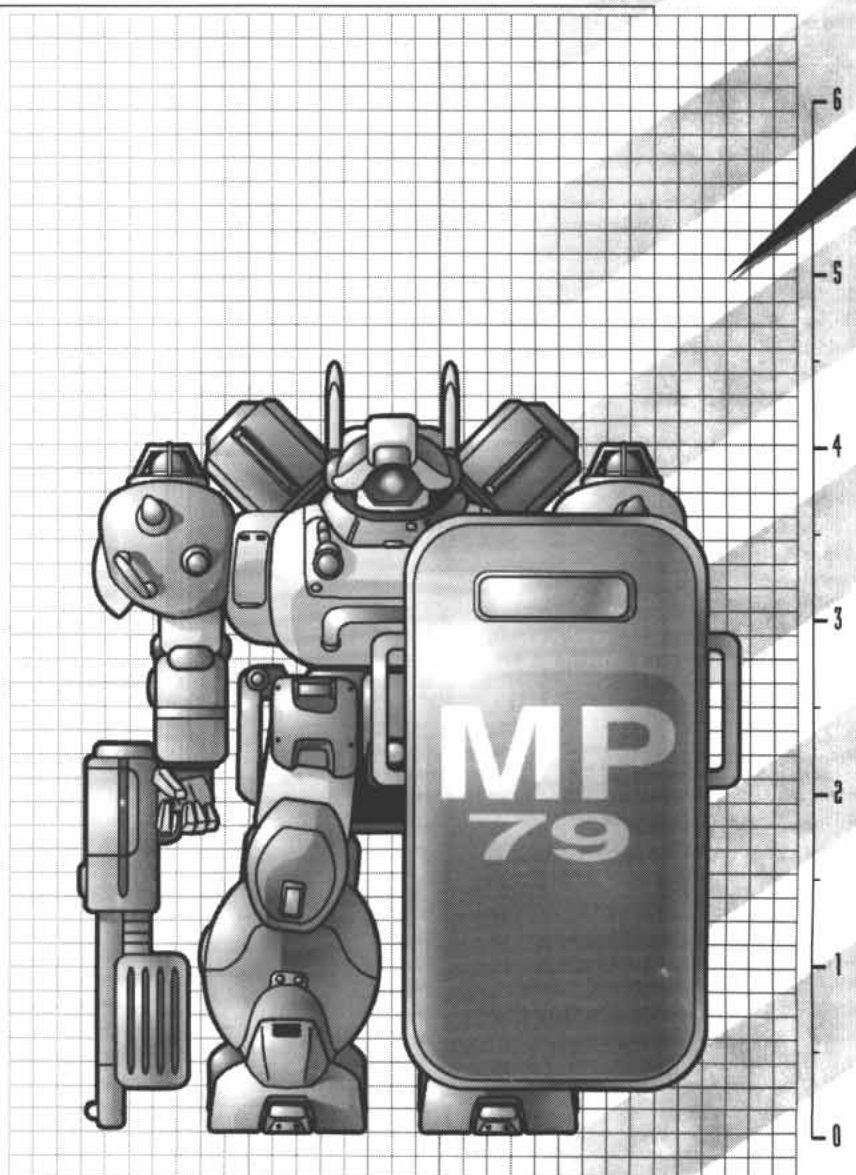
4.3.6 OACS-01L/PT IGUANA PARATROOPER

For the greatest part of the history of the Gear, starting with the venerable *Jäger Paratrooper*, the Southern military has only used general model type machines in their commando and paratrooper units. The *Iguana*, the South's standard scout Gear for the last 50 cycles, was a good candidate for a paratrooper, however. It had good armor for its size, and was fast and very maneuverable. It was also small (4.1 meters tall, 5 tons) and its tough composite/metallic frame, as well as its high-strength suspension system, made it a natural for operations requiring an airdrop. The *Iguana* also comes equipped with a vast array of sensors, communications gear and ECM pods. Thus, it took only ten cycles for a dedicated paratrooper variant of the *Iguana* to be born. A reinforced rack was installed on the back for a parachute, with airbrakes on the external lower legs to slow down the machine's descent during the last phase of the drop. External padding and crashbars were also added onto the torso, shoulders, lower legs and feet. The cockpit was slightly modified to better absorb the shock of landing, while the suspension system was recalibrated and reinforced. The armor and sensors remained the same as those in the standard model. The armament was completely changed to suit the machine's new operational role. The standard MPGU-22 pack gun was replaced by the AK-67 Paratroop rifle, a specialized light grenade launcher combined with a 20 mm autocannon — the standard weapon of the *Jäger Paratrooper*. Some pilots sometimes carry a Riotmaster frag cannon instead of the Paratroop rifle, but its ammunition is very limited.

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. This success can also be traced to the skill of its pilots; to be accepted into a paratrooper Gear team, a pilot must have at least 1000 hours of practice (airdrops and commando drills) before he can even hope to be considered for the post.

Vehicle Specifications

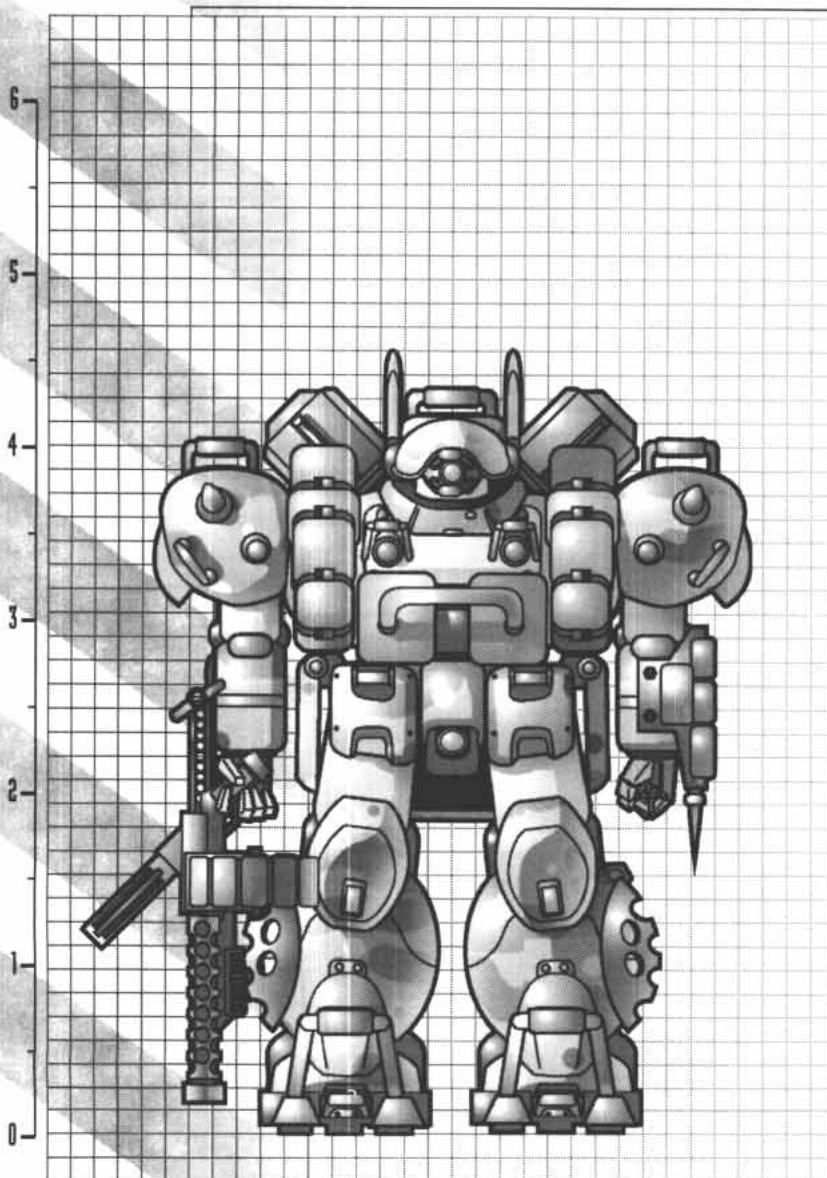|	
Code name:	Iguana Paratrooper
Production code:	OACS-01L/PT
Production type:	Mass Production
Cost:	363, 333 dinars
Manufacturer:	Territorial Arms
Use:	airdropped recon Gear
Height:	4.15 meters
Width:	3.4 meters
Average armor thickness:	40 mm
Armor material:	armoplast w/ alloy
Standard operational weight:	5310 kg
Primary Movement Mode:	Walk (54 kph)
Secondary Movement Mode:	Ground (83 kph)
Deployment Range:	600 km
Sensor Range:	80 hexes/4 km
Communication Range:	600 hexes/30 km
Powerplant:	WV-750TC/B V-engine
Horsepower:	360 Hp

Modifications

Add:	LAC (F, 30 rnds), LGL (F, 10 rnds), CR (F), Airdroppable, Rugged Movement System
Remove:	All weapons, Back-up Sensors, Target Designator, reduce Top Ground Speed to 83 kph
Change:	Increase Top Walk Speed to 54 kph, reduce Deployment Range to 600 km
Modified Threat Value:	545
Offensive:	465
Defensive:	470
Miscellaneous:	700

Vehicle Availability

Availability Threshold:	5
Maximum Number of Units in the Field:	unlimited

4.3.7 OACS-O1L/PTE IGUANA PARATROOPER GUNNER

Southern military strategists have historically accorded a great deal of importance to airborne troops. In the field of Gear development, this has meant a proliferation of airdroppable models, which together form a corps of paratrooper units ready to be dropped behind enemy lies or into domestic hot spots. The *Iguana Paratrooper* has been a highly successful airborne design and has inspired several variants, including the *Iguana Commando* and the *Iguana Paratrooper Gunner*. Unlike the *Commando*, the *Gunner* was not designed with a different operational role from the *Paratrooper* in mind. Rather, it was a response to complaints registered from airborne troops themselves. *Paratrooper* pilots had long complained about the low ammunition loads of their Gears given their long term mission profiles. In TN 1922, the Prefect of the Republican Army's Heavy Gear Branch demanded that a solution be implemented. In consultation with designated representatives from the paratrooper pilot corps, HG Branch developed a simple variant package that has been used enough to gain the official designation of *Gunner*.

The *Iguana Paratrooper Gunner* differs from the standard *Paratrooper* in its weapons load. The standard AK-67 Paratroop rifle is replaced by a PR-55 30 mm clip-fed autocannon. This weapon gives the *Gunner* improved long-range firepower, and clips can be carried without complex ammunition storage bins. Rather, ammo clips are simply strapped to the rear, side or front armor skirts. The *Gunner* also carries a load of hand grenades for extra explosive punch. The range and endurance of its weapon load allows the *Gunner* to back-up a cadre of AK-67-equipped Gears. During the first phase of a paratrooper operation, the *Gunner* stays behind its team, providing suppression fire as they advance. On the way home, *Gunners* take the lead, as they are likely to be the only Gears present with any significant amount of ammunition left. Because the *Gunner* is often in harm's way, the Gear is usually equipped with an armored jacket. *Gunner* pilots are well respected by the cadre-mates they escort and often develop into the "big brothers" of the unit, sometimes acting as second-in-command.

Vehicle Specifications

Code Name:	Iguana Paratrooper Gunner
Production code:	OACS-O1L/PTE
Production Type:	Mass Production
Cost:	342,667 dinars
Manufacturer:	Territorial Arms
Use:	paratrooper escort Gear
Height:	4.15 meters
Width:	3.4 meters
Average armor thickness:	40 mm
Armor material:	armoplast w/ alloy
Standard operational weight:	5325 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (83 kph)
Deployment Range:	600 km
Sensor Range:	80 hexes/4 km
Communication Range:	600 hexes/30 km
Powerplant:	WV-750TC/B V-engine
Horsepower:	360 Hp

Modifications

Add:	MAC (F, 40 rnds), 4 x 40 round MAC clip, 4 x HG, CR, Airdroppable, Reinforced Location Armor: Crew (Rating 2), Rugged Movement System
Remove:	All weapons, Back-up Sensor, Target Designator
Change:	Reduce Top Ground Speed to 83 kph, Deployment Range to 600 km.
Modified Threat Value:	514
Offensive:	333
Defensive:	462
Miscellaneous:	746

Vehicle Availability

Availability Threshold:	5
Maximum Number of Units on the Field:	2
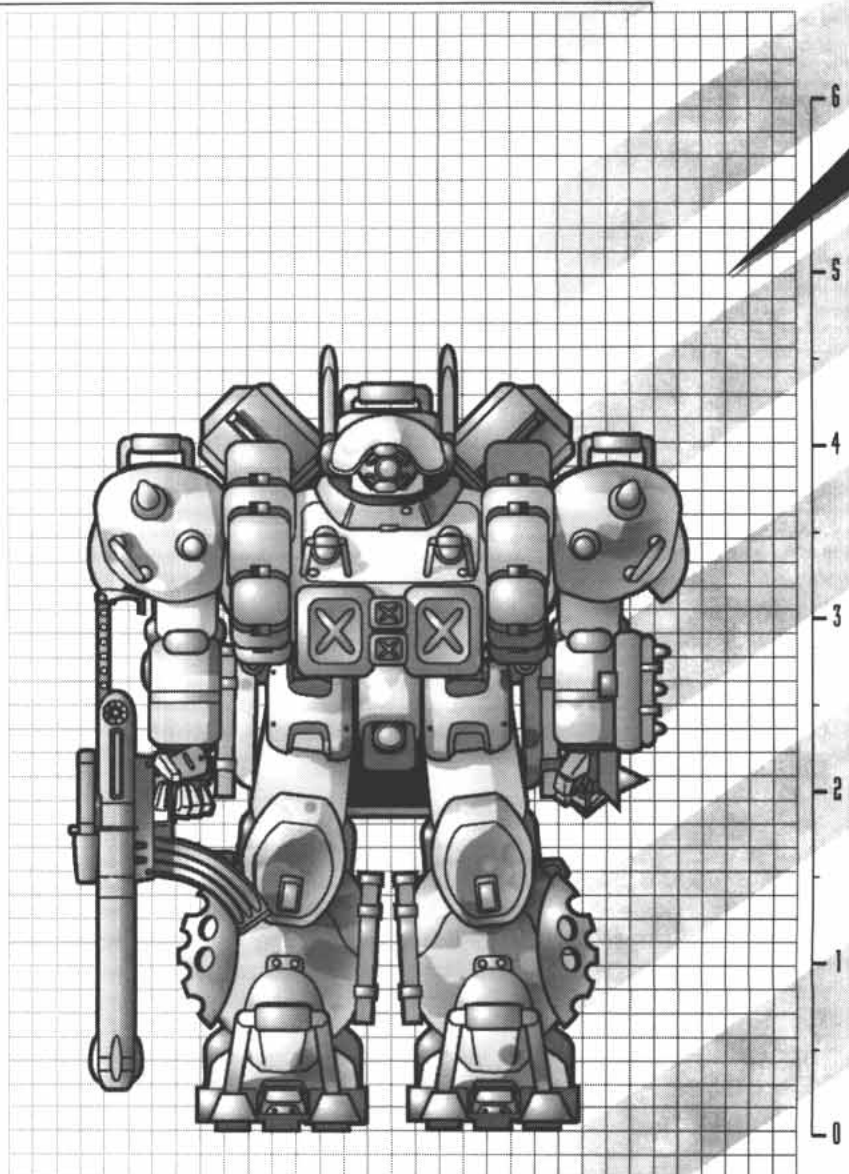
4.3.8 OACS-01L/FO LIDDED IGUANA

While many of the *Iguana*'s variants are designed to improve the basic model's secondary mission as a trooper, the *Lidded Iguana* is an enhancement of the *Iguana*'s scout capabilities. Designed as a dedicated forward observation unit, the *Lidded* takes advantage of the speed and maneuverability of the basic chassis. Indeed, the basic *Iguana* is often more than sufficient for short- to medium-range forward observation, but the Southern Republican Army requested a deep insertion observer unit and the *Lidded* is designed to fill their requirements. Speed and stealth are the greatest weapons of the *Lidded* so the *Iguana*'s Vogel-7 rocket pod and MPGU-22 pack gun have been removed in favor of a PR-25 autocannon rifle. The most critical alterations to the *Lidded* are in the power-supply, however. To permit deep insertion a WV-790TC/B long-range V-engine replaced the standard WV-750TC/B. The new engine's increased fuel capacity and efficiency allowed for extremely long-range deployment. To ensure that the *Lidded Iguana* could remain hidden, a limited stealth package including a mild radar absorbent coating and a low-emission rig. The Obelisk MERIT-1200 sensor package of the standard *Iguana* was also upgraded to the more powerful MERIT-1500, although the larger equipment bay demanded the removal of the internal armor plates in the sensor pod. The electronic counter-measures pod was also removed to provide space and power for an improved laser target designator system.

The *Lidded Iguana* has performed as expected since its release in TN 1920, although the lack of ECM and ECCM equipment has caused problems on the electronic battlefield. The long deployment range of the *Lidded Iguana* has allowed it to track the enemy before they are aware of it, and with its long range communications system it can easily call in a variety of artillery fire. The *Lidded* is in relatively limited distribution because of its specialized function, most often being attached to artillery units who then send their observers to deploy with Gear recon teams.

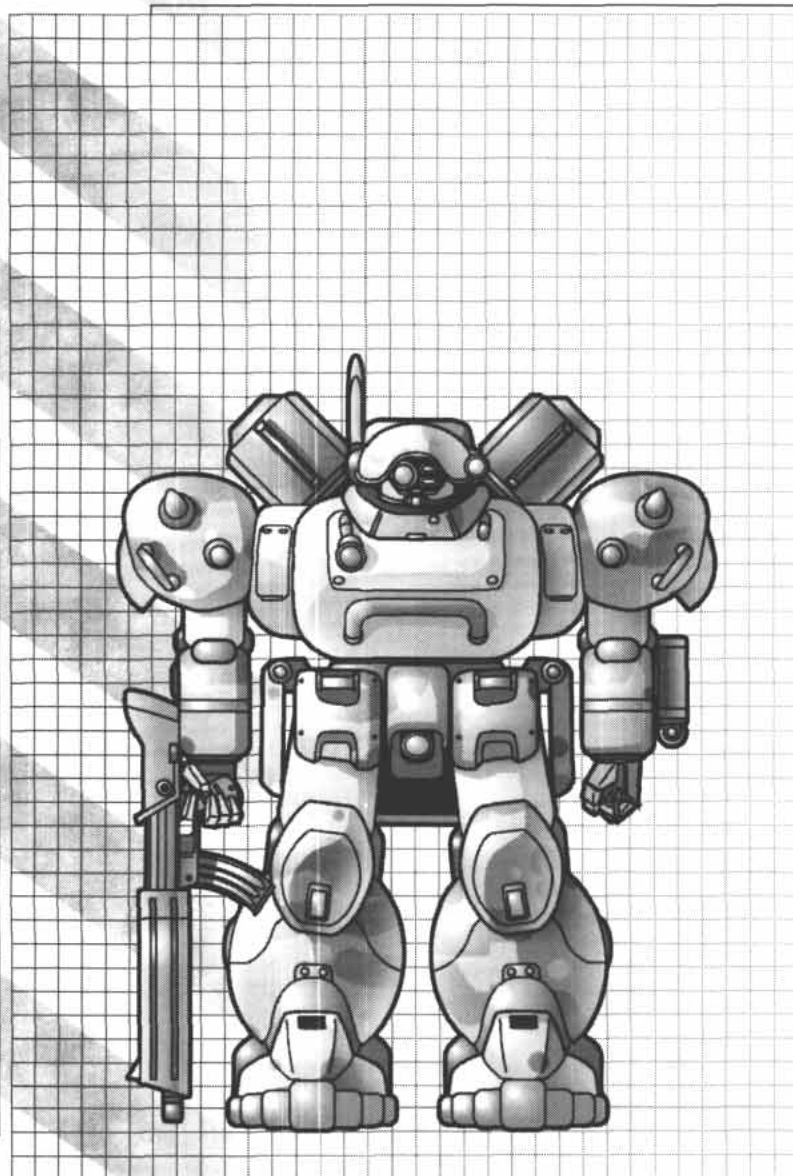### Vehicle Specifications

Code name:	Lidded Iguana
Production code:	OACS-01L/FO
Production type:	Mass Production
Cost:	319,333 dinars
Manufacturer:	Territorial Arms
Use:	forward observer Gear
Height:	4.1 meters
Width:	3.4 meters
Average armor thickness:	40 mm
Armor material:	armoplast w/ RAM coating
Standard operational weight:	5032 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (84 kph)
Deployment Range:	800 km
Sensor Range:	100 hexes/5 km
Communication Range:	600 hexes/30 km
Powerplant:	WV-790TC/B V-engine
Horsepower:	360 Hp

Modifications

Add:	LAC (F, 40 shots), Camo Netting, Fuel Efficient (Rating 2) Stealth (Rating 1), Exposed Auxiliary Systems
Remove:	DPG, LRP/24, ECM, Back-Up Sensors
Change:	Upgrade Sensors to +2/5 km, Target Designator to Rating 4, Deployment Range 800 km.
Modified Threat Value:	479
Offensive:	153
Defensive:	464
Miscellaneous:	819

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	1

4.3.9 OACS-01L/COM-A LOUDMOUTH

The advanced MERIT sensor and communications system designed by Obelisk Electronics for use in the *Chatterbox* electronic support variant of the *Iguana* opened up new possibilities for Gear-based communications and electronic warfare platforms. While the *Chatterbox* is considered an excellent design for ensuring battlefield communications and performing electronic warfare operations, further refinements became necessary as more specialized operational roles were envisioned. The *Loudmouth* was born to meet the demands of the propaganda/psychological warfare specialists of the Republican Army who saw a highly mobile and powerful communications platform as the perfect instrument for delivering prepared broadcasts into enemy territory. With this mission in mind, the *Loudmouth* was designed using the *Chatterbox* as a base, but with a specially designed MERIT 3200 electronics package. This system features reduced sensor and ECM capabilities in exchange for increased ECCM and communications power, ensuring clear long-range broadcasts in almost all conditions. The military insisted that the *Loudmouth* have a military role as well and the powerful communications suite was supplemented by a dedicated cryptography computer system designed by Aardman Electronics, making the Gear a powerful communications, observation and intelligence gathering platform. The inclusion of supplemental medium- and long-range antennae did require the removal of the *Chatterbox's* satellite communications dish, however.

The *Loudmouth* was introduced in TN 1928 and is now employed by psychological warfare and military intelligence teams across the Antarctic and Badlands. The Gear's ability to break into and override foreign communications has been used to good effect during several operations, undermining the morale of besieged populations by pointing out the weakness of their position. The *Loudmouth* has been widely distributed in the MILICIA, a fact accepted by many conscripts as good fortune. In reality, the *Loudmouths* are also used to monitor foreign conscripts serving with the MILICIA, helping military intelligence and political officers to identify potential traitors.

Vehicle Specifications

Code Name:	Loudmouth
Production code:	OACS-01L/COM-A
Production type:	Limited Production
Cost:	2,903,333 dinars
Manufacturer:	Territorial Arms
Use:	propaganda/military intelligence Gear
Height:	4.1 meters
Width:	3.4 meters
Average armor thickness:	40 mm
Armor material:	armoplast w/ alloy
Standard operational weight:	5110 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (83 kph)
Deployment Range:	680 km
Sensor Range:	80 hexes/4 km
Communication Range:	1000 hexes/50 km
Powerplant:	WV-750TC/C V-engine
Horsepower:	360 Hp

Modifications

Add:	APGL (F, 6 rnds), Back-up Communications, ECCM 3, High Capacity Computer, Laboratories (Cryptography, Rating 1), Vulnerable to Haywire Effects
Remove:	LRP/24, Target Designator
Change:	Upgrade Communications to +3/50 km, reduce Top Ground Speed to 83 kph, Deployment Range to 680 km
Modified Threat Value:	871
Offensive:	126
Defensive:	462
Miscellaneous:	2025

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units on the Field:	1
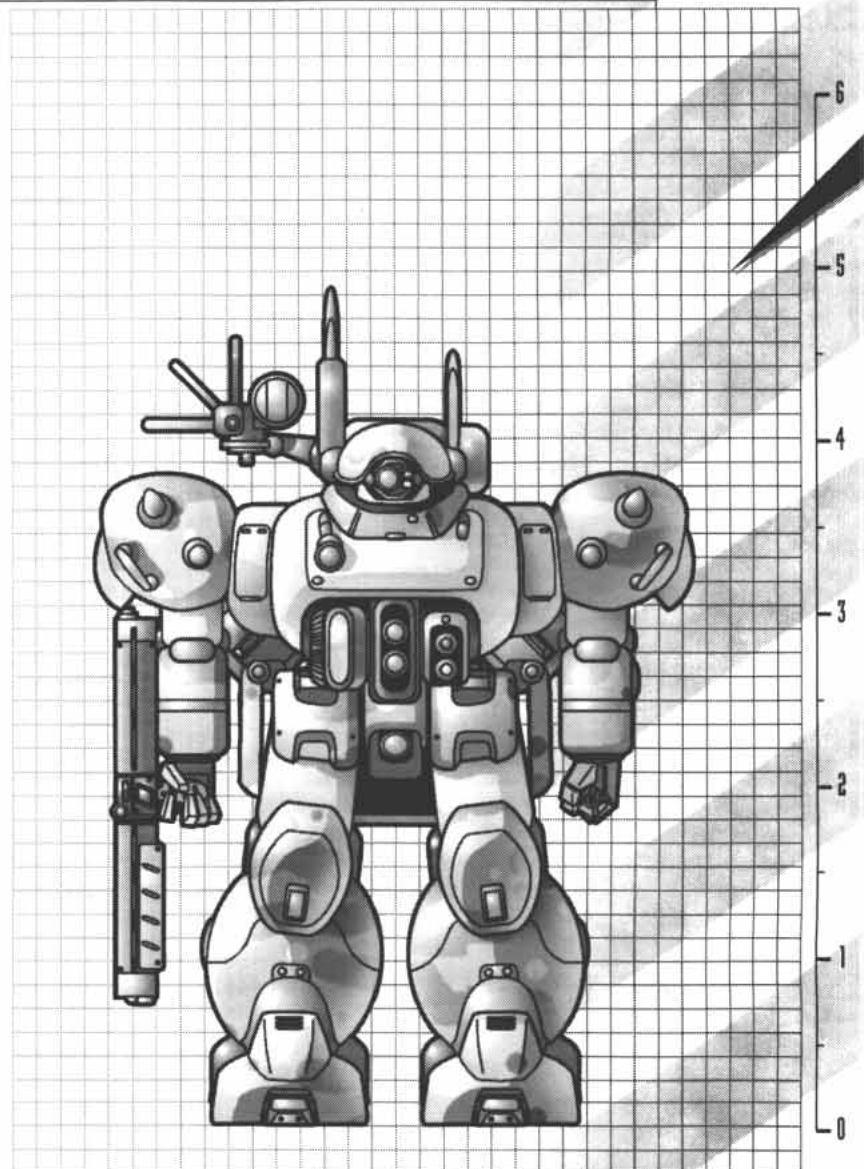
4.3.10 OACS-01L/RRV RACER IGUANA

The *Racer Iguana* variant was designed to match the speed profile of its Northern counterpart, the *Cheetah*. The *Racer* is also a test-bed for a new armor material dubbed durium. A composite lattice of armoplast and carbon fibers developed by Roland System Werks, durium is lighter and much more rigid than standard armoplast or durasheet. Durium lattices are somewhat fragile, however, and shocks tend to loosen or destroy an unacceptable amount of armor. The design flaw remains unresolved, keeping durium from the mainstream military market, but it did provide an acceptable amount of protection for the *Racer Iguana*. The weapons load of the *Racer* was also downgraded to further lighten the Gear, leaving it with only a MPGU-22 Pack Gun for defense. The secondary movement system assembly of the *Iguana* was also reworked for the *Racer*, along the same lines as the *Dartjäger*, with large, rugged tires and crash bars mounted on the knees. This provides the *Racer* with excellent performance over desert sand and rough ground. Additional durium plates cover the tires to avoid unnecessary damage to the SMS.

The *Racer Iguana* was produced mainly as a platform to test the use of durium in combat models. That the *Racer* was produced in any significant numbers (roughly 100) is a result of the demands of the MILICIA's 19th regiment, the *Helios Hellions*. The *Hellions*, stationed in Azov, are a rapid strike regiment set up to undertake lightning raids on Northern positions and are largely deployed as a harassment force in these days of uneasy peace. It was the *Hellions* who requested a Gear that could match speed and power with the Shaian Mechanics *Cheetah*; Roland SW was able to use this request to convince Territorial Arms to produce the *Racer*. The structural weakness of durium has proven very difficult to overcome, however, and despite the speed increase, even the *Hellions* requested modifications. Territorial Arms then provided an upgrade kit of reinforced armoplast armor for the chest area and the arms and legs. This package made the *Racer* somewhat more effective in combat.

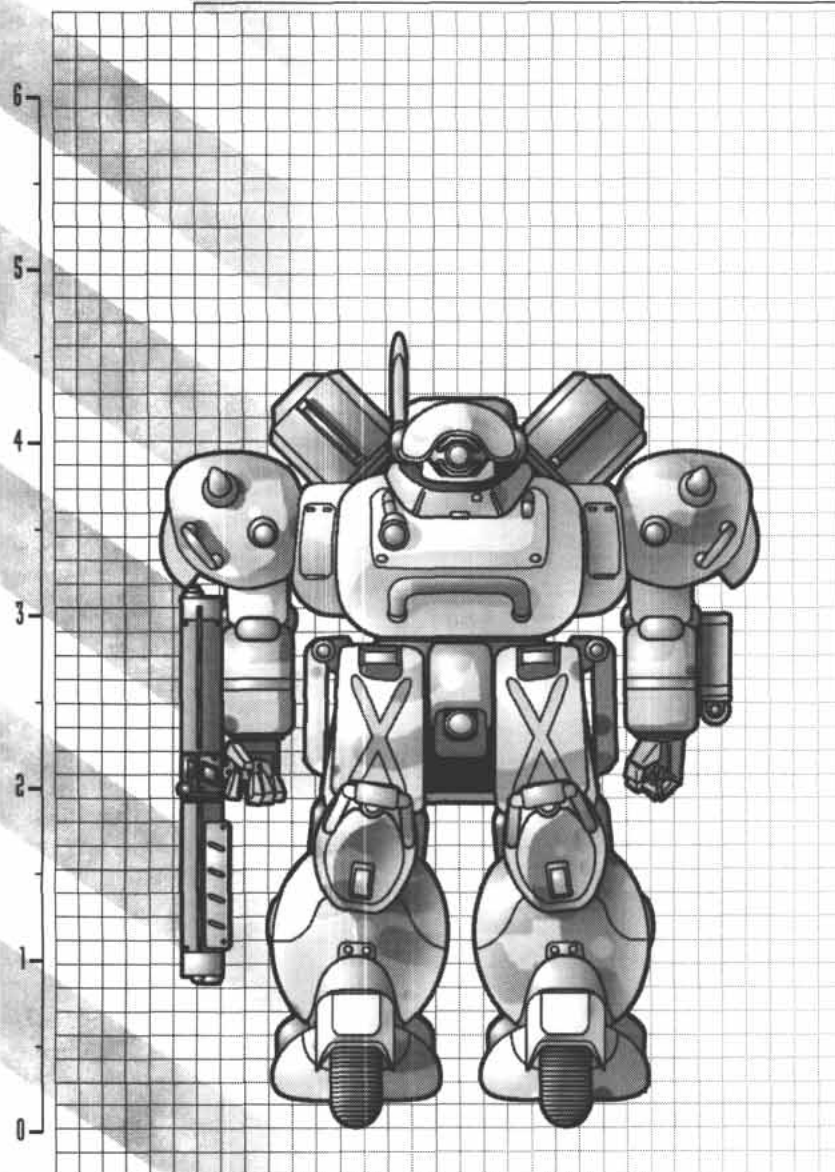### Vehicle Specifications

Code name:	Racer Iguana
Production code:	OACS-01L/RRV
Production type:	Limited Production
Cost:	1,461,333 dinars
Manufacturer:	Territorial Arms/ Roland System Werks
Use:	Rapid-deployment Gear
Height:	4.15 meters
Width:	3.4 meters
Average armor thickness:	35 mm
Armor material:	durium w/ armoplast
Standard operational weight:	4200 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (89 kph)
Deployment Range:	650 kph
Sensor Range:	80 hexes/4 km
Communication Range:	600 hexes/30 km
Powerplant:	WV-750TC/B V-engine
Horsepower:	360 Hp

Modifications

Add:	2 x HG, Improved Off-Road, Reinforced Armor (F, Rating 2), Brittle Armor
Remove:	LRP/24
Change:	Upgrade Ground Speed to 15 (89 kph), downgrade Base Armor to 13, Deployment Range to 650 kph
Modified Threat Value:	548
Offensive:	119
Defensive:	434
Miscellaneous:	1093

Vehicle Availability

Availability Threshold:	5
Maximum Number of Units in the Field:	5

4.3.11 OACS-01L/DL RAPIER IGUANA

The *Rapier* variant of the *Iguana* has the distinction of being Terra Nova's only mass-produced, dedicated dueling Gear. The Republican Army and the Southern MILICIA take dueling very seriously and have built a powerful tradition around combat with vibrorapiers in particular. The honor of a Southern Gear regiment is personified in the Duelist, a single pilot who represents all the best elements of the unit. A paragon of duty and honor, the Duelist is willing to prove the worth of his unit on the field of honor. The *Rapier* is designed expressly with these needs in mind. The most obvious alterations from the basic *Iguana* chassis is the additional armor on the Gear's shoulder plates which allow ramming to increase combat efficiency in rapier duels. The protected, but less powerful, sensor array was borrowed from the *Iguana MP* to prevent the "blinding" of a duelist on the field. The Gear was also equipped with the latest virtual reality HUD controls. The *Rapier* is usually supplied with a pack gun for use in case of different dueling techniques.

Because the *Rapier Iguana* is aimed at the huge Southern military market, several variations on the standard *Rapier* weapons load have been developed, included some flashy ones for underground dueling. These modifications are often seen as distasteful by legitimate military Duelists who think of the underground as somewhat unworthy of a prestige machine like the *Rapier*. Some battlefield models have been produced to the specifications of pilots and commanders who wish to see duelists on the field of combat in their dedicated Gears. The *Rapier* has also become the darling of the top field officers of the Republican Army, representing all the prestige and honor of their roles. Several regiments have taken to requesting multiple *Rapiers*, creating one or more "honor cadres" featured heavily in parades and public functions. Some worry that a machine built for honor is being used simply as a propaganda tool. Some prominent retired Duelists now serving in the deRouen government have begun to pressure their colleagues to pass legislation limiting sales of the *Rapier* to regiments purchasing them for legitimate Duelists.

Vehicle Specifications

Code name:	Rapier Iguana
Production code:	OACS-01L/DL
Production type:	Mass Production
Cost:	492,750 dinars
Manufacturer:	Territorial Arms
Use:	dueling Gear
Height:	4.1 meters
Width:	3.4 meters
Average armor thickness:	40 mm
Armor material:	armoplast w/ alloy
Standard operational weight:	5101 kg
Primary Movement Mode:	Walk (54 kph)
Secondary Movement Mode:	Ground (83 kph)
Deployment Range:	500 km
Sensor Range:	60 hexes/3 km
Communication Range:	400 hexes/20 km
Powerplant:	WV-750TC/B V-engine
Horsepower:	360 Hp

Modifications

Add:	VR, Advanced Controls, Ram Plate (Forward), Shield (Rating 4, L)
Remove:	LRP/24, VB, ECM, Target Designator
Change:	Upgrade Top Walk Speed to 54 kph, downgrade Top Ground Speed to 83 kph, Deployment Range to 500 km, Sensors to 0/3 km, Communications to +1/20 km
Modified Threat Value:	660
Offensive:	108
Defensive:	470
Miscellaneous:	1401

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	1
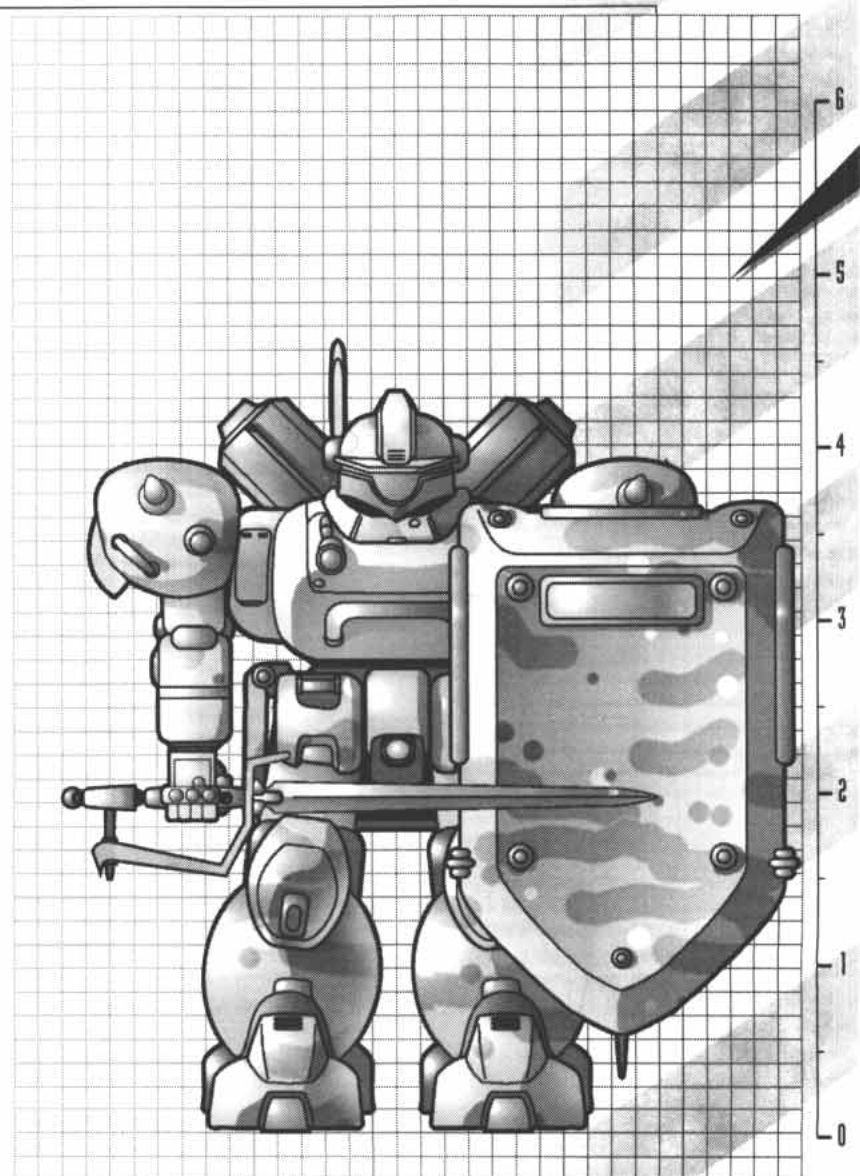
4.3.12 OACS-01L/LRP SORTIE IGUANA

Northern citizens may fear the massive size of the Southern military, but Antarctic commanders know that no matter how large their armed forces become, the borders they must defend and patrol will always be larger. Together, the MILICIA, Republican Army, Mekong Peacekeepers, Humanist Alliance Protection Force and the various Emirate Guards must guard not only the uninterrupted Badlands border, but internal border regions and contested areas as well. Satellite tracking, landship deployment and air transport help to guard against foreign assault, but it becomes difficult to justify the use of these resources against bandits or small-scale rovers. Ground bases are commonly very far apart, and, in actively hostile areas, broadcast communications can not always be trusted. To help deal with these problems, Gears are occasionally fitted for extremely long patrols, or "sorties," as they are called in Universal French. Adventurous pilots volunteer for sorties to prove their toughness and to get away from base for a mission they often consider to be a form of leave, since many pleasant distractions have been justified to angry officers in the name of espionage.

Sorties have long been part of standard operational procedure, but have become even more prevalent ever since the War of the Alliance. In TN 1921, Territorial Arms introduced a dedicated sortie Gear designed to supplement the *Iguanas* and *Jäger Recons* usually employed in these operations. The *Sortie Iguana* was armed with an ammunition-efficient Rucker rifle, which was far better for sniping the occasional dissident leader or rover Gear than the standard *Iguana* pack gun. The electronics package of the *Sortie* was also upgraded with the inclusion of an Obelisk Electronics satellite communications array for long-range reconnaissance and a TrueSight dedicated target-tracking sensor. The greatest change to the *Sortie*, however, was its power plant. The standard Windhill WV-750TC/B V-engine was replaced by a WV-760TC/C engine, which featured the reversed drive shafts of the *Chatterbox*'s WV-750TC/C along with an enlarged rear-skirt fuel tank and a supplemental cooling tower allowing the engine to better process fuel.

Vehicle Specifications
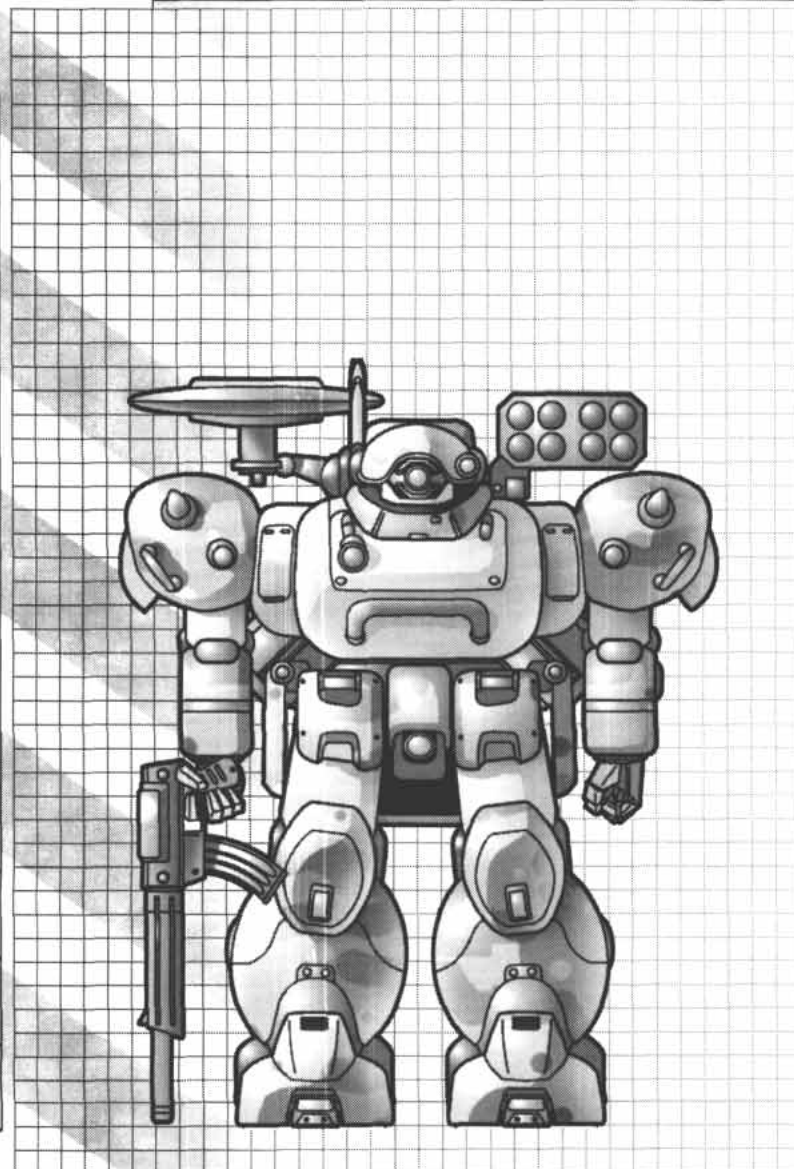
Code Name:	Sortie Iguana
Production code:	OACS-01L/LRP
Production type:	Mass Production
Cost:	558,750 dinars
Manufacturer:	Territorial Arms
Use:	long range reconnaissance Gear
Height:	4.1 meters
Width:	3.4 meters
Average armor thickness:	40 mm
Armor material:	armoplast w/ alloy
Standard operational weight:	5175 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (84 kph)
Deployment Range:	1000 km
Sensor Range:	80 hexes/4 km
Communication Range:	600 hexes/30 km
Powerplant:	WV-760TC/C V-engine
Horsepower:	360 Hp

Modifications

Add:	LRF (F, 60 rnds), Fuel Efficiency (1.5 deployment multiplier), Satellite Uplink, Sniper System (LRF), Hazardous Ammo/Fuel Storage
Remove:	Target Designator, DPG
Change:	Upgrade Deployment Range to 1000 km
Modified Threat Value:	745
Offensive:	388
Defensive:	464
Miscellaneous:	1385

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units on the Field:	5

4.3.13 OAVS-01L/SP URBAN RESCUE IGUANA

The successful use of the *Iguana* chassis as a military police model has led to its use in some civilian roles as well. Urban rescue and fire-fighting squads — known as "sapeurs pompiers" in Universal French — have long used work and engineering Gears as part of their equipment and welcomed the arrival of a military-grade machine designed for their use. The production of the *Urban Rescue Iguana* in TN 1927 came after a series of deadly fires in Port Oasis were suppressed only at the cost of many lives due to inadequate equipment. The Republican government ordered a review of urban safety procedures across the league and wide-ranging modernization programs were implemented, including the creation of the *Urban Rescue*. Based on the standard *Iguana* chassis, the *Rescue* is stripped of all battlefield weapons and equipped for its specialized duty with flame retardant cloth covering all the joints and heat resistant ceramic armor. A chemical foam cannon serves as a standard "weapon" to supplement this function. The *Rescue* also features a powerful chest-mounted winch attached to a side-mounted grappling hook launcher, allowing the Gear to drag vehicles out of danger and (on at least one occasion) to rappel down from a roof. As an urban vehicle, the *Rescue Iguana* has standard safety features including head and tail-lights along with padded feet that limit the damage to city streets.

The *Urban Rescue Iguana* is now part of the "arsenals" of most Antarctic civilian rescue and fire departments and has seen its fair share of action. The most famous deployment of the *Rescue Iguana* occurred in TN 1932 during a huge industrial fire in the Mekong city-state of Loyang. When an Integrated Steel foundry suffered a catastrophic accident a firestorm burst out across much of the huge factory. Workers were trapped in the central complex with little hope of escape until the local Peacekeeper rescue brigade went into action. Requisitioning a *Walfish* transport aircraft, a squad of *Urban Rescue Iguanas* landed on the complex roof and, after creating an opening, rappelled to the foundry floor. From there, they reached the trapped workers and created a safe escape zone.

Vehicle Specifications

Code name:	Urban Rescue Iguana
Production code:	OAVS-01L/SP
Production type:	Mass Production
Cost:	231,426 dinars
Manufacturer:	Territorial Arms
Use:	emergency services Gear
Height:	4.1 meters
Width:	3.4 meters
Average armor thickness:	42 mm
Armor material:	ceramics
Standard operational weight:	4990 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (84 kph)
Deployment Range:	500 km
Sensor Range:	20 hexes/1 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-755TC/B V-engine
Horsepower:	380 Hp

Modifications

Add:	MFL (F, 40 shots Fire-Fighting Foam), Fire Resistant, High Towing Capacity (Double), Grapple Launcher (Rating 6, Range 2), Urban Friendly, Brittle Armor
Remove:	All weapons except VB, ECM, Target Designator
Change:	Downgrade Sensors to 0/1 km, Communications to 0/10 km, Deployment Range to 500 km
Modified Threat Value:	397
Offensive:	109
Defensive:	464
Miscellaneous:	617

Vehicle Availability

Availability Threshold:	5
Maximum Number of Units on the Field:	5
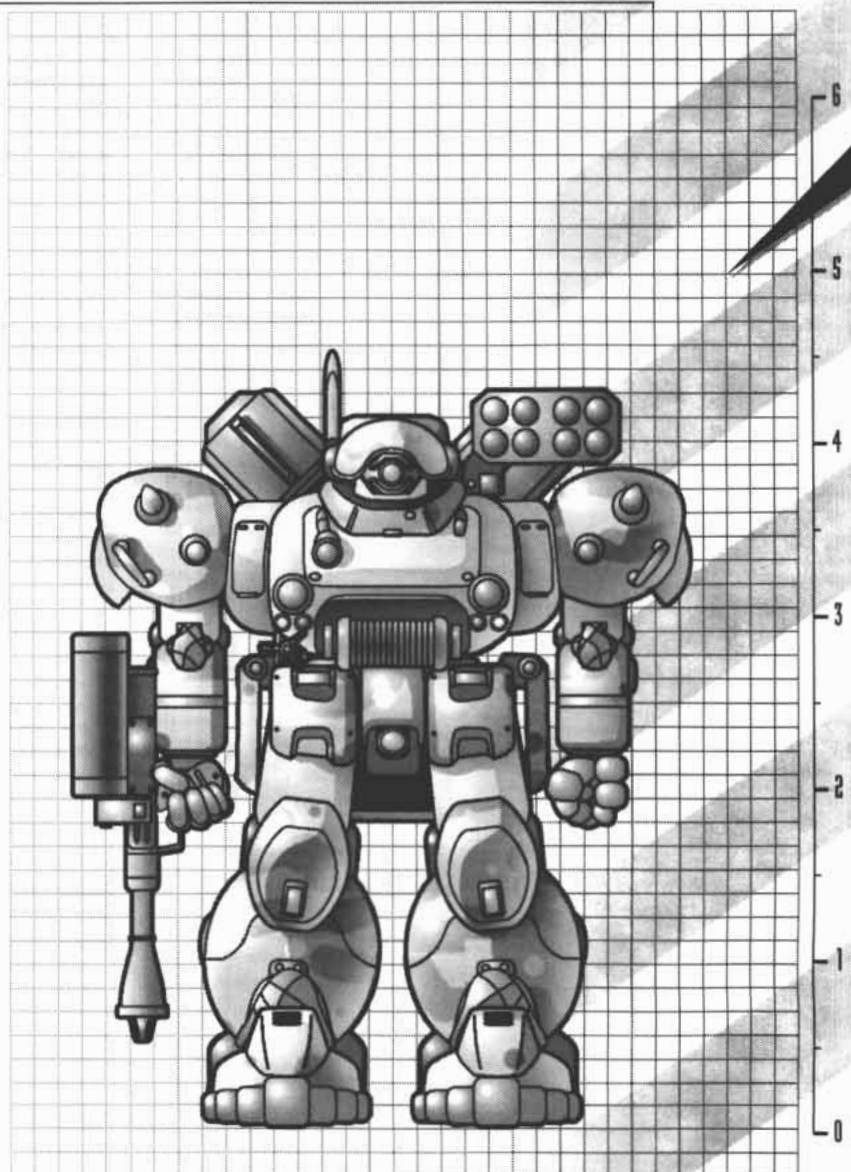
4.4 OACS-01L/STL CHAMELEON

The *Chameleon* was developed in the aftermath of the War of the Alliance as part of the Southern push to bridge the technological gap opened up by the North in the previous decade. During the conflict, Southern commanders saw Northern stealth Gears like the *Black Cat* and the then-experimental *Panther* in action. Although they were happy to have the stealth units deployed during the war, Republican leaders understood that they could just as easily be turned against them and were determined to match the North Gear for Gear. Territorial Arms Skunk Works was contracted to produce two stealth Gears in the TN 1920s and the *Chameleon* was the first to reach the battlefield. The *Snakeye Black Mamba* would soon follow.

As its name indicates, the *Chameleon* is a unit designed especially to "disappear," blending in with its surroundings. At first glance, the *Chameleon* looks simply like a modified *Iguana* with slightly more blocky armor plates. This impression soon vanishes when the advanced electronic modules and the interior of the machine's cockpit are examined. While the Territorial Arms *Iguana* did provide the basic model for the *Chameleon*, very few, if any, components remain the same. The Gear's instrumentation has been updated to the next generation of Virtual Reality Heads Up Display (VRHUD) system, and the Skunk Works reportedly commissioned a low-emission version of the Obelisk Electronics MERIT sensor and communications suite designed for the *Iguana*, but the details of its manufacture and capabilities remain classified. Just like its larger brother, the *Snakeye BM*, the *Chameleon* is powered by a gas turbine engine linked to an electric generator and a super-conducting battery. This system enables the pilot to switch from turbine to battery when passing from standard to silent — or "whisper" — mode. The machine's skin is covered with a black, rubber-like polymer glazing that absorbs both sound and light. The *Chameleon's* weapons are specially modified stealth versions of the standard *Iguana* weapons payload, consisting of a TASW-15 pack gun and a Vogel-6 STL rocket pod.

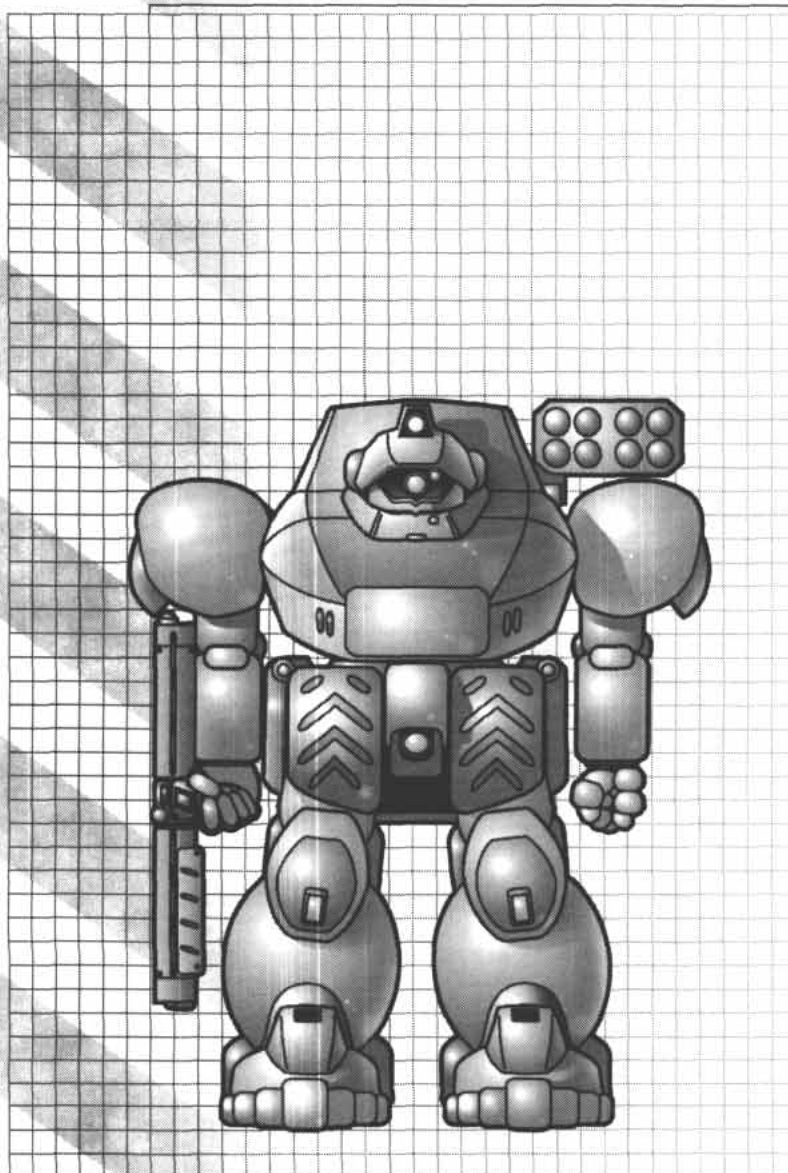### Vehicle Specifications

Code name:	Chameleon
Production code:	OACS-01L/STL
Production type:	Limited Production
Cost:	1,605,333 dinars
Manufacturer:	Territorial Arms Skunk Works
Use:	stealth Gear
Height:	3.9 meters
Width:	3.3 meters
Average armor thickness:	unknown
Armor material:	secret
Standard operational weight:	5010 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (84 kph)
Deployment Range:	700 km
Sensor Range:	80 hexes/4 km
Communication Range:	600 hexes/30 km
Powerplant:	batteries w/gas turbine
Horsepower:	unknown

Weapon Payload

Name	Ammunition Payload
TASW-15 Pack Gun	30 rounds
Vogel-6 STL Rocket Pod	24 rockets
VU-11 Vibromachete	-

- ## SERVICE RECORD

The *Chameleon* was the logical answer to the *Black Cat* scout used by the Northern military as an infiltration unit during the War of the Alliance. Like the *Cat*, the *Chameleon* has never been produced in large numbers and almost all of the Gears are in the hands of elite units such as the Légion Noire and the Southern Republic Intelligence Directorate's infiltration and black operations squads. The details of the *Chameleon*'s deployment and activities remain well-kept military secrets, but most analysts feel that it has had very little "down time" since its delivery to the Légion in TN 1924. The Légion uses the stealth Gear as part of dedicated infiltration and covert operations cadres, usually in conjunction with *Green Mambas* or *Snakeye Black Mambas* and most of the top Gear regiments of the Légion are known to have one of these cadres ready for action. In TN 1931, Territorial Arms imposed a very tight security cordon on one of its Timbuktu production lines and most observers believe that a good number of stealth Gears were produced under the cover of air-tight secrecy. These rumors seem to be corroborated by a slightly wider distribution of stealth units. Republican and a few MILICIA regiments have begun to receive a single *Chameleon* to use in solitary infiltration missions.

Some critics have questioned the value of disseminating high-technology stealth vehicles to standard units where they may not be used to their full effectiveness. Others have wondered aloud if the more lax security prevalent in MILICIA bases might threaten the secrecy that surrounds Southern stealth units. These fears are known to have come true at least once, when a newly delivered *Chameleon* disappeared from a MILICIA base on the Badlands border of the Mekong Dominion in late TN 1932. An extensive investigation by MILICIA military police revealed that one of the conscripts in the base's vehicle pool had contacts with an arms merchant tied to the Mongol bandits and had stolen the Gear for him. A strike was launched which utterly destroyed the merchant's operation, but the missing *Chameleon* was never recovered. Some MPs familiar with the case have whispered that the whole operation may have been some sort of elaborate cover-up. If so, it remains unclear just who stole the Gear and who had the power to deflect the investigation.

General Stats

Threat Value:	602
Offensive:	336
Defensive:	464
Miscellaneous:	1005
Size:	6
Original Default Size:	8
Indv. Lemon Dice:	2
Crew:	1
Bonus Actions:	0

Movement

Primary Movement Mode:	Walk
Combat Speed:	5
Top Speed:	9
Secondary Movement Mode:	Ground
Combat Speed:	7
Top Speed:	14
Maneuver:	+1

Electronics

Sensors:	+1
Communications:	+2
Fire Control:	0

Armor

Light Damage:	14
Heavy Damage:	28
Overkill:	42

Vehicle Availability

Availability Threshold:	9
Maximum Number of Units in the Field:	1

Weapons Summary

Name	Code	Fire Arc	Qty	Ammo
TASW-15 Pack Gun	DPG	Forward	1	30
Vogel-6 STL Rocket Pod	LRP/24	Forward	1	24
VU-11 Vibromachete	VB	Forward	1	-

Perks

Name	Rating	Game Effect
Hostile Environment Protection	-	Desert
Manipulator Arms x 2	6	Can Punch
Stealth	5	Add rating to concealment
Target Designator	3	Designate target for guided weapons

Flaws

Name	Rating	Game Effect
Annoyance	-	Cramped cockpit; maximum pilot Build is 0
Exposed Auxiliary Systems	-	Auxiliary damage is one step worse

Defects

Name	Rating	Game Effect
None	-	-

Optional Equipment

Name	Modified Threat Value
Add 3 hand grenades	613
Add 3 light panzerfausts	616
Additional Fuel Tank (Deployment Range to 1000 km, Hazardous Fuel/Ammo Storage)	585
Replace DPG with LAC (F, 30 shots)	620
Replace DPG with LBZK (F, 20 shots)	665
Add LRP/16 (Rr, 16 rockets)	674
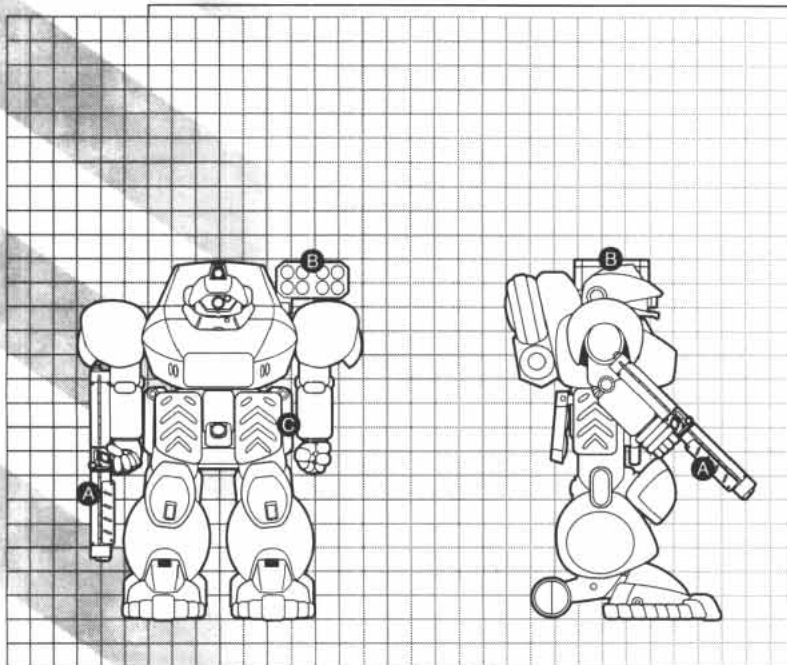
Weapon Location Diagram

A	TASW-15 Pack Gun
B	Vogel-6 STL Rocket Pod
C	VU-11 Vibromachete (not shown)

Typical Camouflage

Broken Ground   Woodland   Pattern-Breaker 1

4.4.1 OACS-01L/TE HUNTING CHAMELEON

A smaller cousin of the deadly *Snakeye Black Mamba*, the *Hunting Chameleon* variant was part of the TN 1931 accelerated production of stealth units. Like the *Snakeye*, the *Hunting* is a sniper unit designed to infiltrate deep into enemy territory and take out selected high-priority targets. Less powerful than its "big brother" the *Hunting* is nevertheless an effective machine. Its main weapon is a TASW-12 rifle, a version of the Rucker RF-12 featuring a radar-absorbent coating. This weapon allows the elusive Gear to snipe at opponents with little fear of retribution or even discovery. The standard *Chameleon's* Vogel-6 STL rocket pod, was removed because of the *Hunting's* mission, but most pilots opt to carry two heavy anti-armor panzerfausts to deal with those unlucky enough to get close to their machine. To augment the operation effectiveness of the *Hunting* an Obelisk Electronics TrueSight 1250 dedicated target-tracking system was installed in the Gear's sensor pod, tied to data from the rifle; this combination makes for deadly accuracy at long range. The *Hunting* was also provided with an armored leg-mounted bin to store extra clips for its rifle, allowing pilots to both operate without great fear of running out of ammunition and to carry a variety of specialized ammunition.

The *Hunting Chameleon* was originally designed to serve as a less expensive version of the *Snakeye* and be deployed in units who could not obtain the sniper/stealth *Black Mamba* variant. This philosophy saw the *Hunting* deployed first in units tied to the Légion Noire's MILICIA Auxiliary, who are the most favored troops in a disfavored army. The 9th MILICIA Gear regiment — the *Black Stars* — received the first shipment of *Hunting Chameleons* and made good use of them during a prolonged skirmish with forces of the Peace River Defense Force. Sniping cadres were sent to eliminate PRDF officers while the bulk of the regiment advanced on a contested savannah town. The success of the operation has shown the value of the *Hunting* and Republican elite units have begun to requisition it. The MILICIA continues to receive most *Huntings*, however, since the SRA already has access to the *Snakeye*.

Vehicle Specifications

Code name:	Hunting Chameleon
Production code:	OACS-01L/TE
Production type:	Limited Production
Cost:	1,917,000 dinars
Manufacturer:	Territorial Arms Skunk Works
Use:	stealth/sniper Gear
Height:	3.9 meters
Width:	3.3 meters
Average armor thickness:	unknown
Armor material:	secret
Standard operational weight:	4975 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (84 kph)
Deployment Range:	700 km
Sensor Range:	80 hexes/4 km
Communication Range:	600 hexes/30 km
Powerplant:	batteries w/ gas turbine
Horsepower:	unknown

Modifications

Add:	MRF (F, 20 rnds), 2 x HPZ, APGL (F, 4 rnds), Ammo Storage (3 20-round MRF clips), Sniper System (MRF)
Remove:	DPG, LRP, Target Designator
Change:	n/a
Modified Threat Value:	639
Offensive:	391
Defensive:	464
Miscellaneous:	1061

Vehicle Availability

Availability Threshold:	9
Maximum Number of Units on the Field:	1
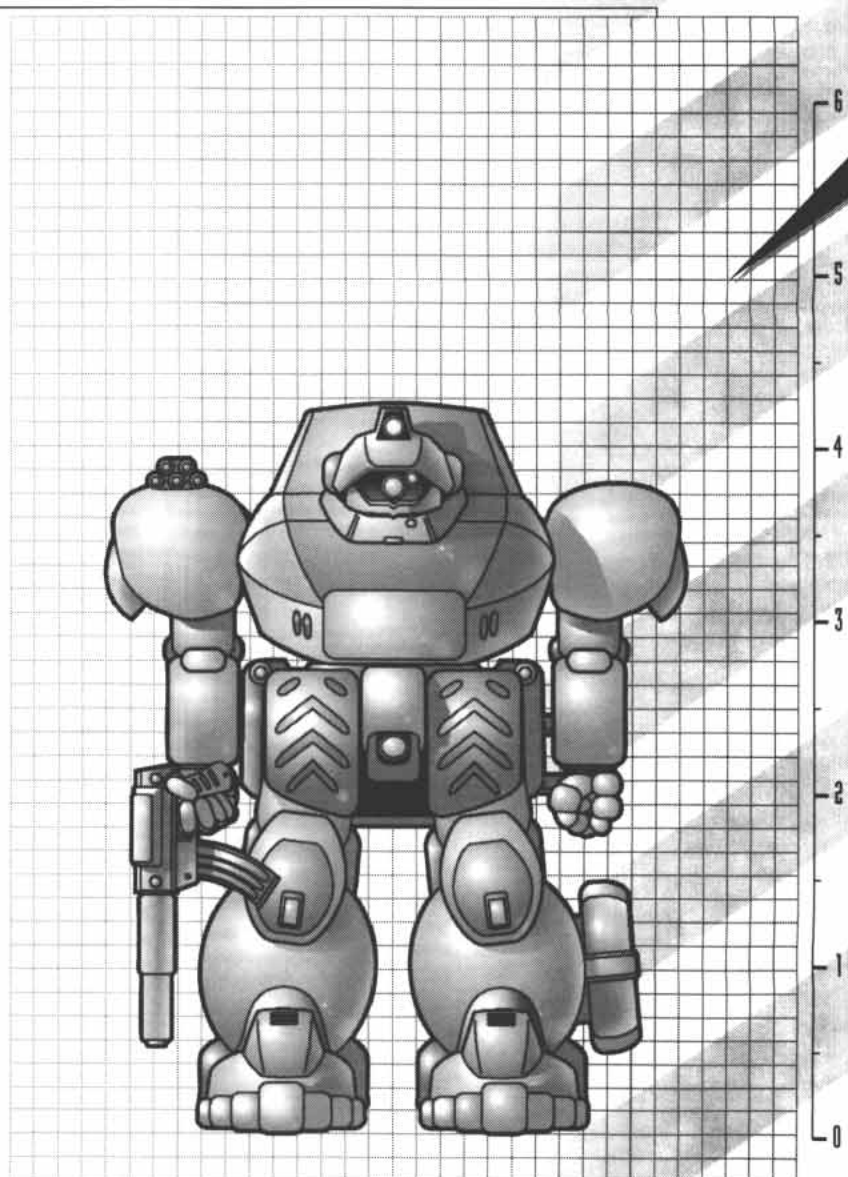
4.5 OACS-01M/SU JÄGER

The oldest and most basic of the Gears fielded by Southern forces, the *Jäger* started its existence as a shameless copy of the United Mercantile Federation'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. At first, the only significant differences between the *Hunter* and *Jäger* were the Southern machine's rounded armor plates — designed to improve the armor's sturdiness to shocks, collisions and enemy fire — and a slightly improved sensor/communications head pod. Over the years, the two "cousins" have remained sign-posts of military competition between the poles, having become locked in an arms race of their own. Indeed, with every minor adjustment made to the *Hunter*, Southern engineers are ordered to make a matching change in the *Jäger*, and vice versa. The most evident example of this came in the TN 1850s when the *Jäger* was overhauled into its "Alpha" configuration, leading to a similar redesign of the *Hunter*, which was dubbed the Mark II. The *Jäger* has undergone several other rounds of modernization and is currently in its "Epsilon" configuration. All the changes since the 1850s, however, have been relatively minor and most technicians still refer to the current design as the *Jäger Alpha*.

The *Jäger*'s weaponry is a nearly-identical match to that of the Northern *Hunter*. The main armament is a PR-25 autocannon supplemented by a Vogel-6 rocket pod. An HLB-16 grenade launcher provides anti-infantry defense, while hand grenades and an HHVB-3 vibroknife provide close-combat punch. The internal systems of the *Jäger* were originally designed by the engineers of the Republican Army's Anthropomorphic Battle Vehicle Center and were purchased outright by Territorial Arms in TN 1703. The standard sensor package developed for the Alpha refit (and still in use) is a TA-StarSight integrated omnicamera system featuring automatic target tracking, layered light amplification and thermographics as well as picture-in-picture zoom and identification overlay.

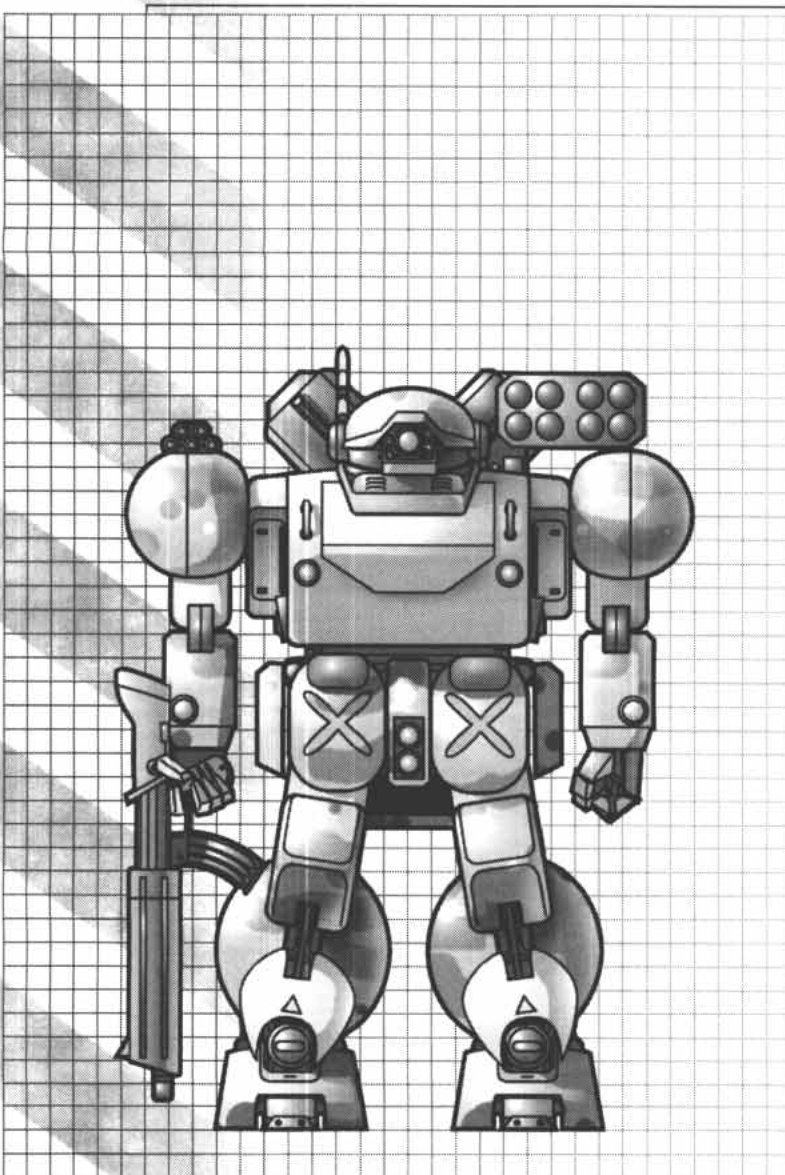### Vehicle Specifications

Code Name:	Jäger
Production code:	OACS-01M/SU
Production type:	Mass Production
Cost:	221,667 dinars
Manufacturer:	Territorial Arms
Use:	general purpose Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	armoplast w/alloy
Standard operational weight:	6637 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (74 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-950A V-engine
Horsepower:	450 Hp

Weapon Payload

Name	Ammunition Payload
PR-25 Autocannon Rifle	60 rounds
Vogel-6 Rocket Pod	24 rockets
HLB-16 AP Grenade Launcher	6 grenades
HG-2 Hand Grenade	3 grenades
HHVB-3 Vibroblade	–

SERVICE RECORD

Due to its long history, durability and versatility, the *Jäger* has seen far more action than any other Southern combat Gear model. From the beginning, it has been used as one of the most readily identifiable tools of Republican military might. In the Southern War that subjugated the member-leagues of the Allied Southern Territories, it was special strike teams of *Jägers* which broke the stalemate that had stalled Republican ambitions. Soon after, the *Jäger* would face its first Gear to Gear combat as the AST and the United Mercantile Federation fought over influence and resources in the Westridge Range area during the so-called Merchant War. By the time of this latter conflict, Territorial Arms had spewed out hundreds of the new war machines and the South was able to match Mercantile forces Gear for Gear and win. The tactics developed during the early deployment of the *Jäger* — most notably their use in dedicated units with highly trained pilots — remain part of standard Southern military doctrine to this day.

Of course, the *Jäger* has faced competition from newer and more sophisticated machines over its two-and-a-half centuries of existence. Other general purpose Gears such as the *Rattlesnake*, *Copperhead* and *Desert Viper* have challenged its as the South's standard trooper, while an ever-increasing number of specialized models such as the *Iguana* or *Black Adder* have limited the *Jäger*'s use in many fields in which it was once the weapon of choice. The *Jäger*, however, refuses to cede its ground altogether. None of the machines that have been designed to supplant it have been able to match its simplicity and ease of production, guaranteeing that the *Jäger* will outlast most of its "replacements." Even the elite *Black Mamba* is likely to remain too expensive and complex to displace the *Jäger* as a standard trooper. The durability of the *Jäger* was proven during the dark cycles of the War of the Alliance. When Southern production facilities were crippled by orbital bombing, the *Jäger* made a powerful resurgence. Not only were there countless *Jägers* already in the field, but it was far more efficient to use the remaining factories to produce large numbers of *Jägers* instead of a smaller number of high-performance Gears like the *Sidewinder*.

General Stats

Threat Value:	380
Offensive:	450
Defensive:	298
Miscellaneous:	392
Size:	6
Original Default Size:	7
Indv. Lemon Dice:	3
Crew:	1
Bonus Actions:	0

Movement

Primary Movement Mode:	Walk
Combat Speed:	4
Top Speed:	7
Secondary Movement Mode:	Ground
Combat Speed:	6
Top Speed:	12
Maneuver:	0

Electronics

Sensors:	0
Communications:	0
Fire Control:	0

Armor

Light Damage:	15
Heavy Damage:	30
Overkill:	45

Vehicle Availability

Availability Threshold:	1
Maximum Number of Units in the Field:	Unlimited
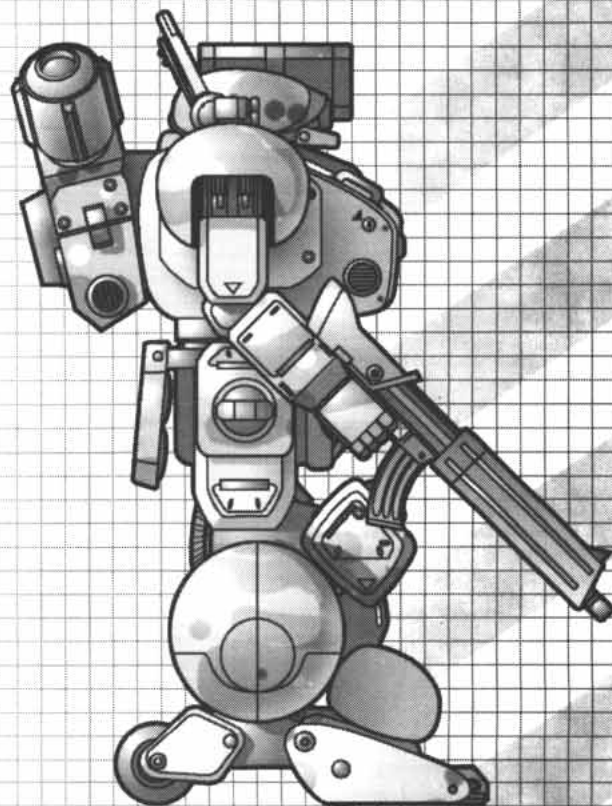
Weapons Summary

Name	CODE	Fire Arc	Qty	Ammo
PR-25 Autocannon Rifle	LAC	Forward	1	60
Vogel-6 Rocket Pod	LRP/24	Forward	1	24
HLB-16 AP Grenade Launcher	APGL	Fixed Forward	1	6
HG-2 Hand Grenade	HG	Forward	3	-
HHVB-3 Vibroblade	VB	Forward	1	-

Perks

Name	Rating	Game Effect
Easy to Modify	-	+2 on Repair and Modify rolls
Hostile Environment Protection	-	Desert
Manipulator Arm x2	6	Can punch

Flaws

Name	Rating	Game Effect
None	-	-

Defects

Name	Rating	Game Effect
None	-	-

Optional Equipment

Name	Modified TV
Add 3 additional hand grenades	391
Add Camo Netting and Smoke Launchers (10 rounds)	404
Add Spike Gun (F, 5 shots)	393
AK-67 Paratroop Rifle (add LGL [F, 10 grenades], 20 ammo for LAC)	484
Armored Vest (Reinforced Location Armor 1, Crew)	391

Weapon Location Diagram

A	PR-25 Autocannon Rifle
B	Vogel-6 Rocket Pod
C	HLB-16 AP Grenade Launcher
D	HG-2 Hand Grenades (not shown)
E	HHVB-3 Vibroblade (not shown)

Typical Camouflage

Desert 1   Desert 2   Woodland   Pattern-Breaker 1
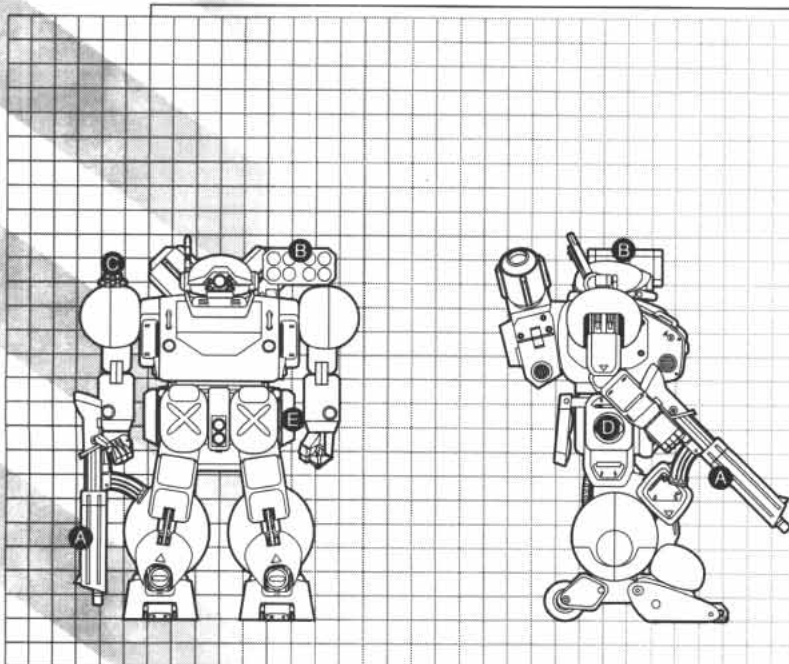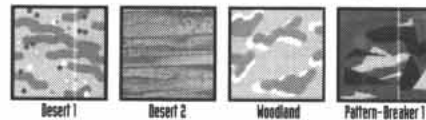
4.5.1 OACS-01M/HA ARMORED JÄGER

The theft of the *Hunter* design by Southern commandos and its duplication by Territorial Arms may have propelled Republican military hardware forward, but it had a negative effect on the freedom allowed to engineers and designers. Because of the success of the *Jäger*, the South spent several decades in which they almost automatically created copies of Northern Gears and contributed relatively few new design concepts. When the Northco *Armored Hunter* was fielded in the Merchant War it was taken for granted that an *Armored Jäger* would soon follow. Such a design did indeed rapidly materialize and matched its Northern counterpart almost perfectly. Heavy alloy armor plates were attached to the chassis and armored variations of the standard autocannon and rocket pod were supplemented by a back-mounted mortar. Unfortunately, this almost unthinking duplication of Northern designs led to a reproduction of the base design's failings. The *Armored Jäger* was just as slow and lumbering as the *Armored Hunter* and only achieved a limited distribution for the same reason. The Alpha refit program for the *Jäger* family provided an opportunity to rethink the design. Territorial Arms engineers decided to honestly tackle the weight problems of the *Armored*, instituting changes at almost every level of the design. To provide extra power, the Gear's V-engine was updated to the newly-released Windhill WV-1000A; to lighten its load all armored weapons were abandoned and a standard PR-25 autocannon became the main weapon. The heavy alloy armor was replaced by armoplast ballistic plastic with only a few supplemental alloy armor plates, including a spiked forearm. This new model had a maneuverability and walking speed comparable to the basic *Jäger Alpha*.

The lack of heavy firepower of the updated *Armored Hunter* has limited its usefulness despite its good performance characteristics. The *Armored* is nevertheless appreciated as a well protected trooper that can be used against similar opposition. The *Armored Jäger* ceased production in the TN 1870s, but a good number of the Gears remain in service.

Vehicle Specifications

Code name:	Armored Jäger
Production code:	OACS-01M/HA
Production type:	Mass Production
Cost:	182,583 dinars
Manufacturer:	Territorial Arms
Use:	heavy trooper Gear
Height:	4.4 meters
Width:	3.1 meters
Average armor thickness:	58 mm
Armor material:	armoplast w/alloy
Standard operational weight:	7525 kg
Primary Movement Mode:	Walk (40 kph)
Secondary Movement Mode:	Ground (65 kph)
Deployment Range:	450 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-1000A V-engine
Horsepower:	550 Hp

Modifications

Add:	CR
Remove:	LRP/24
Change:	Upgrade Base Armor to 17, downgrade Deployment Range to 450 km, Walker Top Speed to 40 kph, Ground Top Speed to 65 kph
Modified Threat Value:	313
Offensive:	216
Defensive:	351
Miscellaneous:	373

Vehicle Availability

Availability Threshold:	7
Maximum Number of Units in the Field:	3
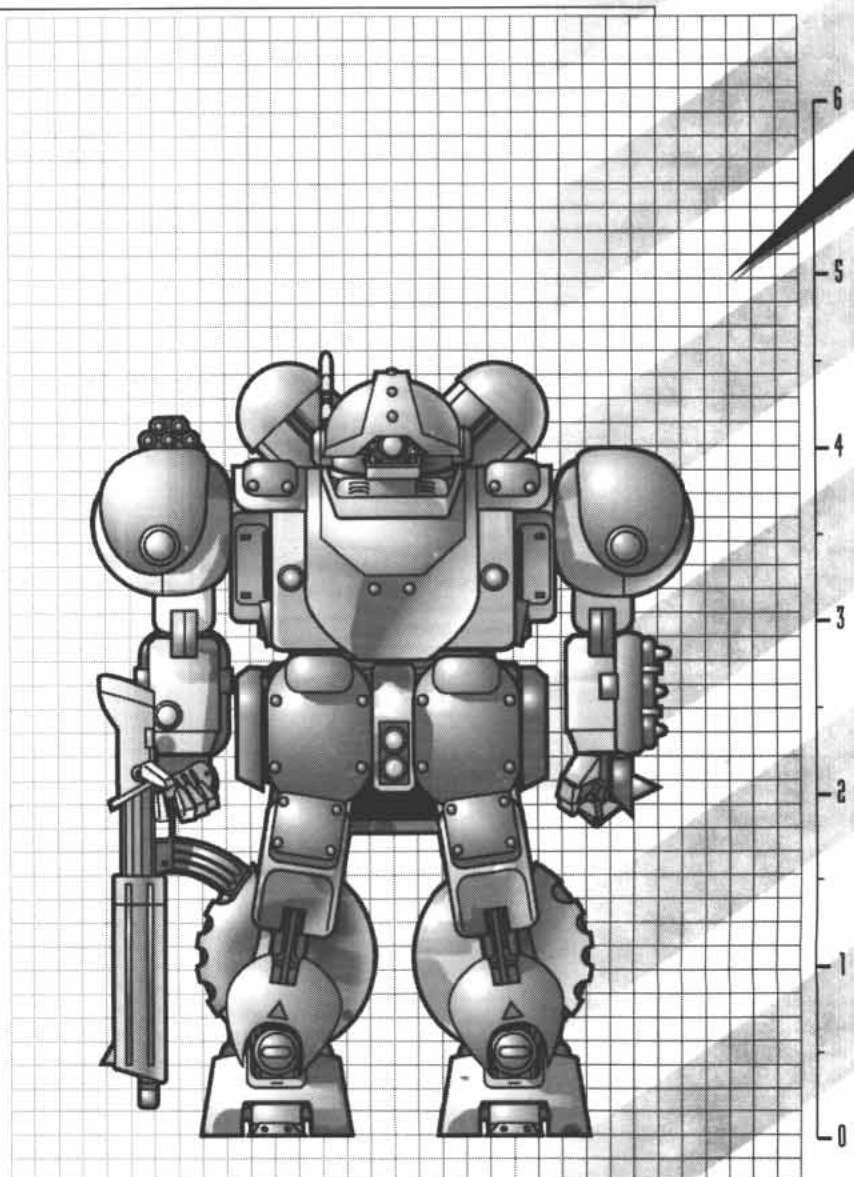
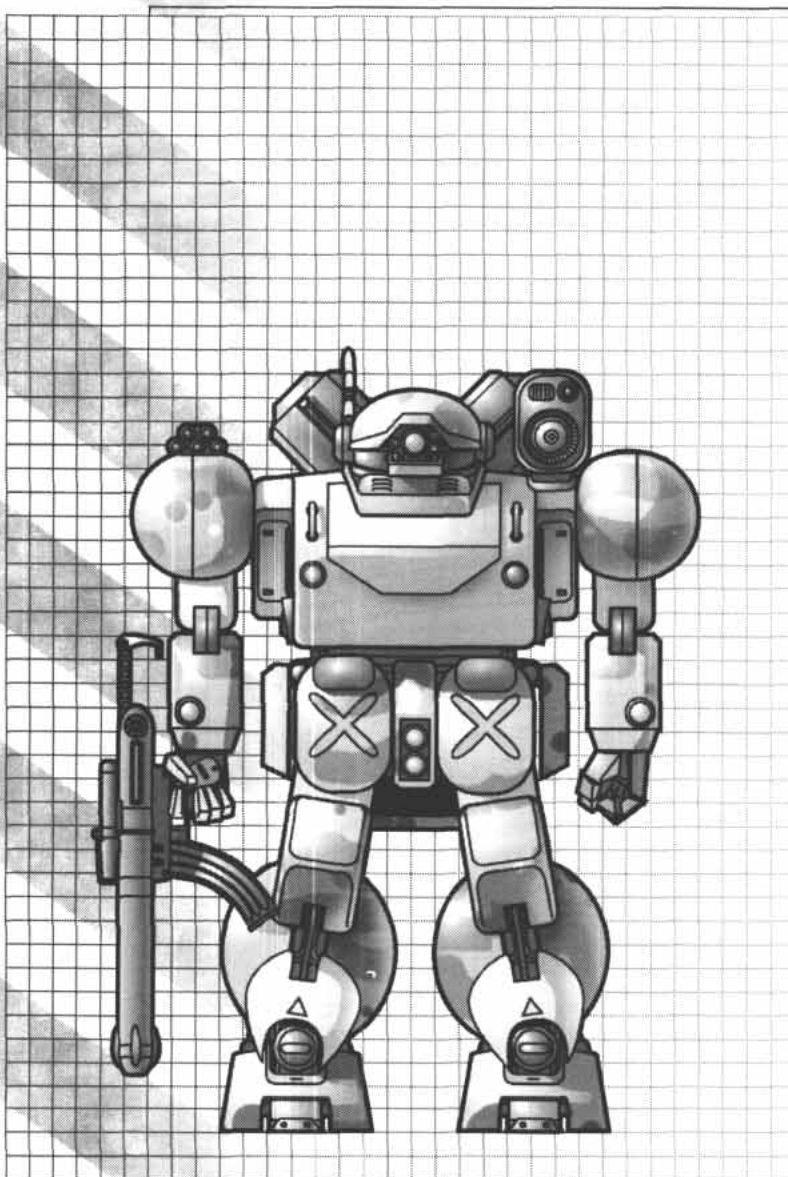## 4.5.2 OACS-01M/AS BLITZ JÄGER

Like the *Blitz Iguana*, the *Blitz Jäger* was a variant born in the darkest hours of the War of the Alliance. By TN 1913, many of the latest Gear models had been destroyed or damaged and, since the manufacturing capabilities of both hemispheres were in bad shape, replacements barely trickled in. To compensate, and use efficiently what resources were left, older models were refitted and sent to the front lines as backups. Naturally, the *Jäger* was, with the *Hunter*, one of the first machines to benefit from such a treatment. The quickest refits involved simple changes in armament, perhaps enhanced by extra armor plates on the lower legs and the back, or extensions to the skirt armor. Some machines, in service in particularly dangerous zones, received makeshift armored jackets.

The *Blitz Jäger* was just such a modification, intended as a mobile armored launch platform for a deadly ATML-1 anti-tank missile. The missile launcher was placed on the hard-point normally used for the Vogel-6 rocket pod, necessitating the latter's removal. A need for launch stability also rewuired the installation of a governor that reduced the Gear's maximum ground speed. The standard HLB-16 anti-personnel grenade launcher was also omitted at first, but reappeared later in the war when *Blitz Jägers* began to find themselves in combat against enemy infantry. The ATML-1's powerful warhead and terminal laser guidance made it a deadly weapon against the hovertanks of the Colonial Expeditionary Force. The *Jäger* could only carry a single missile, however, gaining the Gear the unfortunate nickname of "one shot wonder." The ATML-1 was, and is, also an expensive weapon to produce and, with time and attrition, many machines found themselves with a weapon load that was mismatched at best. A tragic example of this was a *Blitz* wreck discovered in the middle of the Baja battlefield, surrounded by destroyed hovertanks, but still holding on to a 60 mm tank cannon converted into a makeshift giant anti-tank rifle. Since the war the *Blitz* has found a place in many assault and anti-armor cadre and is respected by most soldiers piloting it.

Vehicle Specifications

Code name:	Blitz Jäger
Production code:	OACS-01M/AS
Production type:	Mass Production
Cost:	819,167 dinars
Manufacturer:	Territorial Arms
Use:	anti-armor Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	durasheet w/ alloy
Standard operational weight:	9270 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (71 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-950 A V-engine
Horsepower:	450 Hp

Modifications

Add:	MAC (F, 40 shells), ATM (F, 1 missile)
Remove:	LAC, LRP/24
Change:	reduce Ground Top Speed to 71 kph
Modified Threat Value:	983
Offensive:	2264
Defensive:	295
Miscellaneous:	392

Vehicle Availability

Availability Threshold:	4
Maximum Number of Units in the Field:	Unlimited

4.5.3 OACS-01M/RRV DARTJÄGER

The *Dartjäger* is one of the strangest-looking *Jäger* variants yet produced. Nicknamed "Bug-Head" by the soldiers assigned to it, the *Dartjäger* is designed to serve as the Republic's RRV (Rapid Response Vehicle), a unit that can be deployed very rapidly, in almost any environment, to deal with a situation until a more suitable relief force arrives. As with all RRVs, mobility is given priority over all other design considerations. To accomplish this mission, the *Dartjäger* is built for speed and all-terrain capability, with twin oversized secondary movement system wheels in each foot. The wheels lock for walking and are composed of foamed polymer surrounded by Flexite webbing, yielding a strong movement system. Special alloy braces in the legs and lower torso ensure that the additional structural stress will not affect the machine. Several of the *Jäger*'s armor plates, notably on the arms and legs, were replaced with lighter composite ballistic cloth. Although the engine remain exactly the same as that found on the *Jäger*, the removal of the armor panels and improvements on the transmission and suspension increased the top speed by almost 20%, reaching an impressive 84 kph on clear ground, sand and broken ground.

The *Dartjäger* was introduced in TN 1835 and rapidly deployed in the Badlands, where its off-road capabilities would be put to greatest use. Because of this deployment, the *Dartjäger* has historically been one of the rare Gears that has always been more common in the Southern MILICIA than in the Southern Republican Army, which almost always gets the best pickings in terms of military hardware. Until the introduction of the *Iguana*, the *Dart* was often used as a makeshift scout vehicle like its cousin the *Jäger Recon*. The introduction of the *Iguana*, with better armor and matching speed, rendered the RRV largely obsolete. Its off-road capabilities are still useful and largely unparalleled, however, and it is now most likely to be found in border units. During the War, *Dartjägers* were used as flanking units, entire regiments moving across dangerous terrain to encircle a stranded Earth battle group.
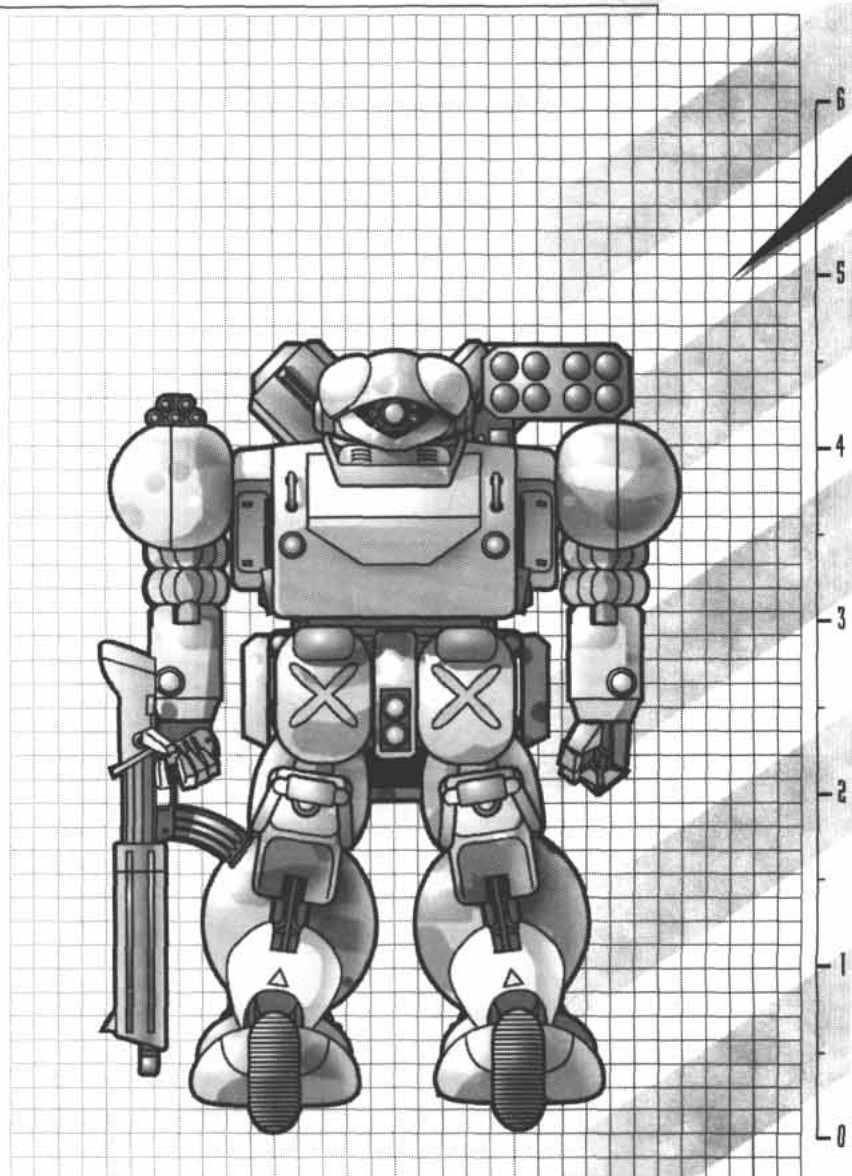
Vehicle Specifications

Code name:	Dartjäger
Production code:	OACS-01M/RRV
Production type:	Mass Production
Cost:	213,500 dinars
Manufacturer:	Territorial Arms
Use:	rapid response Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	39 mm
Armor material:	durasheet w/ alloy
Standard operational weight:	6120 kg
Primary Movement Mode:	Walk (48 kph)
Secondary Movement Mode:	Ground (84 kph)
Deployment Range:	520 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-950A V-engine
Horsepower:	450 Hp

Modifications

Add:	LRP/16 (F, 16 rockets), Improved Off-road Ability, Exposed Movement System
Remove:	LRP/24, 2 x HGs
Change:	Upgrade APGL fire arc from FF to F, increase Top Speeds to 48/84 kph, Deployment Range to 520 km, downgrade Base Armor to 12.
Modified Threat Value:	366
Offensive:	418
Defensive:	246
Miscellaneous:	435

Vehicle Availability

Availability Threshold:	4
Maximum Number of Units in the Field:	Unlimited

4.5.4 OACS-01M/DST DESERT JÄGER

The unification of the South under the banner of the Allied Southern Territories cleared the way for truly global conflict on Terra Nova. With its neighbors mollified, the Southern Republic turned its attention to the other expansionist powers of the time, the United Mercantile Federation and the other Northern leagues. The Merchant War proved to be the first major conflict in what would become a centuries-long endemic struggle, most often fought in the deserts of the Badlands. These desert conditions proved very damaging to the internal systems of the *Jäger*, just as they did to the Northern *Hunter* and a desert variant was one of the first to be produced. Territorial Arms experimented with several desert protection measures, including everything from a flexible coating — which tended to melt or be ripped by violent movements — to an internal foam — which reduced flexibility and tended to catch fire — before settling on ballistic cloth covers for all joints and filters on all intakes. The *Desert Jäger* was never the perfect desert vehicle, however: to keep it cool enough for both pilot and machine to function properly, the engine had to vent a lot of heat, resulting in a large heat signature and an easy infrared target lock. Standard procedure for the *Desert Jäger* was for it to dig in for combat using entrenchment tools mounted on its left arm, giving it that extra bit of protection to compensate for the increased IR signature.

Unlike the *Desert Hunter*, the *Desert Jäger* never supplanted the basic model because Southern forces still fought most of its battles in tropical or temperate latitudes, fighting outbreaks of nationalism and rebellion. Desert protection was thus less needed and was not made standard before the Alpha revision of the *Jäger*. Revisions included the use of a new cooling system that eliminated the large IR profile problem. The *Desert Jäger* has been out of production since the TN 1850s, but can still be found in desert communities and among rovers. Nemmelworth Heavy Industries occasionally produces these Gears from salvage and secondhand parts and sells them to desert bandits or savannah townships.

Vehicle Specifications

Code name:	Desert Jäger
Production code:	OACS-01M/DST
Production type:	Mass Production
Cost:	115,500 dinars
Manufacturer:	Territorial Arms
Use:	desert specialist Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	42 mm
Armor material:	durasheet w/alloy
Standard operational weight:	6435 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (74 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-930C V-engine
Horsepower:	440 Hp

Modifications

Add:	LRP/16 (F, 16 rockets), Mining Equipment (Light Duty), Wide Angle Searchlight (F, 50 m), Exposed Auxiliary Systems, Traceable Emissions (Rating 1)
Remove:	LRP/24
Change:	Downgrade Maneuver, Sensor, Communication and Fire Control to -1, Base Armor to 14
Modified Threat Value:	231
Offensive:	214
Defensive:	179
Miscellaneous:	299

Vehicle Availability

Availability Threshold:	4
Maximum Number of Units in the Field:	Unlimited
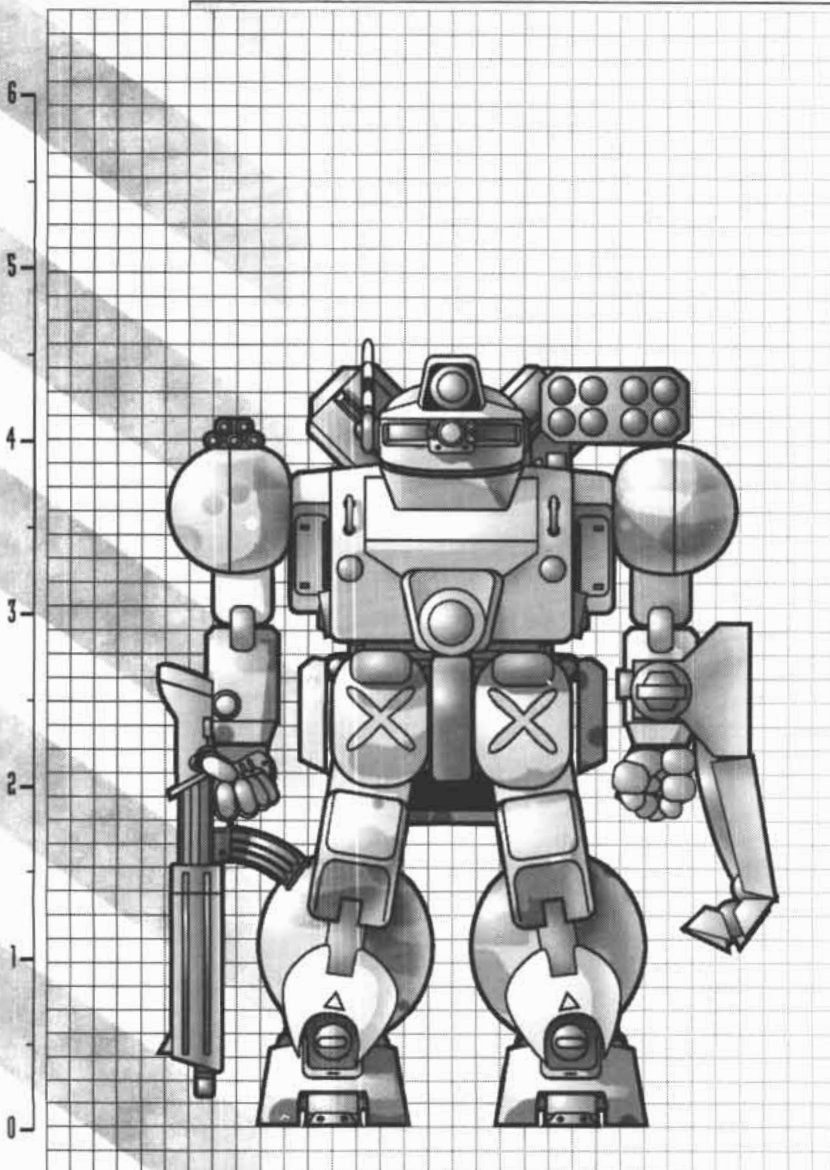
4.5.5 OACS-01M/FLM FLAMMJÄGER

Another variant brought on by the War of the Alliance, the *Flammjäger* is a very specialized machine born to meet a particular need. A "house cleaner" or, as the other Gear pilots often call it, a "bug zapper," the *Flammjäger* was used in infantry mop-up operations to examine every tank wreck, blockhouse and ruined building to flush out survivors. While standard infantry is generally used in this type of operation, the nature of the genetically engineered GRELs used by the CEF made house-clearing a very dangerous activity indeed. The *Flammjäger* more than balanced the scales. All its joints and manipulators are covered with a fire-resistant web covering and a heat dampening glazing was added to the armor plates. The main armament of the *Flammjäger* is the Firemoth-16 medium flamer, a powerful hand-held weapon. To prevent accidental detonations, the flamer's fuel tanks can be quickly dropped via a manual release switch. The secondary weapon is a Vogel-120 incendiary rocket pack, which can engulf a widespread area in flames to eradicate all resistance in that particular zone of the battlefield. An anti-personnel grenade launcher, sometimes loaded with incendiary or shrapnel charges, completes the mop-up armament. High explosive hand grenades are also used, but mostly for demolition jobs against blockhouses and other "hard" defensive positions.

Although the *Flammjäger* did a remarkable job during the war, it is the pilots who are remembered most. Nicknamed "chefs," — or sometimes "gourmets" — they tended to paint distasteful mottoes on their machines, such as "Raw or Well Done?" or "Barbecue Marvel," and seemingly took a sadistic pleasure in their duties. During the war cycles, Terranovan propagandists encouraged this attitude because it further dehumanized the enemy. In the aftermath of the struggle, however, several people have spoken out about wartime activities and *Flammjäger* pilots have become less than popular as a result. Veterans claim that the "cooks" have been made scapegoats for expressing sentiments once encouraged by civilian leaders, but now deemed politically incorrect.

Vehicle Specifications

Code name:	Flammjäger
Production code:	OACS-01M/FLM
Production type:	Mass Production
Cost:	348,000 dinars
Manufacturer:	Territorial Arms
Use:	house-clearing Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	Durasheet w/ceramic
Standard operational weight:	6690 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (74 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-950A V-engine
Horsepower:	450 Hp

Modifications

Add:	MFL (F, 20 shots), IRP/20 (F, 20 rockets), Fire Resistant
Remove:	LAC, LRP/24
Change:	n/a
Modified Threat Value:	522
Offensive:	540
Defensive:	298
Miscellaneous:	728

Vehicle Availability

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Availability Threshold:	5
Maximum Number of Units in the Field:	Unlimited
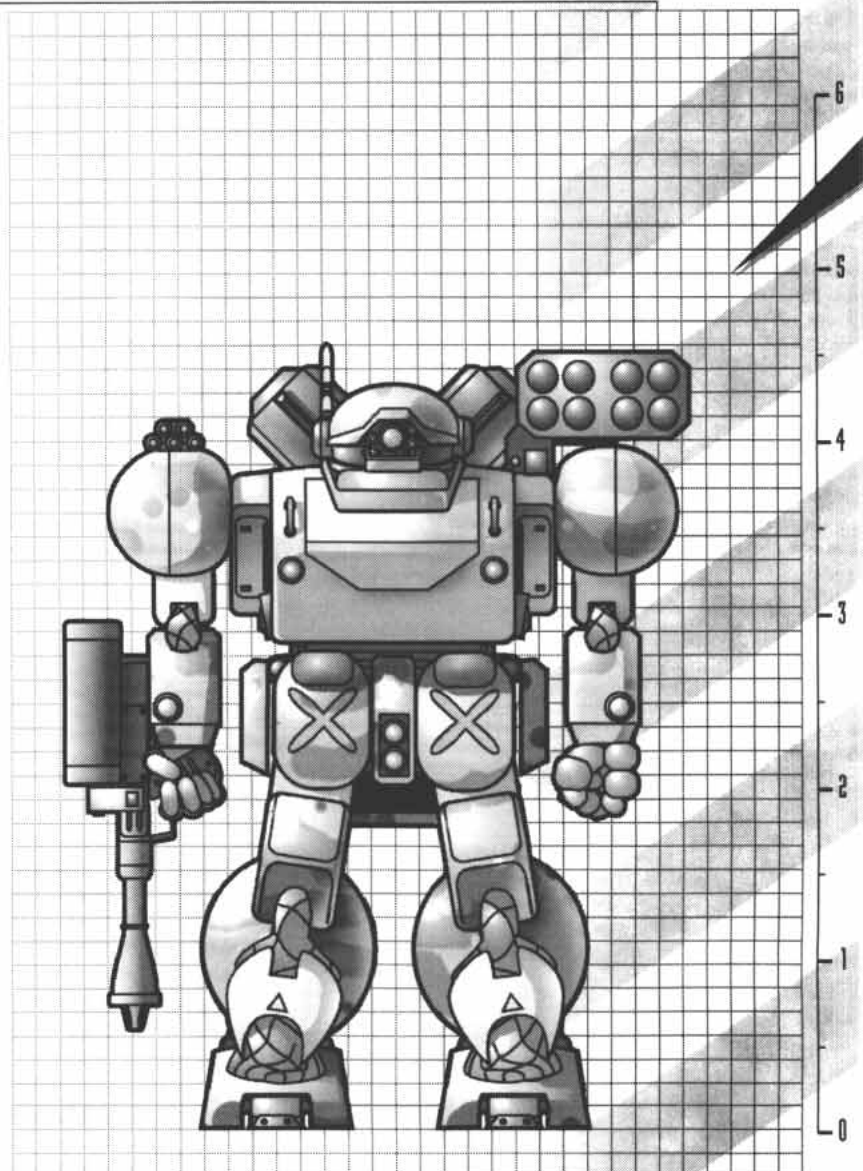
4.5.6 OACS-01M/FLM-A FLAMMJÄGER BUNKER BUSTER

The standard *Flammjäger* was developed principally for use in mop-up operations during the War of the Alliance. As Terranovan troops would retake ground previously lost to the Colonial Expeditionary Force, *Flammjägers* were used to clear out GREL and human infantry trapped by the allied advance. Southern commanders, however, discovered that an incendiary weapons platform like the *Flamm* was a useful asset in the initial assault as well. GREL infantry were not only more skilled and stronger than standard troops, but significantly more tenacious. Units of Mordred shocktroopers would regularly face armored assaults without fear and — in the hands of a skilled Jan leader — fall back to a fortified position to halt further enemy advances. The CEF produced generic modular field bunkers just for this purpose. Incendiary weapons were one good way to "bust" these bunkers, but the anti-armor weapons wielded by GRELs in these prepared positions often made short work of the standard *Flamm* before it could reach the effective range of its weapons. *Hittite* light battle tanks could deal with this situation, but they were not always available; a field modification of the *Flamm* became necessary.

The *Bunker Buster* uses the same basic systems as the *Flammjäger*, but with increased weaponry and armor. To deal with the armored structures it assaults, the *Bunker Buster* is equipped with high-explosive hand grenades that can be used to demolish structures or eliminate infantry by being tossed through weapons ports. A single UBP-100 heavy panzerfaust is also carried to deal with heavier armored positions. For defensive purposes, additional armor plates were added to the torso of the Gear, while the front skirts were extended. In the last seasons of the war, an upgraded cooling system was also integrated into the *Bunker Buster* after several pilots were roasted alive when trapped in the fire-zone of their own weapons. This modification required the removal of the sensor ejection system and the sealing of all vision slits. Since the war, the *Bunker Buster* has been in relatively wide distribution and is a popular choice with dedicated anti-infantry or light-assault units.
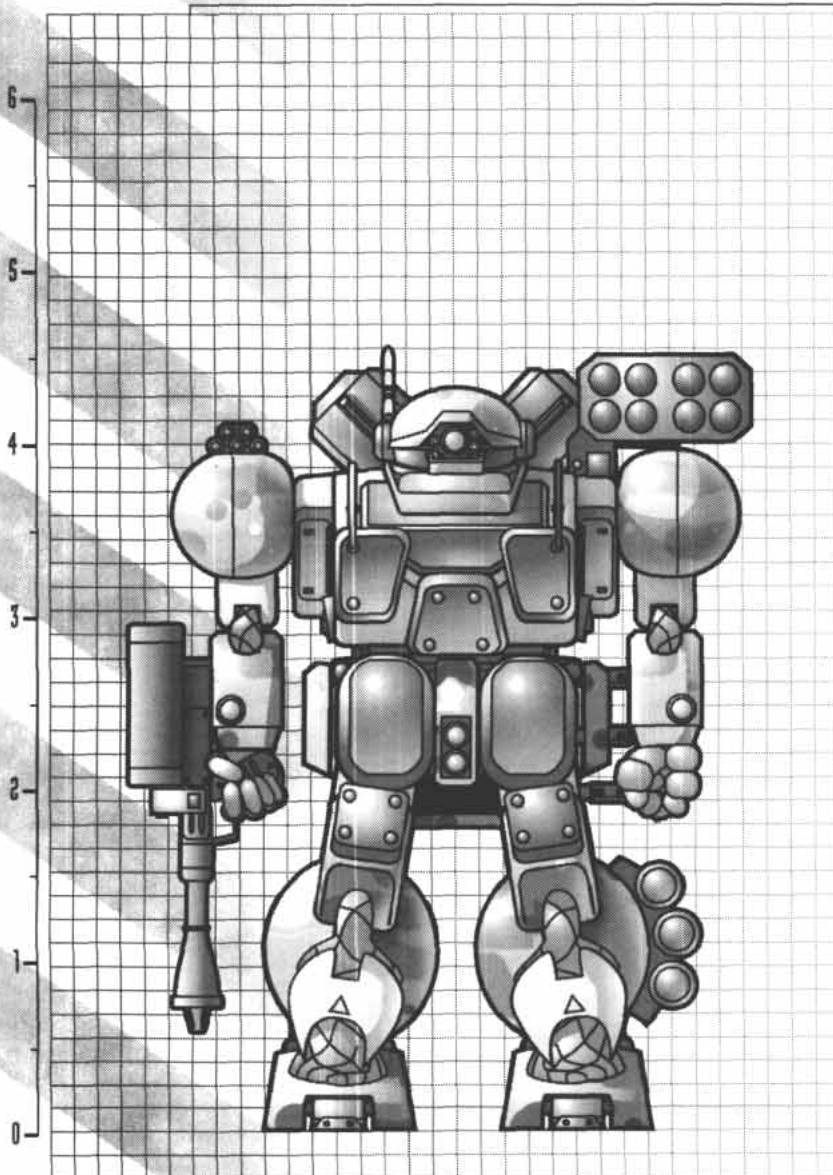
Vehicle Specifications

Code name:	Flammjäger Bunker Buster
Production code:	OACS-01M/FLM-A
Production type:	Mass Production
Cost:	345,333 dinars
Manufacturer:	Territorial Arms
Use:	heavy house-clearing Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	durasheet w/ ceramic
Standard operational weight:	6750 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (74 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/ 2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-950F V-engine
Horsepower:	455 Hp

Modifications

Add:	3 x HHG, HPZ, MFL (F, 20 shots), IRP/20 (F, 20 rockets), Fire Resistant, Hostile Environment Protection (Extreme Heat), Sensor Dependent.
Remove:	LAC, LRP/24, HGs
Change:	n/a
Modified Threat Value:	518
Offensive:	625
Defensive:	298
Miscellaneous:	632

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	5

4.5.7 OACS-O1M/HRRV HEAVY SHOOTER JÄGER

The *Dartjäger* rapid deployment vehicle has had a distinguished period of service, being deployed across the Badlands and the Antarctic to deal rapidly with trouble spots. The relatively light weapons payload of the *Dart* has been problematic for its pilots, however. Deploying well ahead of any fire-support units, *Dart* pilots can rapidly find themselves out-gunned if the opposition they face proves greater than anticipated by intelligence reports. A rapid-deployment fire-support vehicle was needed to travel alongside *Dartjägers*, so MILICIA technicians set to work. It was critical that the unit — dubbed the *Heavy Shooter* — be able to match the standard *Dart* pace for pace, so it quickly became clear that multiple heavy weapons would prove too heavy for the task at hand. A Rucker Blackhammer-15 unguided mortar was chosen for its durability and low price-tag; all other weapons were stripped to save weight, making a slight increase in armored protection possible. The disadvantage of the Blackhammer-15 mortar is its inability to fire at close range, forcing the *Heavy Shooter* to hang back from the main body of the unit it is supporting. To prevent a failure of communication due to harsh conditions or electronic counter measures, the Gear is also equipped with an upgraded Obelisk Electronics VOX-90 communications system.

Like its cousin the *Dartjäger*, the *Heavy Shooter* has now been largely relegated to border unit duties in the MILICIA, where its off-road abilities are still appreciated. The combination of speed and fire-power is still well-liked by its pilots, however, and the *Heavy Shooter* played a significant role in the flanking operations undertaken by *Dart* units during the War of the Alliance. The *Heavy Shooter* is sometimes refitted with the standard *Dartjäger* weapons load and used as a command unit, taking advantage of its stronger armor and the VOX-90 system. The availability of modern scout units refitted with heavier weaponry has limited the continued use of the *Heavy Shooter*, but few machines can match its combination of off-road speed, reliability and firepower. Some units continue to proudly use *Heavy Shooters* and *Dartjägers*, including the *Red Centurions* regiment stationed in Azov.

Vehicle Specifications

Code name:	Heavy Shooter Jäger
Production code:	OACS-O1M/HRRV
Production type:	Mass Production
Cost:	332,000 dinars
Manufacturer:	Territorial Arms
Use:	rapid-response/fire-support Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	41 mm
Armor material:	durasheet w/ ceramic
Standard operational weight:	6122 kg
Primary Movement Mode:	Walk (48 kph)
Secondary Movement Mode:	Ground (84 kph)
Deployment Range:	520 km
Sensor Range:	40 hexes/2 km
Communication Range:	240 hexes/12 km
Powerplant:	WV-950A V-engine
Horsepower:	450 Hp

Modifications

|	
Add:	LFM (F, 20 shots), Back-up Communications System, Improved Off-Road Ability, Exposed Movement System
Remove:	All weapons
Change:	Upgrade Communication to +1/12 km, Deployment Range to 520 km, Walk Top Speed to 48 kph, Ground Top Speed to 84 kph, downgrade Base Armor to 13
Modified Threat Value:	498
Offensive:	582
Defensive:	271
Miscellaneous:	641

Vehicle Availability

Availability Threshold:	7
Maximum Number of Units in the Field:	3
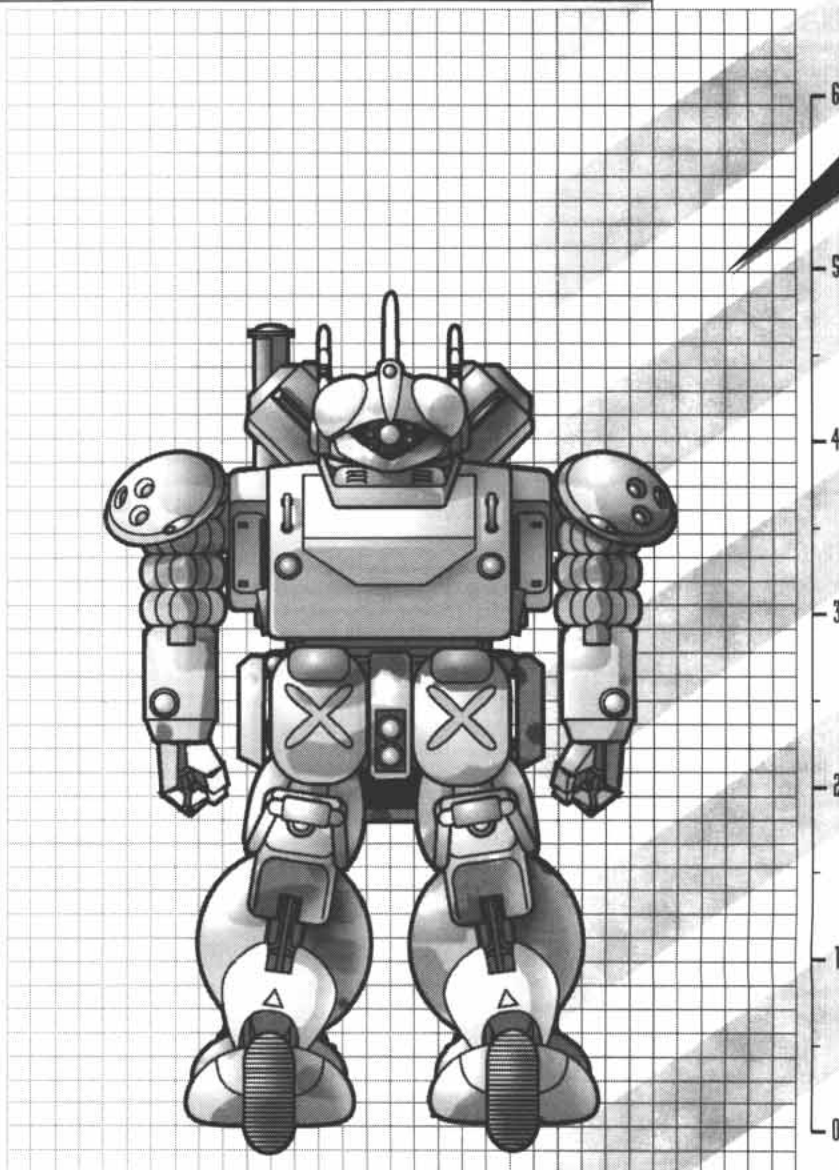
4.5.8 OACS-01M/OU JÄGER COMMAND

The *Jäger Command* is one of the oldest variants of the *Jäger*, first deployed at the end of the seventeenth century during the Merchant War. A very simple modification, the *Command* features an upgraded communications array to better keep in touch with units under its pilot's command. The *Command*'s head unit is modified to fit this new array and features an armored central antenna mast, rather than the traditional side-mounted antenna. The *Jäger Command*, like all *Jäger* variants, was significantly updated in the TN 1850s through the Alpha refit program, which entailed an overhaul of the entire Gear from top to bottom. The TN 1872 Delta overhaul also affected the *Command*, with the installation of the current Obelisk Electronics VOX-72 communications array as a replacement for the old TA-250 model used since TN 1807. All other equipment in the *Command* is standard-issue *Jäger* material, including a PR-25 autocannon and a Vogel-6 rocket pod. Some officers choose to carry supplemental weapons that can then be handed out to cadre-mates who lose their armament in battle.

The *Jäger Command* has had a long and distinguished period of service and remains the most common command Gear in the MILICIA, with about one *Command* for every ten standard *Jägers*. The *Command* is somewhat dated, however, and cadre commanders in favor with military officials often receive more modern machines. The *Command Sidewinder* is one strong competitor in the MILICIA (since it is being phased out of the Republican Army) and other commanders have been known to use *Black Mambas* or even *Iguanas* as their Gear of choice. During the War of the Alliance, however, the *Command* proved its worth once more. The machines were often found at the heart of the battle, their pilots urging troops forward or using their machine's improved communication capabilities to act as relay units for deep-recon patrols. Currently the *Jäger Command* is often used as the first Gear for junior officers in both the MILICIA and SRA, with promising candidates receiving better machines as they gain experience (availability allowing, of course).
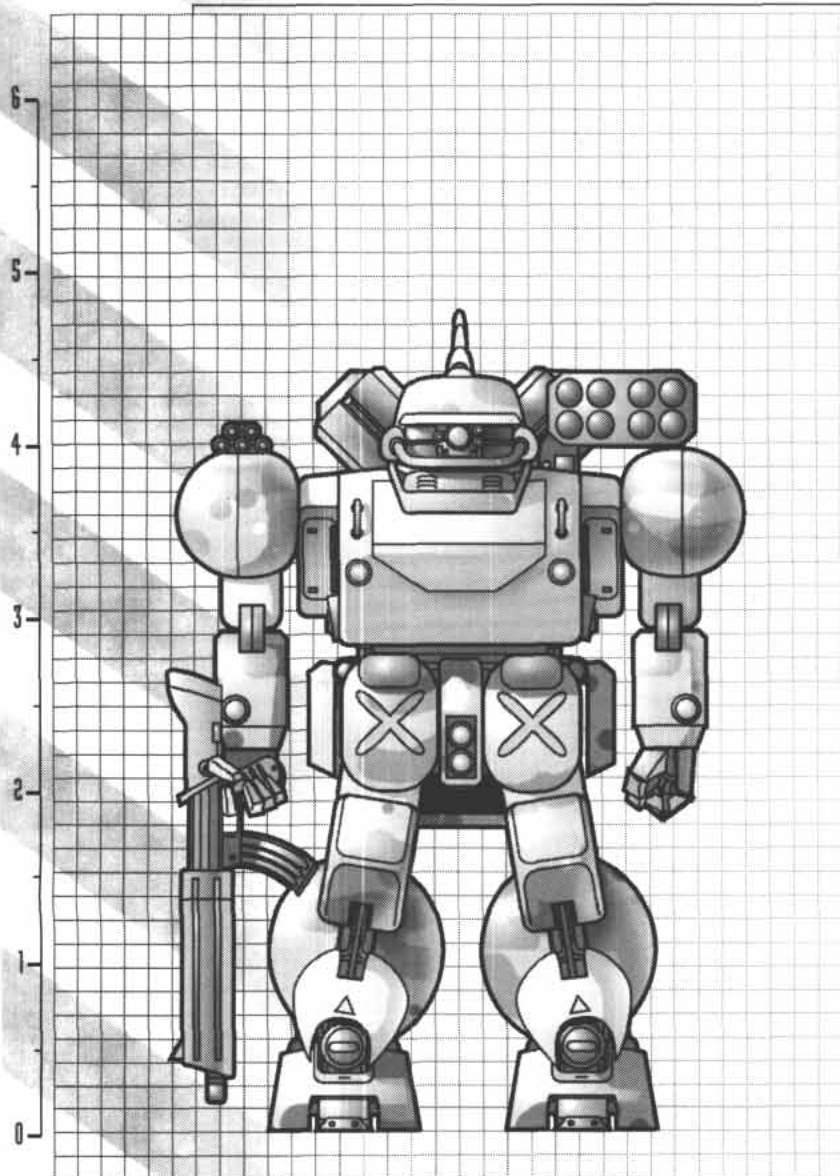
Vehicle Specifications

Code name:	Jäger Command
Production code:	OACS-01M/OU
Production type:	Mass Production
Cost:	228,667 dinars
Manufacturer:	Territorial Arms
Use:	field command Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	durasheet w/ alloy
Standard operational weight:	6635 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (74 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-950A V-engine
Horsepower:	450 Hp

Modifications

Add:	n/a
Remove:	n/a
Change:	Upgrade Communication to +1/15
Modified Threat Value:	392
Offensive:	450
Defensive:	298
Miscellaneous:	429

Vehicle Availability

Availability Threshold:	4
Maximum Number of Units in the Field:	2

4.5.9 OACS-01M/HOU JÄGER COMMAND HERO

The Southern imperative for officers to seek glory leads many Gear unit commanders (up to the company-command level, at least) to take to the field themselves in command variants of the machines used by their troops. The *Jäger Command* was designed only as a very simple upgrade of the basic model, however, and officers in MILICIA units using this Gear have long complained that they are not sufficiently protected. Technicians from the MILICIA's 44th Gear Regiment — the *Renegade Roughnecks* — provided a solution in the TN 1920s when they created the *Hero* command variant of the *Jäger*. Reinforced armor plates were added to the back and front of the *Command Jäger* to add a layer of protection for the officers of the 44th, but the greatest change occurred within the pilot's cockpit. In typical *Roughneck* fashion, the techs opted for the most spectacular safety option available: an ejection system. The whole cockpit assembly needed to be redesigned to accommodate the specialized seat and the explosive ejection of the entire central upper torso assembly. This proved extremely complex, but the 44th's techs took a wicked pleasure in its design. To give the new design a slightly increased offensive punch, the standard weaponry was upgraded to a PR-55 autocannon.

The *Roughnecks* presented their design (which they dubbed the *Jäger Command Hero*) to Territorial Arms in TN 1924. Most engineers saw the system as far too complex for its purpose and opted not to use it. Dynamic Systems, however, saw an opportunity to attract some military money to their firm and adopted the design, extracting a limited production contract from the MILICIA. The *Hero* continued to be plagued by production problems, but was finally fielded in TN 1929. The *Roughnecks* received several, but relatively few other regiments opted for the design. Dynamic has nevertheless been able to sell their "high technology command unit" to several city-state militias. In military circles, the name of the *Jäger Command Hero* has become a sarcastic joke since most of the soldiers piloting it are weekend-warriors who are very far removed from the Southern concept of heroism.

Vehicle Specifications

Code name:	Jäger Command Hero
Production code:	OACS-01M/HOU
Production type:	Limited Production
Cost:	732,667 dinars
Manufacturer:	Dynamic Systems
Use:	command Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	46 mm
Armor material:	durasheet w/ alloy
Standard operational weight:	6770 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (74 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	300 hexes/15 km
Powerplant:	WV-950A V-engine
Horsepower:	450 Hp

Modifications

Add:	MAC (F, 30 rnds), Ejection System, Reinforced Armor (Rating 1, F and Rr), Difficult to Modify
Remove:	LAC, Easy to Modify
Change:	Upgrade Communication to +1/15 km
Modified Threat Value:	314
Offensive:	503
Defensive:	298
Miscellaneous:	141

Vehicle Availability

Availability Threshold:	7
Maximum Number of Units in the Field:	1
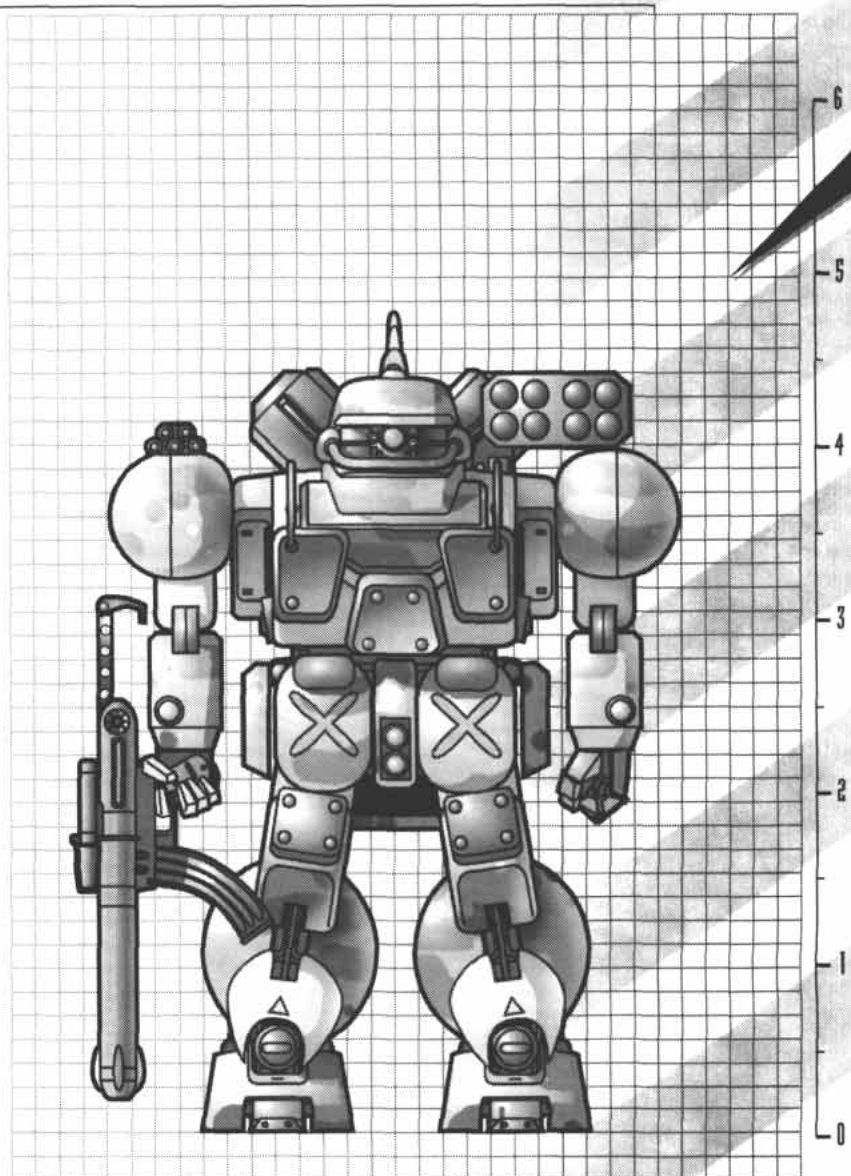
4.5.10 OACS-01M/RAS JÄGER COMMANDO

When Southern production facilities were crippled during the War of the Alliance, the *Jäger* was pressed into a variety of operational roles. Anti-armor capability was assured by the *Blitz Jäger*, which featured a single deadly ATML-1 guided missile. As the war dragged on and an approximate front line was established along the savannahs and jungles of the Southern Hemisphere, further variants began to arise. The Colonial Expeditionary Force's reliance on hovertanks as their main weapon meant that anti-armor weapons were at a premium, and the global scale of the war stretched military resources to their limits. Increasingly, small numbers of Gears were deployed almost alone to strike an isolated target or defend a region of secondary importance. To serve in these missions, a long-range version of the *Blitz* was developed in TN 1915. The so-called *Jäger Commando* was designed to strike at armored units and be able to return intact. The major modification to the *Jäger's* chassis was the replacement of the standard WV-950A V-engine with the more efficient WV-990C and its somewhat larger fuel tanks. Like the *Blitz*, the *Commando* was fitted with a single ATML-1 launcher and received a Rucker RF-10 rifle as a standard weapon. The single shot of the ATML-1 made the *Commando* a hit-and-fade specialist, but a skirt mounted storage bay for rifle rounds gave it the necessary endurance for light combat. An armored jacket, composed of additional armor plates held in place by a flexible cover, was added for additional protection.

The *Jäger Commando* served well in the War of the Alliance, especially after it began to be paired with other long-range models. Its deployment with *Blitz Iguanas* was especially effective as part of hit-and-run cadres aimed at destroying retreating CEF forces in late TN 1916. The limited ammunition of the ATML-1 always remained a problem, however, and in the postwar period, the *Commando* is in service in only limited numbers. It is used by desert units to add devastating fire-power to reconnaissance cadres or as a second-wave assault vehicle, receiving target coordinates from designator-equipped first-wave scout units such as the *Iguana*.

Vehicle Specifications

Code name:	Jäger Commando
Production code:	OACS-01M/RAS
Production type:	Mass Production
Cost:	863,333 dinars
Manufacturer:	Territorial Arms
Use:	long range assault Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	Durasheet w/alloy
Standard operational weight:	9260 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (74 kph)
Deployment Range:	550 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-990C V-engine
Horsepower:	445 Hp

Modifications

Add:	LRF (F, 40 rnds), ATM (F, 1 missile), Ammo Storage (40 LRF rnds), Fuel Efficient (Rating 1.5), Reinforced Location Armor (Rating 1, Crew)
Remove:	LAC, LRP/24
Change:	Upgrade Deployment Range to 550 km
Modified Threat Value:	1036
Offensive:	2201
Defensive:	298
Miscellaneous:	608

Vehicle Availability

Availability Threshold:	7
Maximum Number of Units in the Field:	3
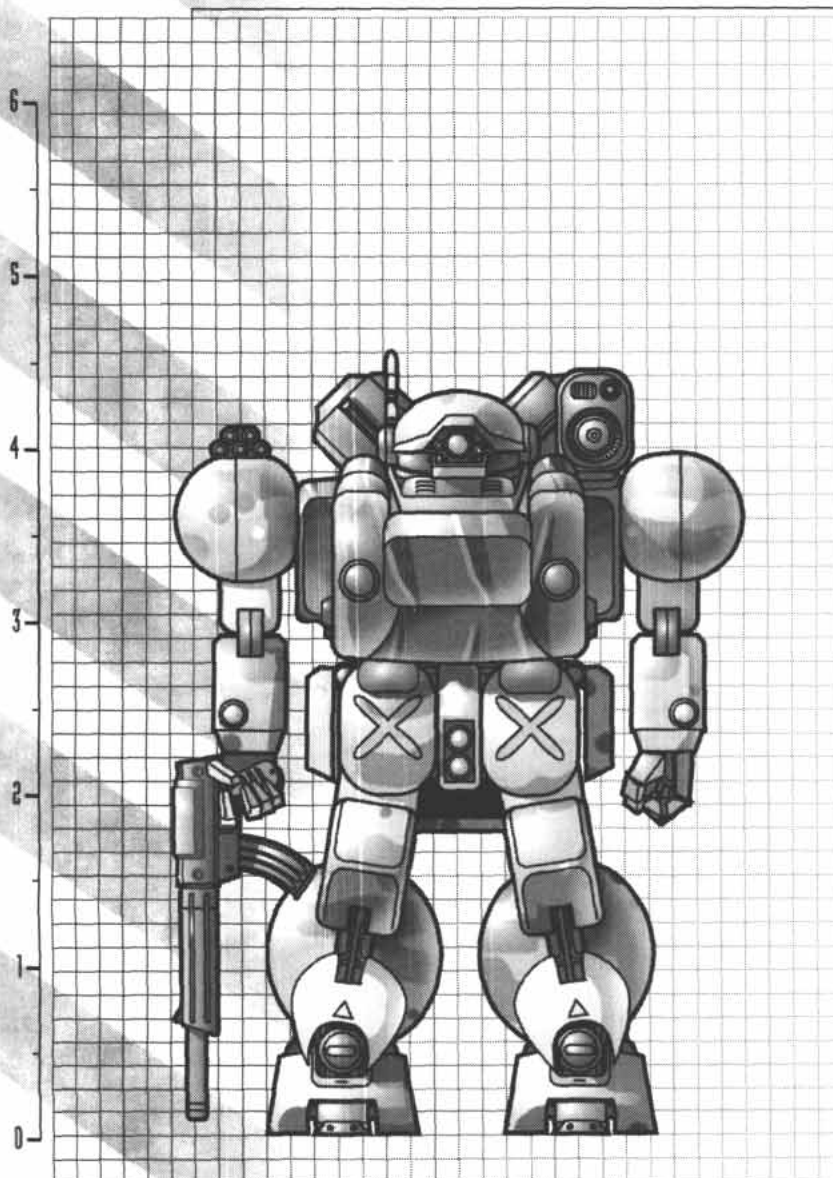
4.5.11 OACS-01M/HSC JÄGER FORCE RECON

Traditional reconnaissance strategies call for light and fast units to move ahead of an advancing force to locate enemy targets or potential hazards. Scouts relay coordinates of encountered enemies so that heavier units can engage and destroy them. Reality is rarely that simple. Scout forces often find themselves having to fight it out with the forces they discover, usually having to fall back lest they be overwhelmed. Late in the Merchant War between the Allied Southern Territories and the United Mercantile Federation, Southern commanders began to equip some *Jäger Recons* with heavier weaponry so that they could deal with the opposition they often encountered. When the *Recon* benefited from the Alpha refit program, technicians at Territorial Arms took advantage of the occasion to create a true heavy-weapons variant of the machine. A laser was the weapon of choice, since it would not required ammunition once in the field. They selected the TA FeuFollet-13 pulse laser cannon, which could deliver a concentrated burst of energy powerful enough to damage a main battle tank. The new model was dubbed the *Jäger Force Recon*.

The *Force Recon* was quite successful in its early years, finally bringing a combination of speed and firepower to the battlefield. The hitting power of the Gear's weaponry was enough that it was often pressed into tank-hunting service. The arrival on the scene of the *Iguana*, which out performed the *Force Recon* in speed and armor while still carrying decent firepower, heralded the machine's upcoming retirement. The FeuFollet-13 had never been an easy weapon to manufacture or maintain and toward the end of the last century, the *Force Recon* was phased out of service. A good number of them, however, remained in service with politically disfavored desert units and saw action early in the War of the Alliance. Faced with hovertanks, the *Force Recon* performed surprisingly well and the design was reevaluated. In the post-war period, the *Force Recon* has been brought back into service as a specialized recon/anti-armor vehicle and has redesigned to carry the Obelisk Electronics *Ovni* drone (see **Heavy Gear Technical Manual**, p. 98).

Vehicle Specifications

Code name:	Jäger Force Recon
Production code:	OACS-01M/HSC
Production type:	Mass Production
Cost:	203,000 dinars
Manufacturer:	Territorial Arms
Use:	heavy recon Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	43 mm
Armor material:	durasheet w/ armoplast
Standard operational weight:	5650 kg
Primary Movement Mode:	Walk (47 kph)
Secondary Movement Mode:	Ground (77 kph)
Deployment Range:	600 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-950B V-engine
Horsepower:	450 Hp

Modifications

Add:	LPLC (F, 20 shots), Exposed Fire Control, Exposed Movement System, Vehicle Bay (Size 1, drone)
Remove:	All weapons
Change:	Increase Walk Top Speed to 47 kph, Ground Top Speed to 77 kph, Deployment Range to 600 km, downgrade Base Armor to 14
Modified Threat Value:	348
Offensive:	530
Defensive:	287
Miscellaneous:	228

Vehicle Availability

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Availability Threshold:	7
Maximum Number of Units in the Field:	1
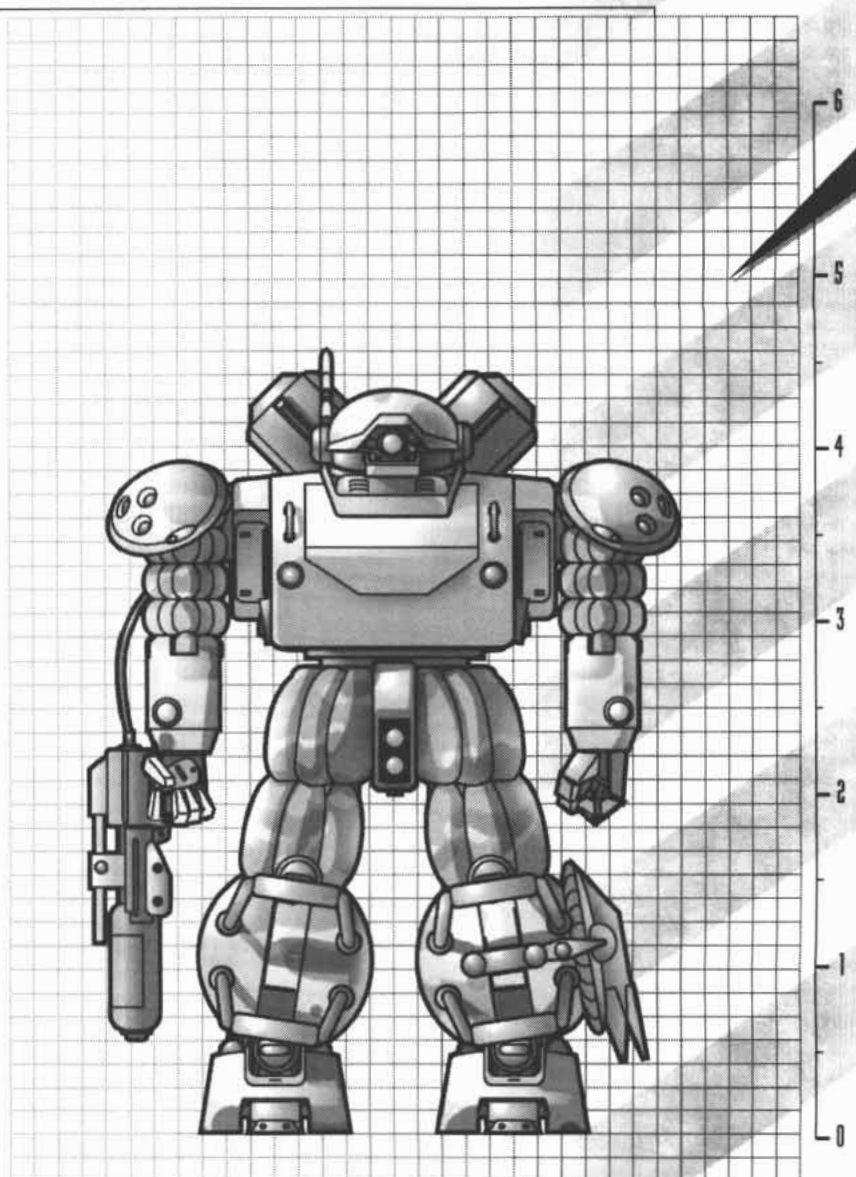
4.5.12 OACS-01M/PTG JÄGER GRENADIER

All too often, *Jäger Paratrooper* units found themselves operating deep in enemy territory with no heavy weapons support. Units dropped in behind CEF lines during the war especially had trouble dealing with heavier enemy vehicles defending the supply dumps the Gears were raiding. Terranovan commanders soon realized the need for a *Paratrooper* variant carrying a more effective weapon complement. Initial attempts to simply rearm the *Jäger Paratrooper* with heavier weapons were unsuccessful since they robbed the Gear of some of its mobility and added too much weight. The first successful support version of the *Paratrooper* did not come from the factory but from the troopers themselves. The prototype was fielded by the 12th Heavy Gear Regiment, whose technicians reequipped a standard paratrooper Gear with a light grenade launcher and a pair of panzerfausts for close-in work. The removal of the light autocannon meant more room for grenade ammunition, allowing the newly-christened *Grenadier* to use the weapon's full rapid-fire potential without worrying about running out of ammunition (or at least, not as much as before).

The combat performances of the unit sharply increased as a result of the introduction of the new variant, prompting high command to study the possibility of sending the package into production as a sub-series of the *Paratrooper* line. Territorial Arms officials proved very receptive to the proposal and production of the *Grenadier* started soon thereafter in one of TA's Republican factories. The mass-produced model differed slightly from the 12th Regiment's field prototype, omitting the *Paratrooper's* usual arm-mounted spike gun and sporting a reworked head assembly. The latter included improved targeting sensors linked to the grenade launcher's fire control computer, which gave the *Grenadier* a distinctive appearance from its brethren. This improved long range targeting system proved so successful that it was eventually adapted for use in other *Jäger* variants equipped with indirect fire weaponry. *Grenadiers* are slowly being phased out to militia and second-line units as newer models, such as the *Black Mamba*, arrive from the factory.
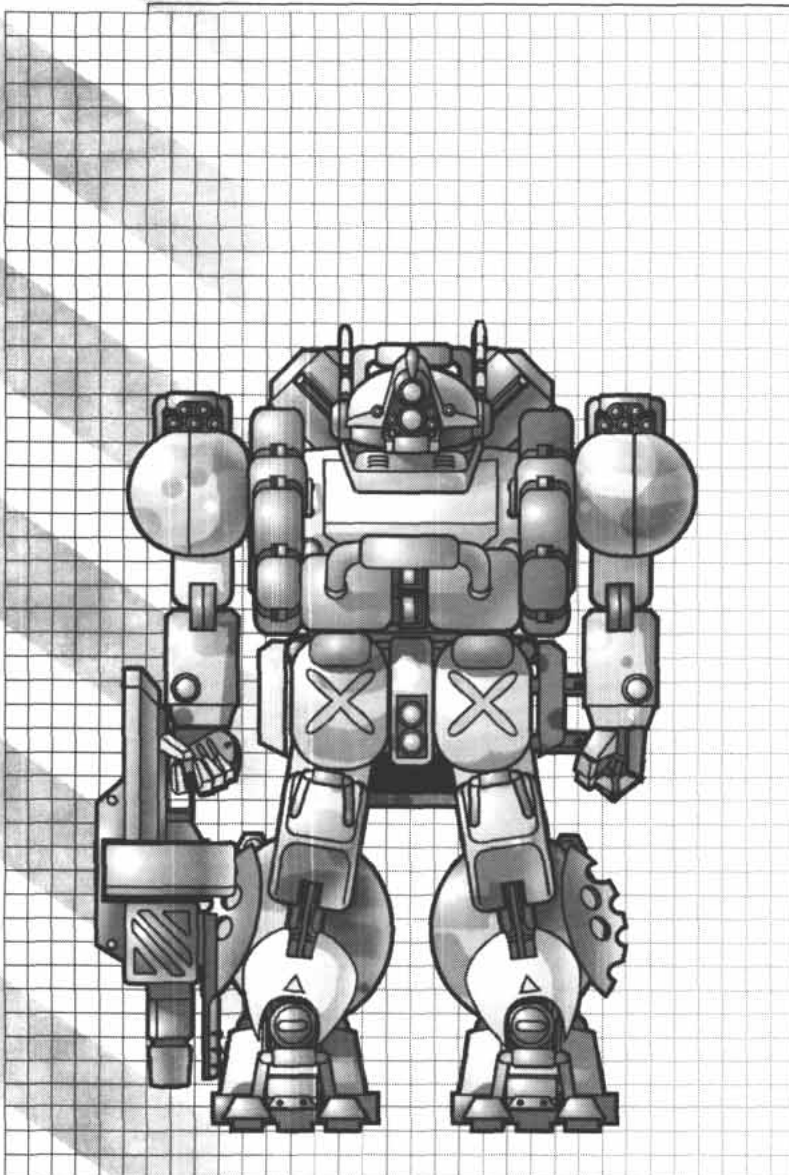
Vehicle Specifications

Code name:	Jäger Grenadier
Production code:	OACS-01M/PTG
Production type:	Mass Production
Cost:	402,000 dinars
Manufacturer:	Territorial Arms
Use:	airdropped support Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	durasheet w/alloy
Standard operational weight:	6627 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (74 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-950A V-engine
Horsepower:	450 Hp

Modifications

Add:	LGL (F, 30 shots), 2 x APGL (F. Rr, 5 shots each), 2 x LPZ, Airdroppable, Rugged Movement System, Sniper System (LGL)
Remove:	all weapons
Change:	n/a
Modified Threat Value:	603
Offensive:	448
Defensive:	298
Miscellaneous:	1064

Vehicle Availability

Availability Threshold:	5
Maximum Number of Units in the Field:	2

4.5.13 OACS-01M/M JÄGER BLACKSMITH

Duties involving mines and other explosives are among the most dangerous tasks a combat engineer must face. To perform this job, he must have access to a vehicle that will be up to the task. The most commonly used one is the *Jäger Blacksmith*, a significant modification of the *Stone Mason* enginnering vehicle. A combat engineer is too skilled to be allowed to become a casualty, and so the cockpit is enclosed and armored. The entire front of the Gear also receives additional armor. Provided with basic armament only (anti-personnel grenade launchers, grenades and a vibroblade as a last resort) the *Blacksmith* should never be placed in a situation where the use of its weapons is required. The standard *Blacksmith*, while very capable of performing battlefield engineering operations, is not equipped to handle offensive duties. Outfitted with mine detectors and various types of minesweeping equipment, it is capable of quickly creating a path through virtually any minefield. The modular design of the chassis, a hold-over from the basic *Jäger*, allows the relatively quick installation and removal of minelaying or minesweeping equipment or whatever tool attachment is required. The most popular addition is a modular minelaying unit with which the *Blacksmith* can quickly make an area impassable to the enemy. During the War of the Alliance, teams of *Blacksmiths* equipped with these minelayers successfully cut off entire areas to GREL and CEF armored forces, although they took enormous losses in the process.

Many *Blacksmiths*, contrary to standard procedure, operated in the midst of battle because of increased demands for ammunition that coincided with the initial CEF offensive and final counter-offensive of the Terranovan forces. The *Blacksmith* served with distinction, establishing supply routes through enemy minefields or digging revetments and reloading weapons. On two notable occasions, combat engineers in *Blacksmiths* fought alongside the regular troops — the first time during the liberation of Baja, and the second time when an allied force was surprised by a large force of GRELs.
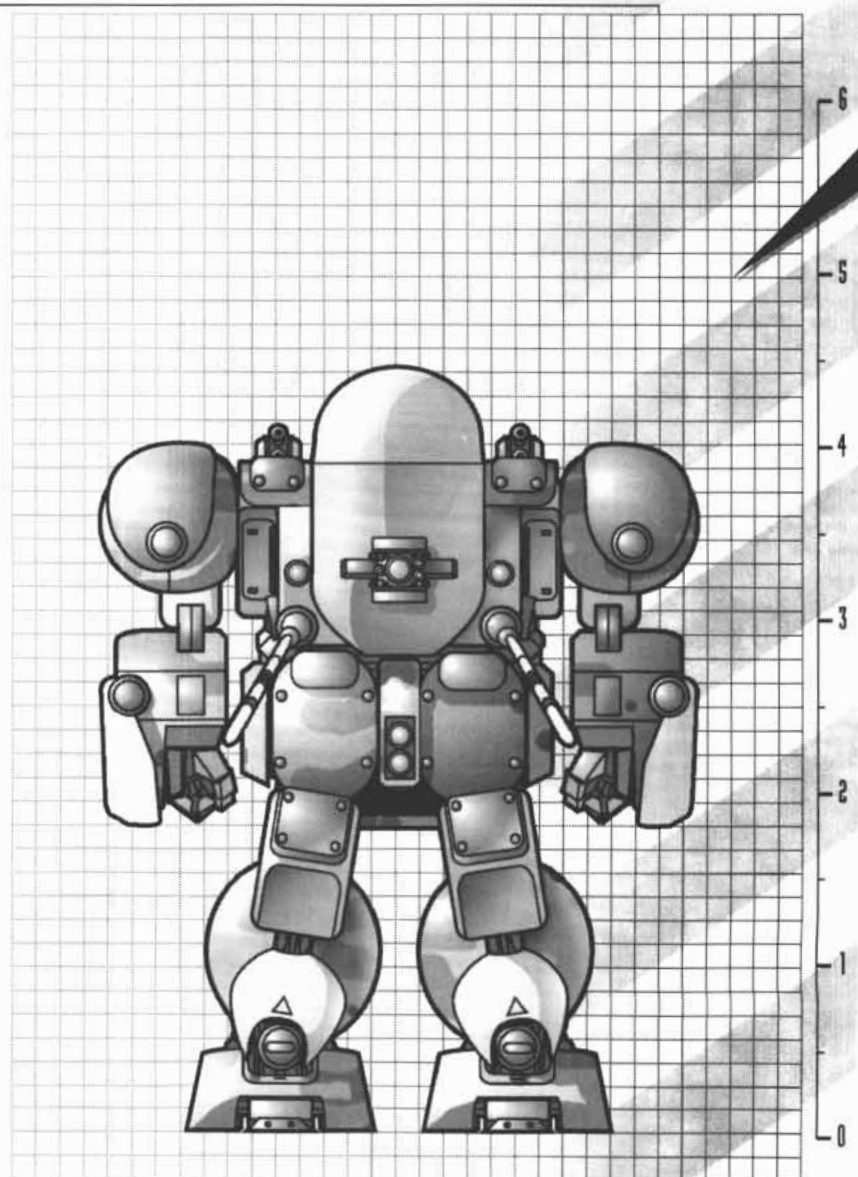
Vehicle Specifications

Code name:	Jäger Blacksmith
Production code:	OACS-01M/M
Production type:	Mass Production
Cost:	237,417 dinars
Manufacturer:	Territorial Arms
Use:	combat engineering Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	29 mm
Armor material:	durasheet w/alloy
Standard operational weight:	7030 kg
Primary Movement Mode:	Walk (36 kph)
Secondary Movement Mode:	Ground (61 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	100 hexes/5 km
Powerplant:	S-VI010R V-engine
Horsepower:	630 Hp

Modifications

Add:	APGL (Rr, 6 shots), Mine Detectors, Minesweeping Equipment (Rating 1), Reinforced Armor (Front, Rating 4), Reinforced Crew Compartment, Exposed Auxiliary Systems, Large Sensor Profile 1
Remove:	LAC, LRP
Change:	Reduce Walk Speed to 3/6 (36 kph), Ground Speed to 5/10 (61 kph), Communication to 0/5 km
Modified Threat Value:	407
Offensive:	115
Defensive:	276
Miscellaneous:	832

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	2

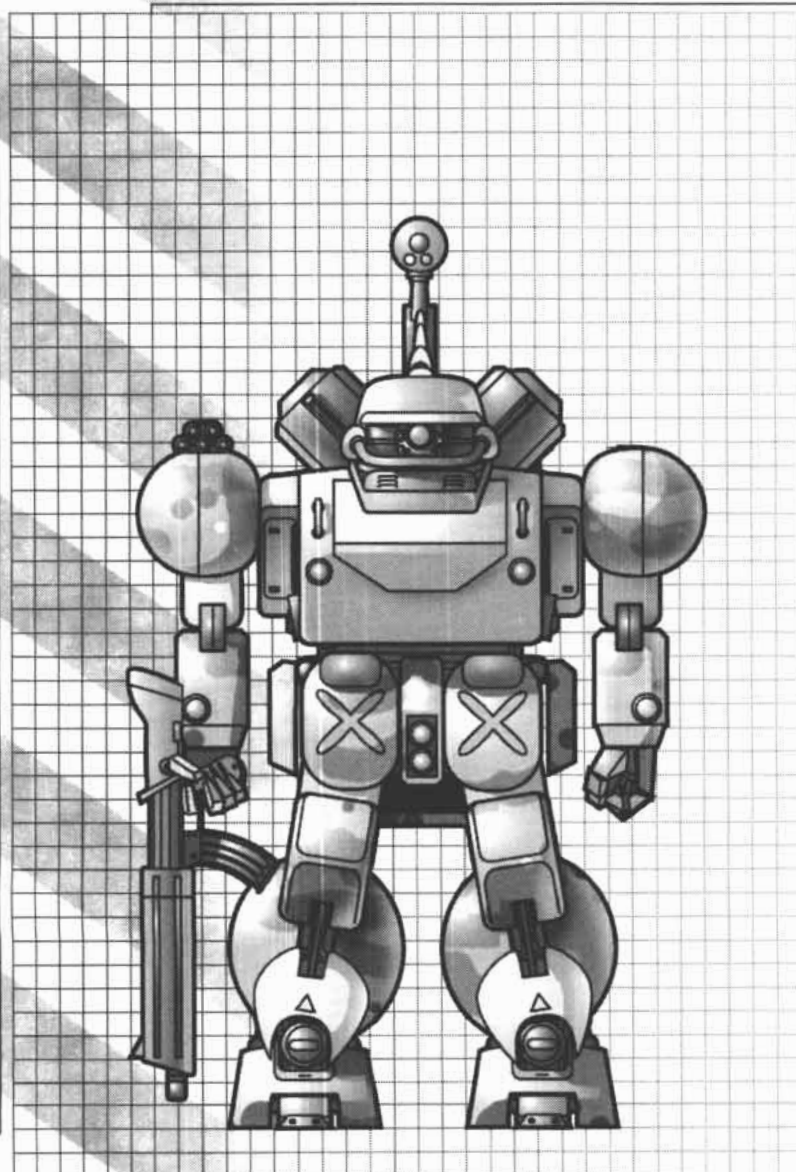## 4.5.14 OACS-01M/FO JÄGER OBSERVER

First developed as a field modification of the *Jäger Command*, the *Jäger Observer* is a dedicated artillery spotting Gear equipped with enhanced communications and a target designator. The *Observer* accompanies standard forces and paints targets for guided munitions or relays coordinates for tube or rocket artillery. Designed as a simple and inexpensive alternative to scout/observer models like the *Iguana*, the *Observer* features relatively few modifications from the basic *Jäger* chassis, with only a new communications array (Obelisk Electronics VOX-72, borrowed from the *Command* variant) and an added top-mounted antenna. A mast-mounted target designator design, as seen on the *Silverscale*, was chosen rather than the *Iguana*'s arm-mounted model, in order to minimize structural changes The *Observer*'s weapons-load remains largely unchanged, although the standard Vogel-6 rocket pod has been removed to give the target designator an unobstructed line of sight and because it does not fit the operational profile of a forward observer.

The *Jäger Observer* first saw action of a sort in the early TN 1820s when commanders began using their *Jäger Commands* as make-shift forward observer units. The addition of a cannibalized target designator became standard among these commanders by the end of the decade. The variation, however, only became standardized after the introduction of the Alpha refit of the *Jäger* family. Military historians believe that Territorial Arms had been afraid to undermine their scout models and the long delay was the source of a great deal of groaning and complaining on the part of officers and NCOs in the field. Since the introduction of the official *Jäger Observer*, it has been more commonly assigned to soldiers rather than commanders and is usually included in patrol units in contested territory. The increased availability of the *Iguana* scout model, with its largely superior performance, has begun to cut into the popularity of the *Observer* with front-line units, but the model remains common in less-favored regiments. The simplicity of the design and its low production cost ensure the *Observer*'s long-term survival.

Vehicle Specifications

Code name:	Jäger Observer
Production code:	OACS-01M/FO
Production type:	Mass Production
Cost:	290,000 dinars
Manufacturer:	Territorial Arms
Use:	forward observing Gear
Height:	4.3 meters (5.1 w/designator)
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	durasheet w/alloy
Standard operational weight:	6505 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (74 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	300 hexes/15 km
Powerplant:	WV-950A V-engine
Horsepower:	450 Hp

Modifications

Add:	Target Designator (Rating 3), Tool Arm (Rating 1, cannot punch)
Remove:	LRP/24
Change:	Upgrade Communications to +1/15 km
Modified Threat Value:	435
Offensive:	210
Defensive:	298
Miscellaneous:	797

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	1

4.5.15 OACS-01M/PT JÄGER PARATROOPER

The *Jäger Paratrooper* is a specialized variant used by the elite escouades of the Rapid Deployment Air Wings and other southern airdropped units. Unlike other vehicles, which have to be secured to a drop pallet and equipped with a disposable parachute package, the *Paratrooper* has been designed with rapid-deployment airdropping in mind. All components and systems have been revised to take into account the additional stresses and jarring incurred by rough landings. The interior of the cockpit is entirely covered with thick padding and a steel security cage (similar to the ones in amusement park rides) is fitted to the seat. The waist articulation system is heavily reinforced and the leg power train features a sturdier suspension system to better absorb the shock of landing. Crashbars are also bolted on the torso, back, lower legs and feet. These modifications have the beneficial side effect of making the whole lower body assembly much sturdier and resistant to damage. The parachute package is stored on a rack attached to the back and upper torso area, deploying twin parafoils to slow the Gear's descent; two more are stored in the pack as back-ups in case the first ones fail to deploy. The descent can be further slowed and controlled by deployable air brakes installed on the legs. Both these systems can be ejected upon landing via explosive bolts if required. The armament is similarly compact and efficient: the integrated autocannon/grenade launcher is a somewhat unusual, yet highly effective weapon, despite its small ammunition reserve. Clips can be carried to alleviate the latter problem.

The *Jäger Paratrooper* was widely used during the War of the Alliance, being part of some of the most daring missions performed by allied forces, but has now become somewhat obsolete. It is slowly being replaced by the less specialized and more recent *Black Mamba*, which features a built-in airdropping capacity. The remaining *Paratroopers* are being transfered to second line regiments as new *Black Mambas* are supplied, but considering the relatively slow rate of production of the *Mamba* and the durability of the *Jäger* frame, the *Jäger Paratrooper* is likely to remain in service for many more cycles.

Vehicle Specifications

Code name:	Jäger Paratrooper
Production code:	OACS-01M/PT
Production type:	Mass Production
Cost:	350,667 dinars
Manufacturer:	Territorial Arms
Use:	airdroppable Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	durasheet w/alloy
Standard operational weight:	6700 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (74 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-950A V-engine
Horsepower:	450 Hp

Modifications

Add:	LGL (F, 10 grenades), 2 x APGL (FF, FR, 5 grenades each), CR, Airdroppable, Rugged Movement System
Remove:	all weapons except LAC
Change:	Reduce LAC ammo to 30 rounds
Modified Threat Value:	526
Offensive:	501
Defensive:	298
Miscellaneous:	779

Vehicle Availability

Availability Threshold:	4
Maximum Number of Units in the Field:	Unlimited
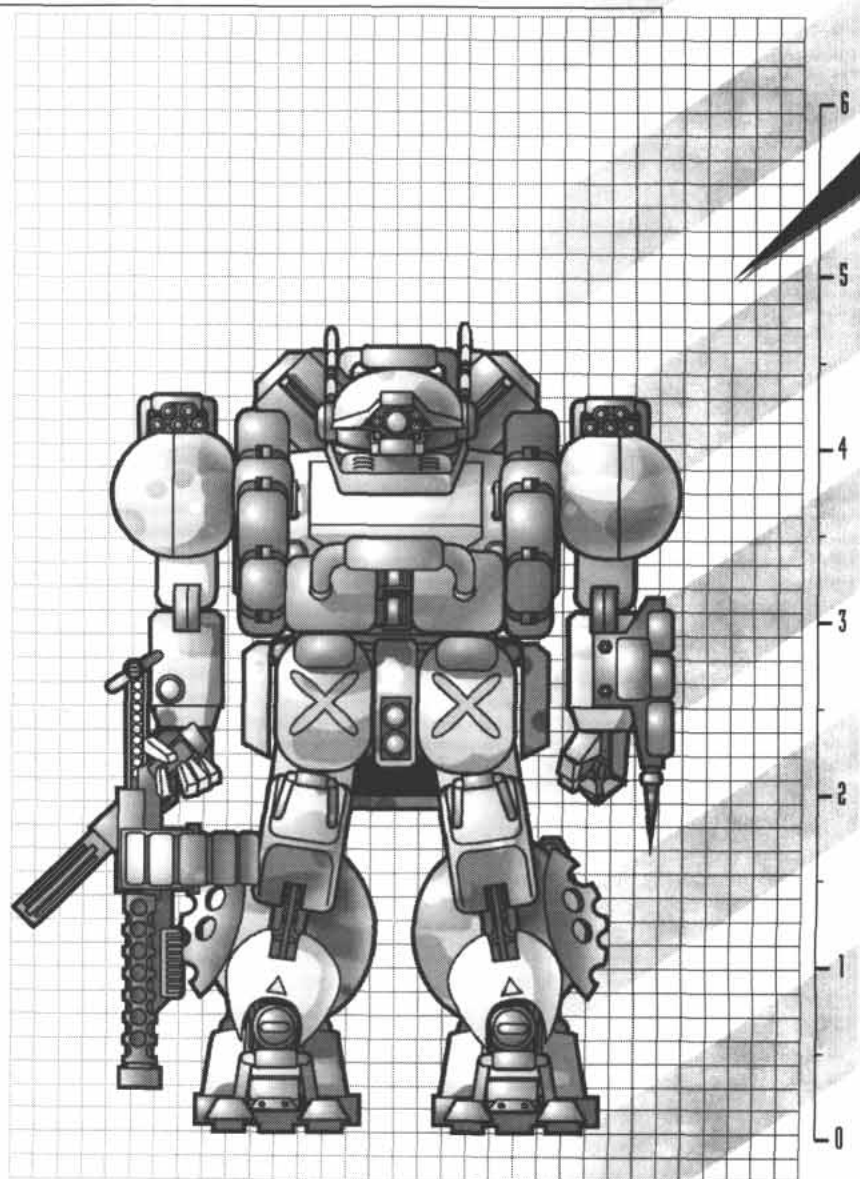
4.5.16 OACS-01M/SC JÄGER RECON

The Southern Republic quickly adopted the Heavy Gear as a useful tool of war, but lagged behind the Northern leagues for several cycles before it started developing its own concepts and designs. The *Jäger Recon* is an almost straight adaptation of the lightened *Hunter* Heavy Gear that was fielded as a makeshift reconnaissance vehicle by the Northern armies. The *Recon* variant transformed the standard *Jäger* soldier chassis into a scouting and light assault unit by removing most of the arm and leg armor plates and replacing them with lightweight ballistic cloth. The reduced mass did help to get more speed out of the various actuators, but not much. The frame of the *Jäger* was designed for a certain optimum speed and range of movement, and no reduction in armor can push the design past its limits. Despite the loss of armor protection, the *Recon* moves only about 5 kph faster than other *Jägers*. It was, however, much cheaper to build because it carried less armor and a single weapon. While few units and pilots relish the dubious performance of the *Jäger Recon*, many high-ranking officials in the AST appreciate the savings.

In recent years, the MILICIA has followed the Northern initiative and has started to equip their remaining *Recons* with heavier 30 mm autocannons, most often the reliable PR-25 normally carried by the *Black Mamba*. A pair of panzerfausts are carried in clip-mounts on either side of the hip assembly, taking advantage of the existing *Jäger* hardpoints (though some technicians prefer to store the self-propelled grenades on the back plates, using a slightly different type of mount). Both the new autocannon and panzerfausts augment the effective offensive capabilities of the vehicle, though it is still not intended for front line combat. Almost all *Jäger Recons* were phased out to second line units and militia troops when newer models such as the *Anolis* and *Iguanas* entered service. Unlike their Northern cousins, however, Southern *Recons* were not all removed from active service. Many were re-equipped with their arm and leg armor plating and issued to the MILICIA as basic *Jäger* trooper vehicles.
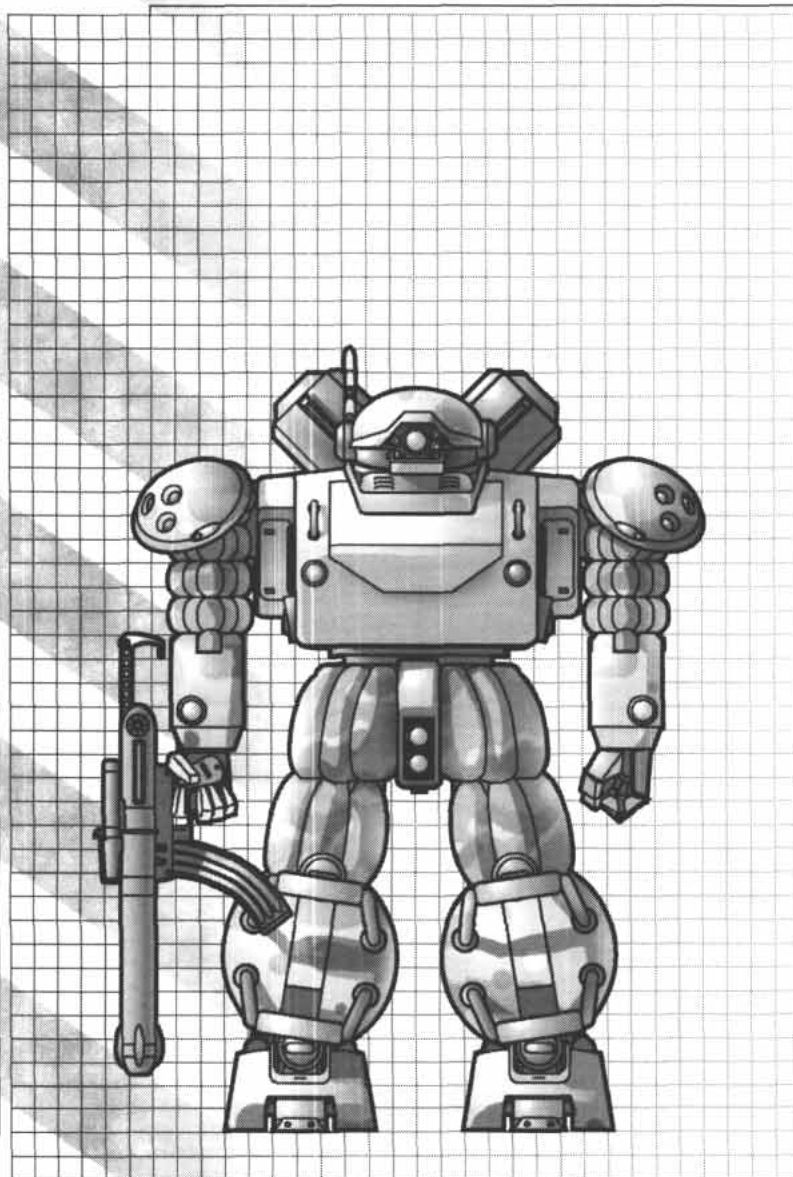
Vehicle Specifications

Code name:	Jäger Recon
Production code:	OACS-01M/SC
Production type:	Mass Production
Cost:	121,000 dinars
Manufacturer:	Territorial Arms
Use:	scout/light assault Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	durasheet w/alloy
Standard operational weight:	5600 kg
Primary Movement Mode:	Walk (47 kph)
Secondary Movement Mode:	Ground (77 kph)
Deployment Range:	600 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-950A V-engine
Horsepower:	450 Hp

Modifications

Add:	MAC (F, 40 rounds), 2 x LPZ, Exposed Fire Control, Exposed Movement System
Remove:	all weapons
Change:	increase Walk top speed to 47 kph, increase Ground top speed to 77 kph, increase Deployment Range to 600 km, lower Armor to 14
Modified Threat Value:	242
Offensive:	229
Defensive:	287
Miscellaneous:	211

Vehicle Availability

Availability Threshold:	3
Maximum Number of Units in the Field:	Unlimited

4.5.17 OACS-01M/AA JÄGER RED EYE

The War of Alliance definitely proved one thing about standard Gears: they were completely unprepared for attacks by aircraft and other airborne units. The harsh Terranovan weather and the city-states' excellent defenses had long since reduced the importance of air power in the Terranovan armies, leaving them vulnerable to whatever air assets the CEF forces managed to put and keep in the air. Since there was a decided lack of anti-aircraft capability among Gear units, a field modification kit was quickly designed to help deal with this renewed menace. The kit included a sensor upgrade and some new weapons, both of which were calibrated to take into account the higher speed and trajectory of their intended targets. One of the first Gears scheduled for modification was the venerable *Jäger*, simply because the simplicity of its system and the resulting ease of modification — not to mention its widespread distribution throughout the southern forces — would make it quickly available to front-line units. Though field technicians lauded the ease of installing the modification kit, the additional electronics unfortunately created some problems for the *Jäger*'s cooling system, which was never designed to handle so many circuits packed into the small electronics bay. The high-speed autocannon caused heat problems of its own, since extended firing affected the stability and accuracy of the barrels. Both problems were later partially solved, but a *Red Eye* pilot must still be careful.

Despite early concerns, *Red Eyes* served admirably, not only as anti-aircraft units but as battlefield vehicles. The high rate of fire of its GJ-87 autocannon allowed it to lay down large "death zones" to pin down hostile infantry and light vehicles. Unfortunately, the high rate of ammunition consumption forced any Gear using such tactics to disengage often in order to return to resupply dumps in the rear area, making them vulnerable to unexpected enemy advances. Relatively many *Red Eyes* survived the conflict, and they are still somewhat easy to find among southern forces. Their highly specialized nature, however, means that it is rare to see more than one or two of them working together in the same combat unit.

Vehicle Specifications

Code name:	Jäger Red Eye
Production code:	OACS-01M/AA
Production type:	Mass Production
Cost:	168,583 dinars
Manufacturer:	Territorial Arms
Use:	anti-aircraft Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	durasheet w/alloy
Standard operational weight:	6450 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (74 kph)
Deployment Range:	500 km
Sensor Range:	80 hexes/4 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-950A V-engine
Horsepower:	540 Hp

Modifications

|	
Add:	MAAC (F, 60 rnds), Overheating
Remove:	LAC, LRP
Change:	upgrade Sensor to +1/ 4 km
Modified Threat Value:	289
Offensive:	292
Defensive:	298
Miscellaneous:	279

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	2
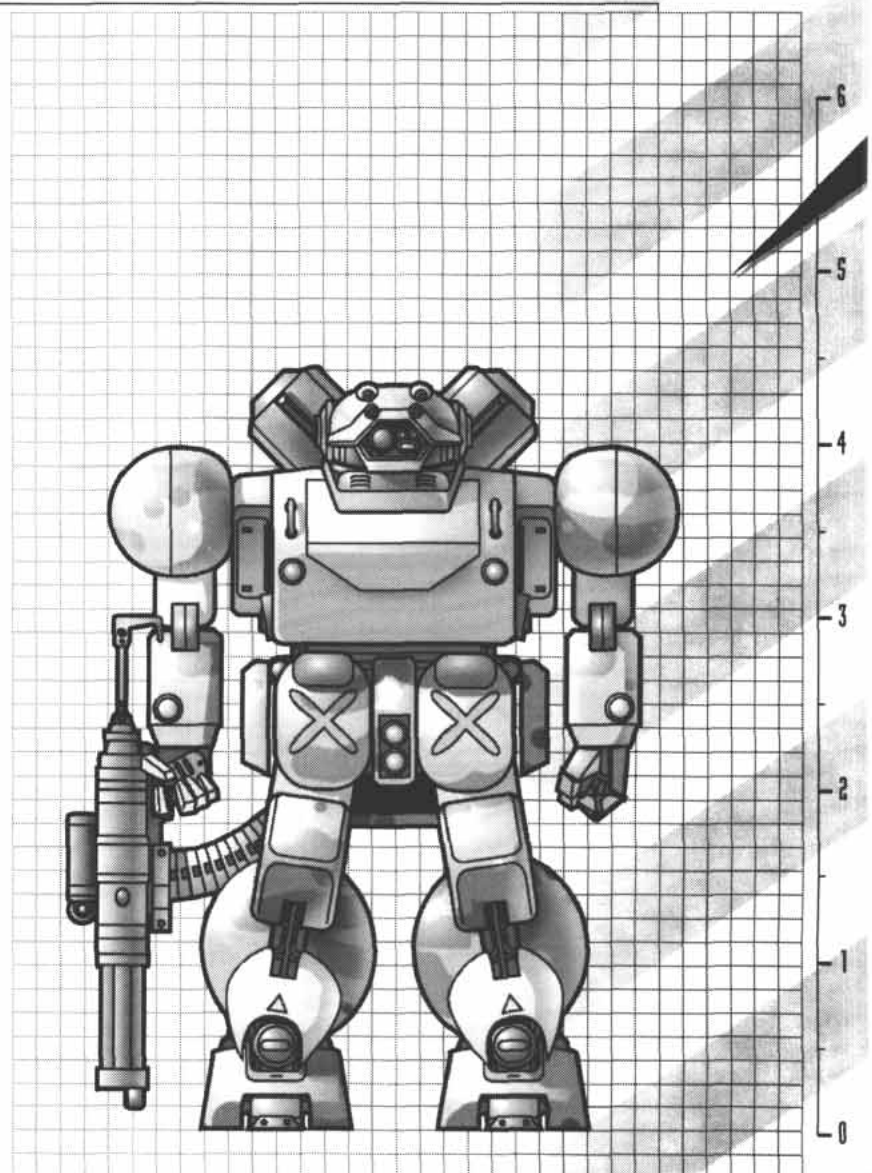
4.5.18 OACS-01M/HAS LONG BOW BLITZ JÄGER

While the standard *Long Bow Jäger* relied a great deal on finesse, sometimes style has to be sacrificed in exchange for effect. Some targets are just too well protected to be taken out by the *Long Bow*'s standard weapon complement, which led to the development of an hybrid model built with parts from both the *Long Bow* and the *Blitz Jäger*. Using battle-tested equipment cut down on both the development time and the maintenance cost, resulting in a sturdy machine with predictable service capabilities. The *Long Bow*'s standard rifle was replaced by a standard heavy autocannon and the light mortar was replaced by a sturdier and more powerful field model to provide increased area effects; this results in an increased ability for the *Long Bow Blitz* to eliminate enemy commanders and other valuable assets. The final fallback weapon is a single shoulder-mounted anti-tank missile, which replaces the usual anti-personnel grenade launcher. Designed with the shy target in mind, the single missile will allow the *Long Bow Blitz* an almost assured kill regardless of the enemy commander's precautions (assuming, of course, that the mission is well-planned). The location of the missile has forced the technicians to move the parachute packs a little further on the back, forcing the Gear to adopt a more "face forward" style of descent. While disconcerting for the first timer, this does not significantly hamper the performances of the machine. *Long Blow Blitz* pilots call the Gear's characteristic airdrop a "face-plant."

An expensive variant, the *Long Bow Blitz* will typically be reserved for large battles in which the target is of equivalent value to the hardware used against them. As a result, the vehicle is a rare sight on Southern military bases. It is almost exclusively used by the MILICIA and the Republican armed forces, though a few are know to serve in the Humanist defense forces. In the field, *Long Bow Blitzes* will often be accompanied by a small retinue of "bodyguard" Gears, most often *Jägers* or *Iguanas*. Their purpose is not so much to defend the *Long Bow* than to make sure it is not disturbed or otherwise surprised as it makes the killing shot.
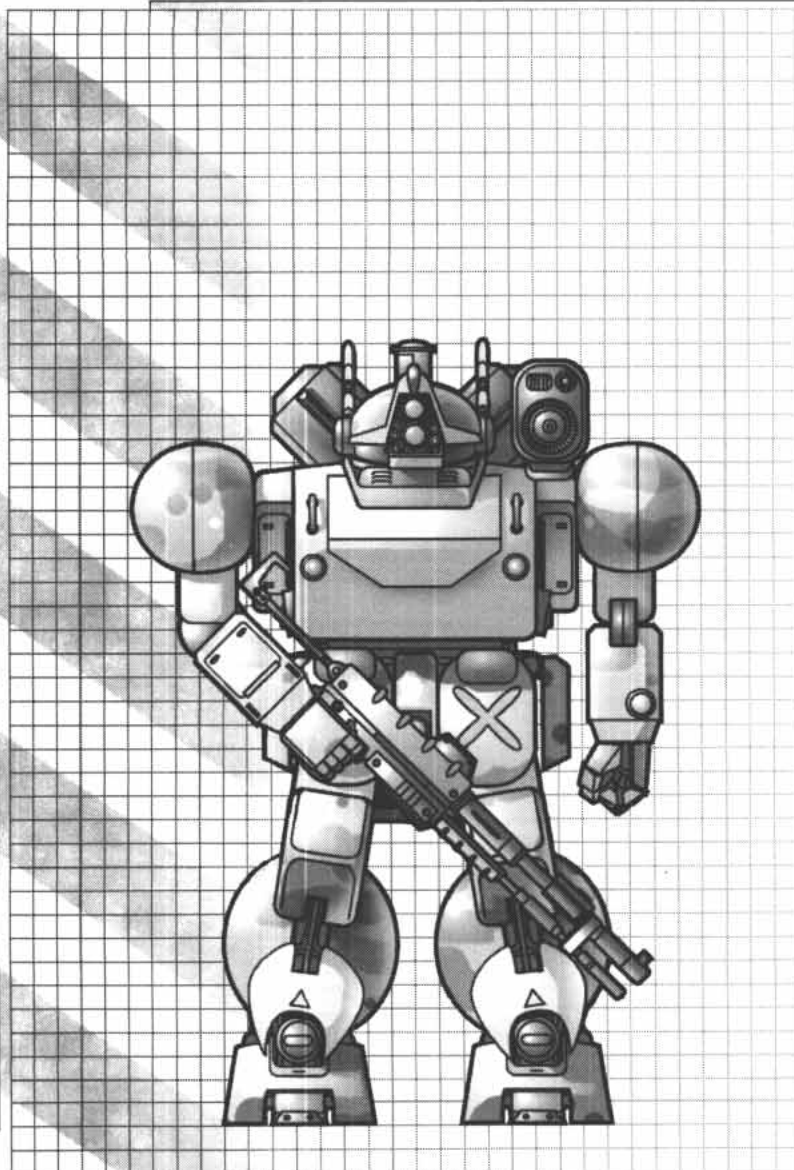
Vehicle Specifications

Code name:	Long Bow Blitz
Production code:	OACS-01M/HAS
Production type:	Mass Production
Cost:	2,390,917 dinars
Manufacturer:	Territorial Arms
Use:	heavy assault Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	durasheet w/alloy
Standard operational weight:	6450 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (74 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-950A V-engine
Horsepower:	540 Hp

Modifications

Add:	HAC (F, 30 rounds), ATM (F, 1 missile), LFM (F, 12 shells), Sniper System (LFM)
Remove:	LAC, LRP
Change:	Upgrade Fire Control to +1
Modified Threat Value:	2207
Offensive:	5735
Defensive:	298
Miscellaneous:	587

Vehicle Availability

Availability Threshold:	7
Maximum Number of Units in the Field:	1

4.5.19 OACS-01M/TE LONG BOW JÄGER

The *Long Bow Jäger* was initially intended to serve in riflemen squads which would engage targets in the Badlands at a distance and, using precision targeting, destroy enemy units. The project was on the point of cancellation because of poor performances. On the final inspection of the prototype design, one of the military observers realized exactly what it was that they had in front of them; combining precision fire control and long-range weapon systems, it was a perfect mass-produced sniper Gear. In TN 1691 the first *Long Bow Jäger* entered service. It was used to good effect during the War of the Alliance to pick off battlefield commanders of the CEF forces. Sitting back from the action, the *Long Bow* would find likely command targets and tracked them until a shot opportunity appeared. The machine was used with great effect during the War of the Alliance as a "Jan-Slayer." While human commanders mostly kept to their armored vehicles, making sniping difficult unless they came out for a look, Jan-class GRELs who commanded smaller units tended to stay more in the open and made perfect targets.

There was some confusion as to what code to provide the *Long Bow*, the TE code not having been decided on at the time, and in a bureaucratic mix-up it was assigned an artillery coding. Until the error was flagged bases with *Long Bow Jäger*'s attached to them could not understand the reason for artillery shells being earmarked for the use by the *Long Bows*. Overall, the *Long Bow Jäger* proved as good a sniper Gear as could be achieved for its price. The *Long Bow* is sturdy, reliable and is easily modified depending upon the task required of it. To make it even more competitive, several improvements have been offered, the least of which is the addition of camouflage netting and a smoke launcher system. The sensor suite has also been upgraded. Some *Long Bows* had their AP mortar replaced with a light guided one and were also given a pack gun for situations which require an automatic weapon, but they were extremely rare; none is known to have survived the war.

Vehicle Specifications

Code name:	Long Bow Jäger
Production code:	OACS-01M/TE
Production type:	Mass Production
Cost:	315,333 dinars
Manufacturer:	Territorial Arms
Use:	rifleman Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	durasheet w/alloy
Standard operational weight:	6450 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (80 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-950A V-engine
Horsepower:	540 Hp

Modifications

Add:	MRF (F, 25 rounds), APM (F, 9 shells), Sniper System (MRF), Exposed Auxiliary Systems
Remove:	LAC, LRP
Change:	Upgrade Fire Control to +1
Modified Threat Value:	473
Offensive:	729
Defensive:	298
Miscellaneous:	392

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	1
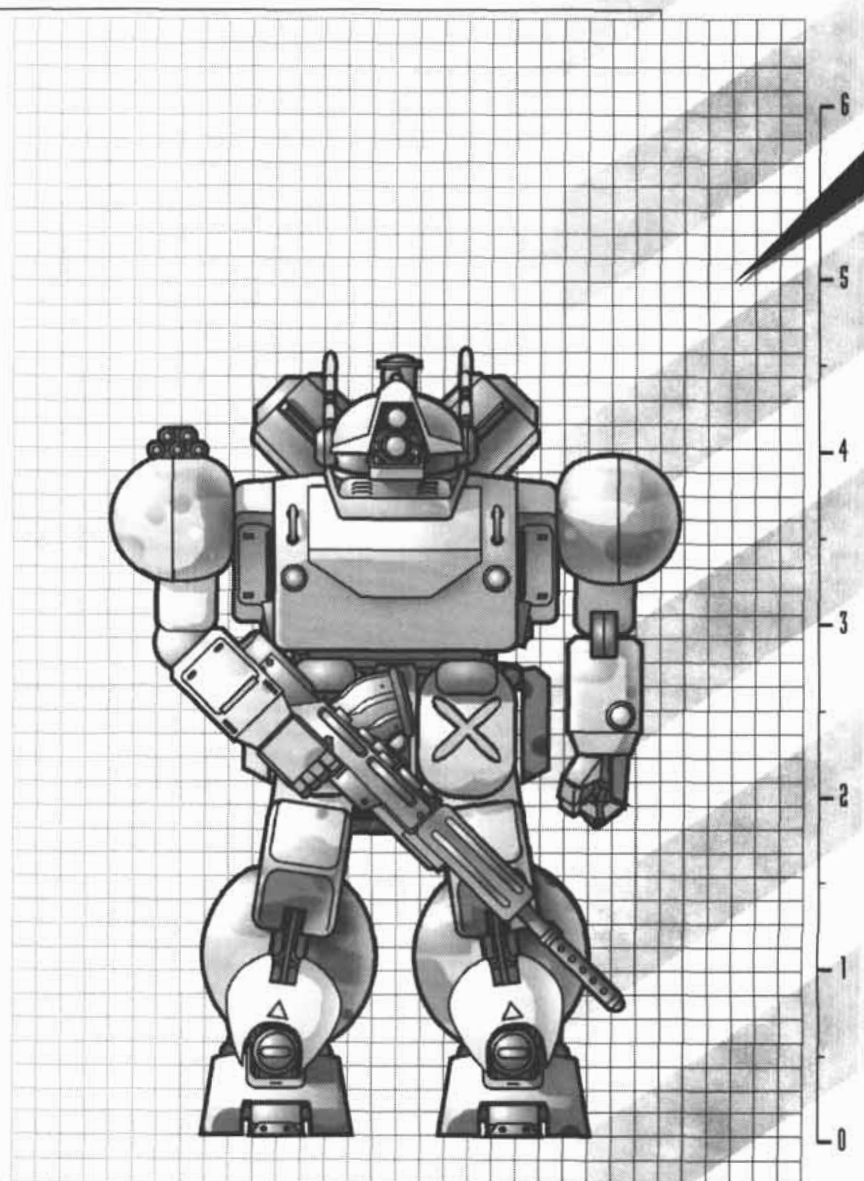
4.5.20 OACS-01M/TEPT LONG BOW PARATROOPER

The *Long Bow Jäger* was as good an inexpensive rifleman Gear as could be achieved for its price, and yet many tinkered with the concept. Based on the versatile *Jäger* chassis, the *Long Bow* was sturdy, reliable and easily modified to reflect the tasks required of it. It was thought that merging some characteristics of the *Long Bow* with those of the paratrooper variant would make it more mobile than before and able to tackle a greater variety of missions. The resulting hybrid presents characteristics from both models and some improvements of its own. Making the Gear airdroppable allowed it to target important commanders and crucial objectives such as supply dumps, who are normally found well within the rear lines. Because of the more dangerous nature of this duty and the wider target selection, the *Long Bow* had its regular mortar replaced with a version firing light guided projectiles which can home in on targets designated by the Gear's cademates. The *Paratrooper* also carries a pack gun for situations which might require the use of automatic weapon fire. The sensor suite has been upgraded to increase its resolution, making it easier to acquire targets in difficult weather. To make the vehicle even more competitive, several improvements have been offered by the manufacturer, the least of which is the addition of camouflage netting and a smoke launcher system.

Long Bow Paratroopers can fill a somewhat limited range of operational profiles. Their equipment and armament makes them substantially more expensive than a regular paratrooper Gear. What's more, their selective fire capacity can often be duplicated more cheaply by other units such as airborne commandos equipped with mortars or heavy anti-armor rifles. As a result, *Long Bow Paratroopers* tend to be rare and are often reassigned between operations to fit the needs of the regimental commander. *Long Bow* pilots are usually either very social people, who will get along fine with whomever they are assigned with, or silent loners, who simply do their job and do not care about those around them. Any other type of pilot will typically ask for a reassignment.

Vehicle Specifications

Code name:	Long Bow Paratrooper
Production code:	OACS-01M/TEPT
Production type:	Limited Production
Cost:	2,373,000 dinars
Manufacturer:	Territorial Arms
Use:	airdropped support Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	durasheet w/alloy
Standard operational weight:	6450 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (74 kph)
Deployment Range:	500 km
Sensor Range:	60 hexes/3 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-950A V-engine
Horsepower:	540 Hp

Modifications

Add:	LRF (F, 12 rounds), LGM (F, 12 shells), DPG (F, 30 shots), Airdroppable, Rugged Movement System
Remove:	LAC, LRP
Change:	increase Sensors to +1/3 km, Fire Control to +1
Modified Threat Value:	791
Offensive Score:	1241
Defensive Score:	298
Miscellaneous Score:	834

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	1
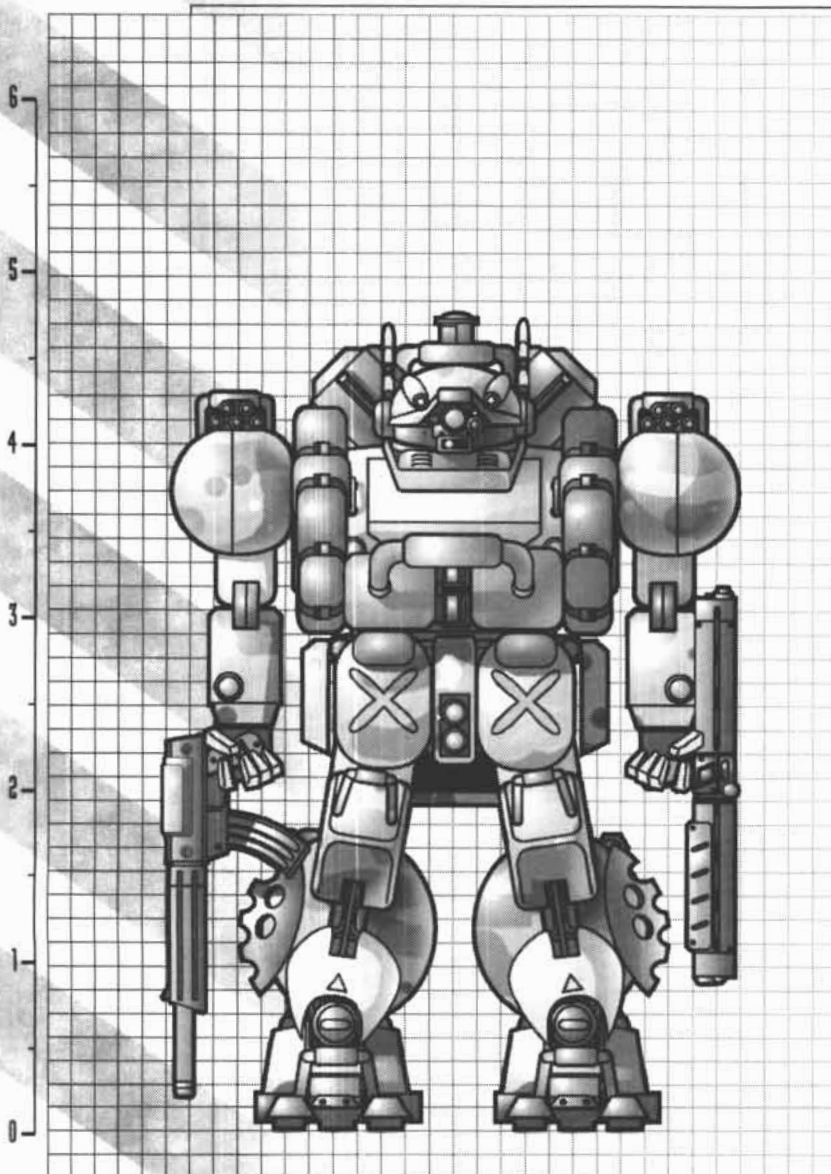
4.5.21 OACS-01M/EWP SPARK JÄGER

Paratrooper units operate deep behind enemy lines for extended periods of time. At times, many units often found themselves out of communications range with no way to communicate with rear area support elements, often resulting in missed opportunities or disatrous blunders. Field commanders sought to remedy this with the creation of the *Spark Jäger*, a dedicated communications/field electronic warfare vehicle for airdropped combat units. Technicians improved the communications array of a standard *Jäger Paratrooper* and installed a satellite uplink unit in a special housing located on top of the Gear's backpack. The resulting system worked, though it had its shortcomings: the Gear must briefly stop for the uplink unit to align with a satellite, though once aligned the link will stay locked at up to walking speed (even up to top speed when on even ground). The additional equipment required to support the uplink also caused some cramping in the cockpit, and the heat generated by the new equipment created several system failures. Despite numerous corrections, such as additional heat sinks located in the torso area, many *Sparks* still suffer from constant overheating, forcing their pilots to reduce their rate of activity to avoid damaging their sensitive equipment. Many *Sparks* also suffer from mild overheating-related defects, which can usually be hammered out by technicians if given enough time and resources.

Spark Jägers are relatively rare; on average, only one vehicle is assigned per airdopped section forcing commanders to keep them close-by. *Spark Jägers* that serve in large operations are thus assigned to the force's command cadre and as such do not need extra "body-guard" units. In order to maximize the electronic systems carried by the vehicle, the pilots assigned to the *Spark* usually receive additional training in communication technologies and electronic warfare, often at the expense of more rigorous gunnery training. There have been many calls to reduce the armament of the *Spark* because of this, but the pilots are quick to point out that should a drop go wrong and the vehicle be separated from its battle group, it needs enough weapons to be able to fend for itself.

Vehicle Specifications

Code name:	Spark Jäger
Production code:	OACS-01M/EWP
Production type:	Mass Production
Cost:	462,750 dinars
Manufacturer:	Territorial Arms
Use:	airdropped EW Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	durasheet w/alloy
Standard operational weight:	6450 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (74 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	240 hexes/12 km
Powerplant:	WV-950A V-engine
Horsepower:	540 Hp

Modifications

Add:	LGL (F, 10 grenades), 2 x APGL (FF, FR, 5 grenades each), CR, Airdroppable, ECCM 2, Extreme Overheating Rugged Movement System, Satellite Uplink, Annoyance (cramped cockpit: maximum pilot BLD is 1),
Remove:	All weapons except LAC
Change:	Reduce LAC ammo to 30 rounds, increase Communication to +1/12 km
Modified Threat Value:	617
Offensive:	501
Defensive:	298
Miscellaneous:	1052

Vehicle Availability

|	
Availability Threshold:	6
Maximum Number of Units in the Field:	1
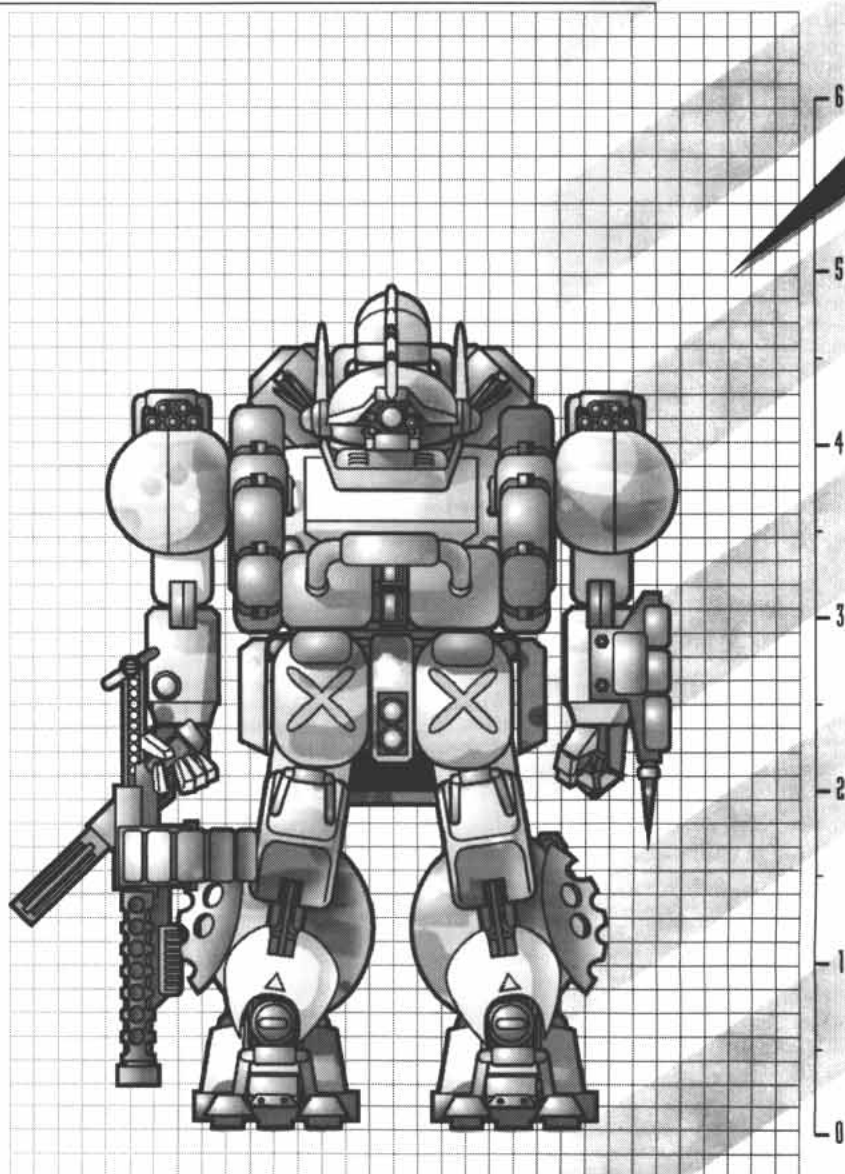
4.5.22 OACS-01M/ENG STONE MASON

The *Stone Mason* is the *Jäger's* first and foremost field engineering variant. Though it shares the *Jäger's* basic frame, it has a number of features designed to improve its performances while reducing its overall cost. The cockpit is open-topped and protected by a padded roll cage. There are no data screens, except those for the control instruments. Often, a yellow warning light is bolted on top of the roll cage, with a loudspeaker and a hand-directed spotlight placed on the left and right side respectively (none of these are installed on the military field engineering model). A set of tool arms extends from the Gear's backpack for increased manipulation abilities. The engine is mounted upside-down to make room for the two hydraulic arms and to give them a greater freedom of movement. The arms are factory equipped with simple grasping devices, but these can be replaced with a variety of other tools, such as an arc welder or a jackhammer. The arms and legs are covered with a high-strength canvas reinforced with large strips of very fine alloy weave. The rest of the hull shares the same armor panels as the classic *Jäger*, greatly facilitating repairs and day-to-day maintenance. Engineering units likely to be used in war zones also have an anti-personnel grenade launcher mounted either on the right shoulder or the top of the engine casing, firing indirectly above the cockpit cage.

Stone Masons, while not quite as common as their combat brother, are fielded in large numbers by the various Southern armies. Each base has its own complement, and roughly half the technicians have a minimum of training in Heavy Gear operation. Most campaign groups also have a *Stone Mason* assigned to their firebase for field repair and reloading. As a rule, these engineering vehicles are not supposed to enter combat. The modern battlefield is unpredictable and shifts rapidly, however, and *Stone Masons* are ill-equipped to deal with anything other than enemy light infantry. Although some pilots have grabbed rifles in dire situation, the exposed crew compartments of the Gears often meant an untimely death for these unlucky heroes.
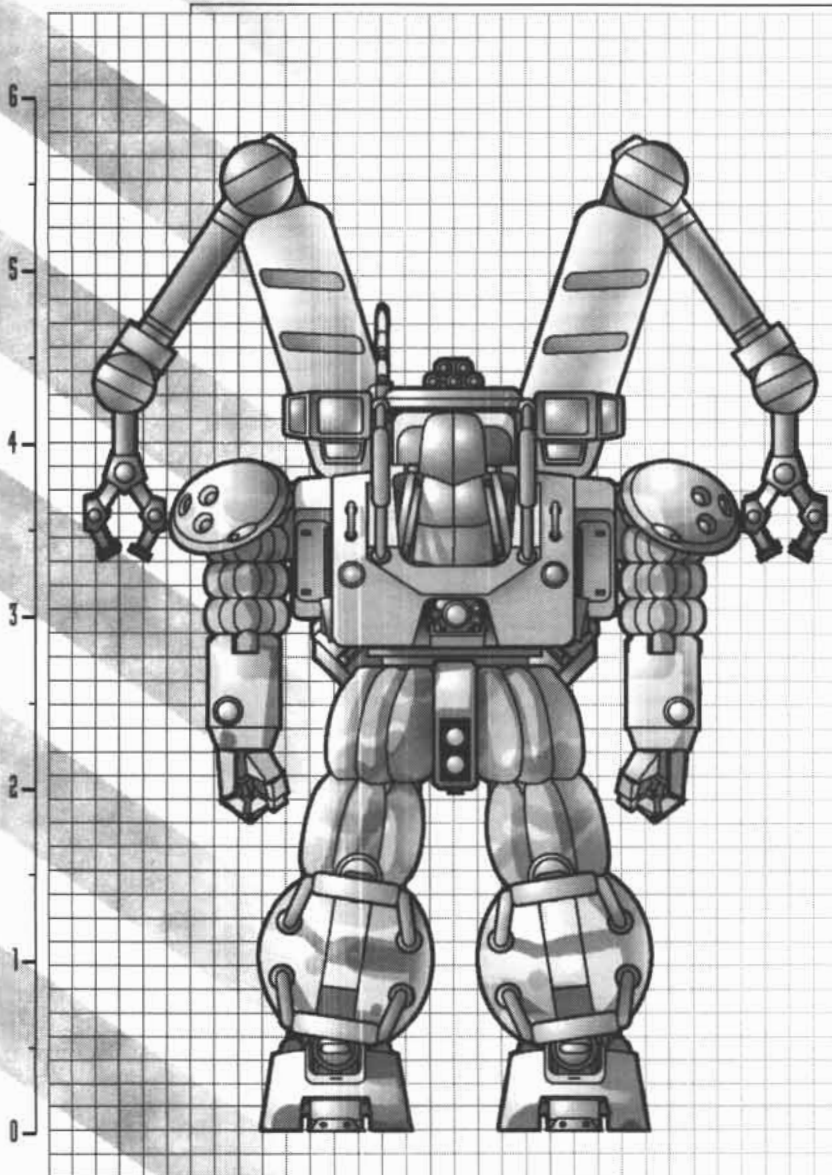
Vehicle Specifications

Code name:	Stone Mason
Production code:	OACS-01M/ENG
Production type:	Mass Production
Cost:	49,167 dinars
Manufacturer:	Territorial Arms
Use:	engineering Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	durasheet w/alloy
Standard operational weight:	7160 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (67 kph)
Deployment Range:	320 km
Sensor Range:	20 hexes/1 km
Communication Range:	100 hexes/5 km
Powerplant:	WV-970INV V-engine
Horsepower:	610 Hp

Modifications

Add:	Tool Arm x 2 (Rating 4, pincers, cannot punch), Exposed Crew Compartment, Large Sensor Profile 1
Remove:	all weapons except APGL
Change:	decrease Deployment Range to 320 km, downgrade Sensors to -1/1 km, Communications to -1/5 km, Base Armor to 12, Ground Top Speed to 67 kph
Modified Threat Value:	118
Offensive:	36
Defensive:	210
Miscellaneous:	108

Vehicle Availability

Availability Threshold:	3
Maximum Number of Units in the Field:	unlimited

4.5.23 OACS-01M/LOG STONE MASON LOGGER

With *Stone Masons* in such proliferation (as with any *Jäger*-based vehicle), the price of an individual unit was greatly lowered through mass-production. Some civilian companies began ordering them to use for non-military chores, prompting Territorial Arms to develop several specialized versions for sale to the public. The *Stone Mason Logger*, often used in the lumber industries of the Southern Republic and the Mekong Dominion, is a perfect example of the design's versatility. The *Stone Mason's* usual manipulator arms are replaced by large chainsaws capable of taking down large trees in mere minutes. The upper backpack-mounted arms are fitted with special lifter attachments to help carry large pieces of wood and other material that would otherwise be too unwieldy. Military engineers are also known to use the *Logger* variant to cut roads through the vast jungles of the south so that tanks and other ground vehicles may follow, or to establish a clearing for an outpost or a firebase. The military *Logger* differs slightly from the civilian model, using more standard military parts and being more rugged as far as cockpit equipment goes. A small flamer, used to burn down wood residues and movement-impairing shrubbery, is mounted on the lower right side of the torso; its fuel supply is located in the backpack. A few commercial models also mount the flamer, generally about one in ten, but they require special permits to own.

Loggers operated by commercial interestes tend to be crewed by a very special breed of people. The lumberjacks are often wildlanders, living far from the city-states of the Allied Southern Territories, preferring small villages or encampmen to the crowded urban life within the walls of the cities. As such they are held in secret respect by the agoraphobic drylander citizens and tend to develop dynamic personalities. Powerful audio systems are one of the many examples of the lumberjacks' eccentricities. During the day, the deep forest canopies resonate from the sounds of the heavy machines at work, intermixed with loud music blaring from the chest-mounted speakers of the lumberjack's machines.

Vehicle Specifications

Code name:	Stone Mason Logger
Production code:	OACS-01M/LOG
Production type:	Mass Production
Cost:	61,250 dinars
Manufacturer:	Territorial Arms
Use:	military logger Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	29 mm
Armor material:	durasheet w/alloy
Standard operational weight:	6760 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (74 kph)
Deployment Range:	320 km
Sensor Range:	20 hexes/1 km
Communication Range:	100 hexes/5 km
Powerplant:	WV-970INV V-engine
Horsepower:	610 Hp

Modifications

Add:	LFL (F, 10 shots), 2 x Tool Arms (Rating 10, chainsaws, can punch), Tool Arms (Rating 8, lifters, cannot punch), Audio System, Exposed Crew Compartment, Large Sensor Profile 1
Remove:	all weapons except APGL, Manipulator Arms
Change:	lower Maneuver to -1, decrease Deployment Range to 320 km, downgrade Sensors to -1/1 km, Communications to -1/5 km, Base Armor to 12
Modified Threat Value:	147
Offensive:	83
Defensive:	140
Miscellaneous:	219

Vehicle Availability

Availability Threshold:	4
Maximum Number of Units in the Field:	3
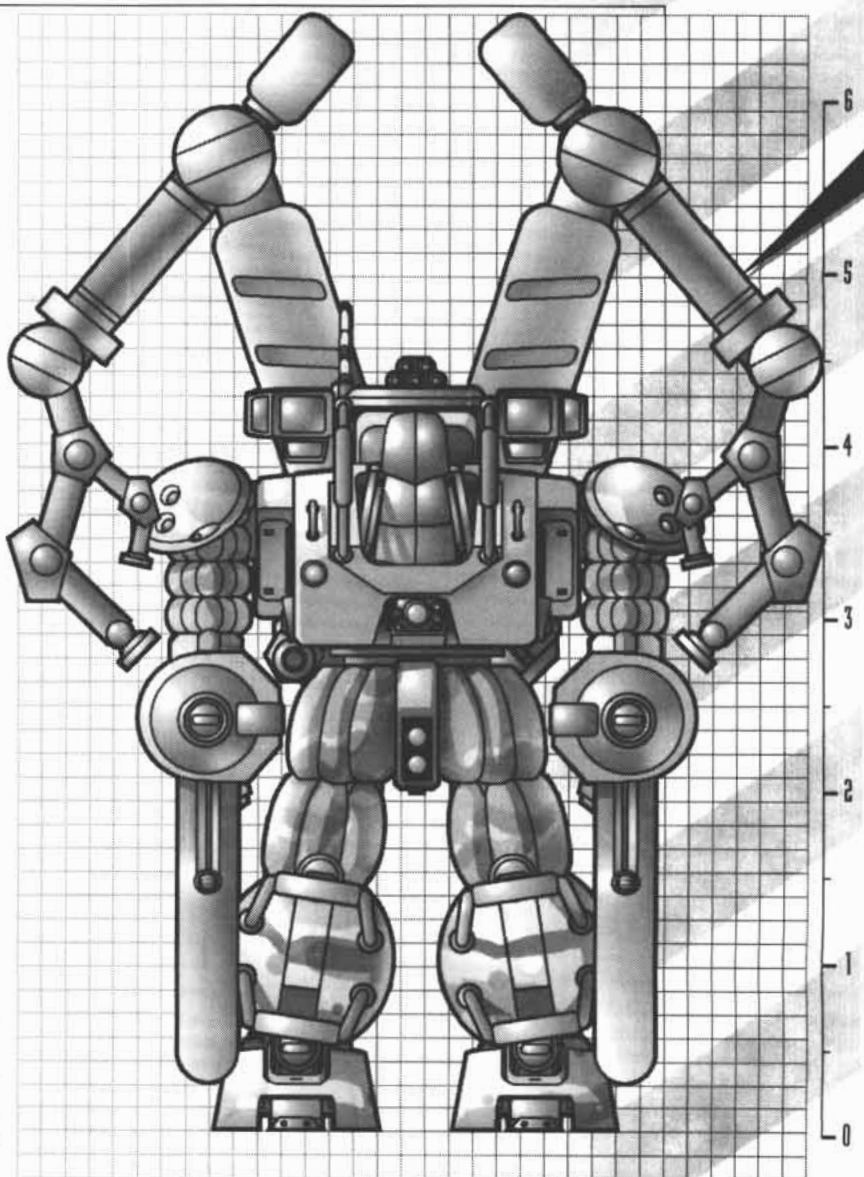
4.5.24 OACS-01M/MED STONE MASON RESCUE

The worst fate that can befall a Heavy Gear pilot is being trapped inside a crippled machine, which may still be in a "hot" combat zone and is likely to be hit by stray fire which could easily blow open the fuel tank. The *Rescue* version of the *Stone Mason* serves as an emergency rescue tool, following a group of assault vehicles such as *Spitting Cobras* on the battlefield, and attempting to cut the pilots out of their Gears in the brief time that the tide turns in their favor. The pincers that are normally mounted above each shoulder of the vehicle are replaced by powerful vibroblades and metal saws to cut through damaged armor. They also make excellent melee weapons, although few pilots would willingly enter close combat in such a weak machine. The engine and transmission have both been improved to provide extra torque for towing, though the SMS ground wheels had to be removed to install the large gripping soles that are required to make full use of the available horsepower. A complex automated medical system is mounted in an armored housing on the Gear's left arm to provide emergency care for wounded crewmen, stabilizing them for transport. The medsystem's arms are small and dextrous enough to work in confined spaces, should the *Stone Mason* be unable to completely free the trapped pilot. *Rescue* pilots are trained in first aid and basic field medicine to make full use of these systems.

Tragically, however, the majority of the rescues are too late. The target zone is too hot, or the assault team cannot push the enemy back enough to allow the *Stone Mason* to get to work. It is customary then for the *Stone Mason* to drag the fallen Gear off the field if at all possible; as part of an unspoken code common to many field support teams that "nobody is left behind." When morale is low and losses are high, these rescue Gears (or more pointedly, their pilots) are called "ghouls" by the soldiers who have seen too many of their friends dragged home in their Gears rather than landing in medevac helicopters. "Ghouls" are nonetheless respected because they risk their lives to recover the bodies of the fallen.
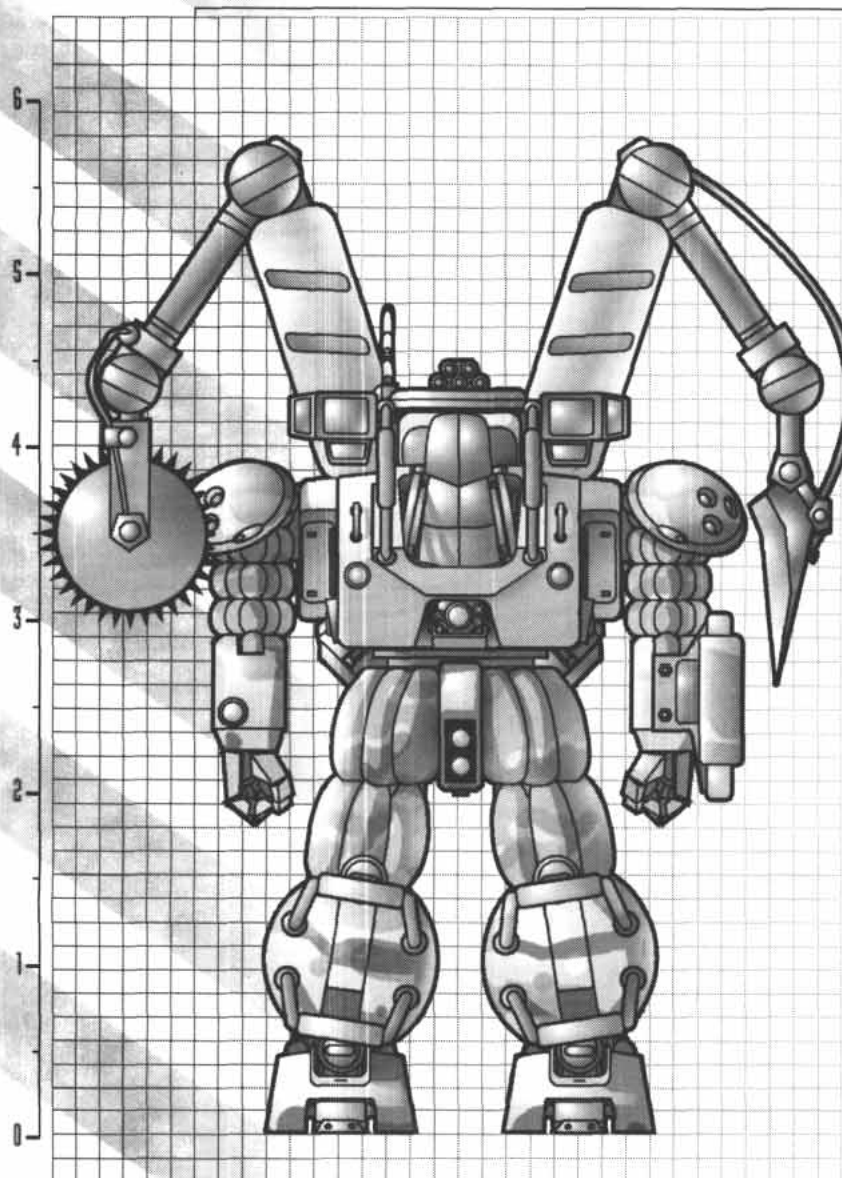
Vehicle Specifications

Code name:	Rescue Stone Mason
Production code:	OACS-01M/MED
Production type:	Mass Production
Cost:	636,000 dinars
Manufacturer:	Territorial Arms
Use:	field rescue Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	durasheet w/alloy
Standard operational weight:	6450 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	n/a
Deployment Range:	320 km
Sensor Range:	20 hexes/1 km
Communication Range:	100 hexes/5 km
Powerplant:	WV-975INV V-engine
Horsepower:	630 Hp

Modifications

Add:	2 x Tool Arms (Rating 8, vibrocutters, can punch), Triple Towing Capacity, Medical Lab (Rating 1), Exposed Crew Compartment, Large Sensor Profile 1
Remove:	all weapons except APGL, Ground movement
Change::	decrease Deployment Range to 320 km, downgrade Sensors to -1/1 km, downgrade Communications to -1/5 km, downgrade Base Armor to 12
Modified Threat Value:	848
Offensive:	68
Defensive:	148
Miscellaneous:	2327

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	1

4.5.25 OACS-O1M/SW SWAMP JÄGER

Introduced in TN 1684 along with its cousin the *Desert Jäger*, the *Swamp Jäger* represented the other side of the Southern Republic's political policies, namely internal affairs. With the creation of the Allied Southern Territories in TN 1681, the Southern Republic became the de facto ruler of the southern hemisphere. However, in order to maintain that position, the SR needed a Gear that could outperform AST vehicles in the southern landscape of jungle and swamp. The *Swamp Jäger* was developed with an eye towards the suppression of internal uprisings. Dissidents can use the jungles and marshy areas as natural fortresses in which to escape, only to emerge and cause trouble later. The *Swamp Jäger* reduced the effectiveness of this watery refuge, and helped eliminate pockets of rebels which would otherwise have continued to spread dissension. The dense foliage of some of the swamps in the south resulted in a dramatic drop in sensor range, with the consequence that a lot of combat in those areas was done at very close range. The nature of combat became much like a game of blind man's bluff, an enemy appearing and disappearing from one step to another, where even experienced pilots could be caught by surprise. The *Swamp Jäger* was modified to take all of this into account.

The hull was completely waterproofed and its electrical systems isolated to protect them from contact with water, while jungle camouflage became standard equipment. A life support system was eventually added, allowing the pilot of the *Swamp Jäger* to submerge the Gear completely for long periods of time; it also provided relief from the sweltering heat of the swamps. The weapons used by the *Jäger* and *Desert Jäger* were kept by the *Swamp Jäger* with slight modifications to allow for better drainage of water. An improved transmission gave *Swamp Jäger* the ability to move through the rough terrain with greater ease. The modern *Swamp Jäger* benefits from a few weapon improvements and innovations since it was first introduced, including having undergone the standard Alpha refit of the Jäger family and having been given an effecient life-support system.

Vehicle Specifications

Code name:	Swamp Jäger
Production code:	OACS-01M/SW
Production type:	Mass Production
Cost:	352,607 dinars
Manufacturer:	Territorial Arms
Use:	swamp terrain Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	durasheet w/alloy
Standard operational weight:	6627 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (74 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-950A V-engine
Horsepower:	450 Hp

Modifications

Add:	Camo Netting, Hostile Environment Protection (Underwater), Improved Off-Road Ability, Limited Life Support, Annoyance (Cockpit amplifies sound of movement through water)
Remove:	Hostile Environment Protection (Desert)
Change:	Upgrade Sensors to +1/2 km, reduce Deployment Range to 450 km
Modified Threat Value:	529
Offensive:	450
Defensive:	280
Miscellaneous:	857

## Vehicle Availability

Availability Threshold:	4
Maximum Number of Units in the Field:	Unlimited
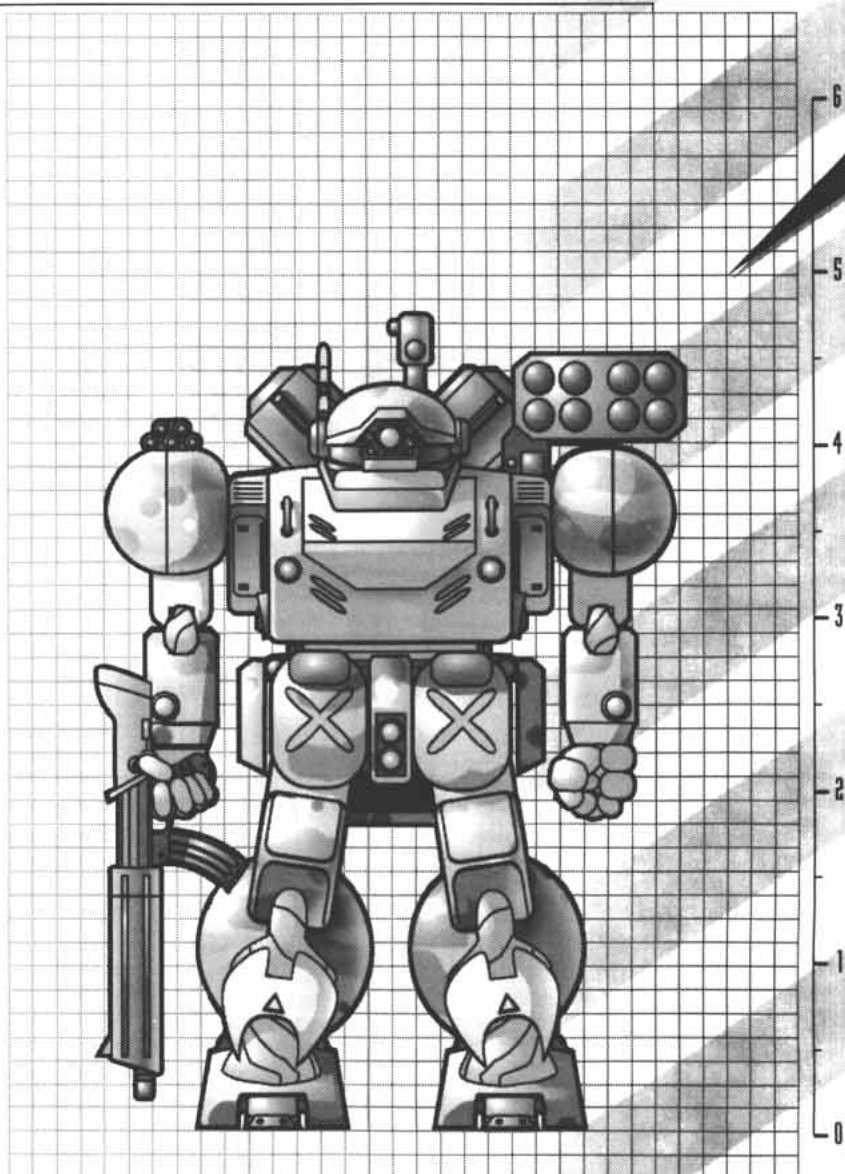
4.6 OACS-01H/SU SPITTING COBRA

The *Spitting Cobra* is the heaviest mass-produced Gear chassis currently in service with the Southern MILICIA and Republican Army. Designed to fill the operational role of a heavy weapons platform, the *Spit* (as its crews invariably call it) is designed to wield devastating medium to long-range firepower on the modern battlefield. The *Spitting Cobra's* main fire-support weapon is a massive SCRP-98 back-mounted rocket pod. Although unguided, the heavy rockets can saturate an area with ease and can take out heavily armored targets. More precise is the secondary fire-support weapon, a shoulder-mounted Vogel-H series guided mortar. Although less powerful than the SCRP-98 rockets, the Vogel-H fires high-technology guided munitions capable of in-flight course corrections, allowing the *Spitting Cobra* to make full use of laser-designator data provided by forward observers such as infantry or scout Gears. Both major weapons have an effective range of 1200 meters. Short to medium-range firepower is provided by a second pair of weapons more typical of a general purpose Gear, comprised of a MR60 autocannon and a shoulder-mounted FSRP-36 rocket pod. These weapons provide an excellent defense against assault Gears and other units. Close defense capabilities are provided by a MGU-77 minigun fixed to the *Cobra's* upper torso, allowing the Gear to fend off infantry at very close range.

The heavy weapons load of the *Spitting Cobra* required a high-strength chassis so Territorial Arms used concepts developed by Mandeers Heavy Industries and thoroughly tested in their *Desert Viper* and *Python* Gears (and related models). Thick armoplast armor over a hulking frame are the mainstay of the *Spitting Cobra*. Developed in a time of concerns for pilot safety, the *Cobra* features a very heavily armored cockpit, allowing the Gear to shrug off the most dangerous attacks. Unlike the *Python*, the *Cobra* uses a standard sensor pod arrangement, with the pilot's head within the Gear's. The *Cobra* required a very powerful engine so the WV-1500TC/A V-engine, with its 940 Hp output, was chosen to fit the bill along with a half-track secondary movement system.
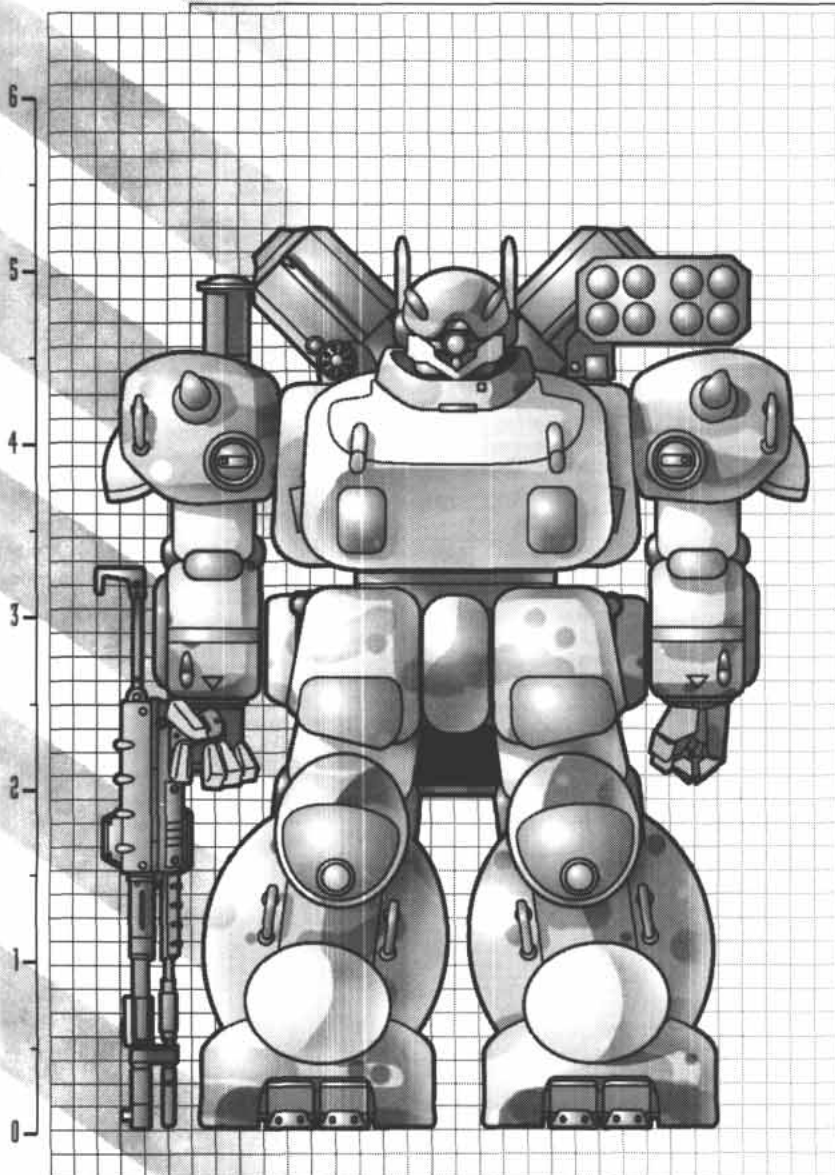
Vehicle Specifications

Code Name:	Spitting Cobra
Production code:	OACS-01H/SU
Production type:	Mass Production
Cost:	525,857 dinars
Manufacturer:	Territorial Arms
Use:	fire-support Gear
Height:	5.0 meters
Width:	4.0 meters
Average armor thickness:	90 mm
Armor material:	armoplast w/alloy and ceramic
Standard operational weight:	8990 kg
Primary Movement Mode:	Walk (35 kph)
Secondary Movement Mode:	Ground (62 kph)
Deployment Range:	400 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-1500TC/A V-engine
Horsepower:	940 Hp

Weapon Payload

Name	Ammunition Payload
MR60 autocannon	30 rounds
FSRP-36 rocket pod	18 rockets
SCRP-98 rocket pod	48 rockets
MGU-77 minigun	400 rounds
Vogel-H series mortar	10 shells
HG-2 hand grenade	6 grenades
VU-11 vibromachete	-

• SERVICE RECORD

The *Spitting Cobra* was developed in the TN 1880s as part Territorial Arms' renaissance, which also included the *Sidewinder* and *Iguana*, and was a clear response to the development of the Northco/Shaian *Grizzly*, the heavy fire-support Gear of the Northern armies. Southern commanders expected the two Gears to come to blows in relatively short order, and they were not dissapointed as the two machines faced each other in many skirmishes in the Badlands. The *Cobra* has performed very well since it's introduction. The Mandeers Gears — the *Boa*, *Python* and *Anaconda* — that preceded it were never very popular in the Southern forces and the *Spitting Cobra* had relatively little trouble displacing it. The *Cobra* remains an expensive machine, however, so costs did limit its distribution somewhat. By the time of the War of the Alliance, many of the units facing the initial Colonial Expeditionary Force assaults on the South could field *Cobras*. As the superiority of the CEF's combination of speed and armor became obvious, many commanders pressed *Cobras* into assault and anti-armor units, roles in which they performed well, but that resulted in heavy losses in the early days of the war. The *Spitting Cobra* became a valuable commodity after these initial losses and the crippling of Southern production facilities, but was nevertheless involved in many critical wartime battles. As Territorial Arms' production lines came back on line toward the end of the war, the *Cobra* and its war-time variants became more common and were an important part of the drive into the desert.

In the post-war period, the *Spit* has continued to perform well and has inspired a series of useful variants. The war-time assault and fire-support specialists have been joined by anti-aircraft, anti-infantry and engineering models. The Mandeers fire-support models have been largely pushed to second-line duty or retirement by the *Cobra* and the heavy machine is a critical part of the Territorial Arms stranglehold on the Southern Gear market. The Gear's development from Mandeers concepts occasionally comes back to haunt TA, with some analysts accusing the industrial giant of the theft of intellectual property. A successful court case, however, has never been mounted and, at least in public, TA does not seem concerned.

General Stats

Threat Value:	818
Offensive:	1961
Defensive:	327
Miscellaneous:	167
Size:	7
Original Default Size:	9
Indv. Lemon Dice:	3
Crew:	1
Bonus Actions:	0

Movement

Primary Movement Mode:	Walk
Combat Speed:	3
Top Speed:	6
Secondary Movement Mode:	Ground
Combat Speed:	5
Top Speed:	10
Maneuver:	-1

Electronics

Sensors:	0
Communications:	0
Fire Control:	0

Armor

Light Damage:	21
Heavy Damage:	42
Overkill:	63

Vehicle Availability

Availability Threshold:	4
Maximum Number of Units in the Field:	Unlimited

Weapons Summary

Name	Code	Fire Arc	Qty	Ammo
MR60 autocannon	HAC	Forward	1	30
FSRP-36 rocket pod	MRP/18	Forward	1	18
SCRP-98 rocket pod	HRP/48	Forward	1	48
MGU-77 minigun	LMG	Fixed Forward	1	400
Vogel-H series mortar	LGM	Forward	1	10
HG-2 hand grenade	HG	Forward	6	-
VU-11 vibromachete	VB	Forward	1	-

Perks

Name	Rating	Game Effect
Hostile Environment Protection	-	Desert
Manipulator Arm x 2	7	Can punch
Reinforced Crew Compartment	-	Absorbs first "Crew" hit

Flaws

Name	Rating	Game Effect
Large Sensor Profile	1	Easy to detect

Defects

Name	Rating	Game Effect
None		

Optional Equipment

Name	Modified TV
Add 2 x MPZ (F)	838
Add Camo Netting	825
Replace HAC with MAC (F, 60 ammo)	803
Replace hand grenades with 3 HHGs	817
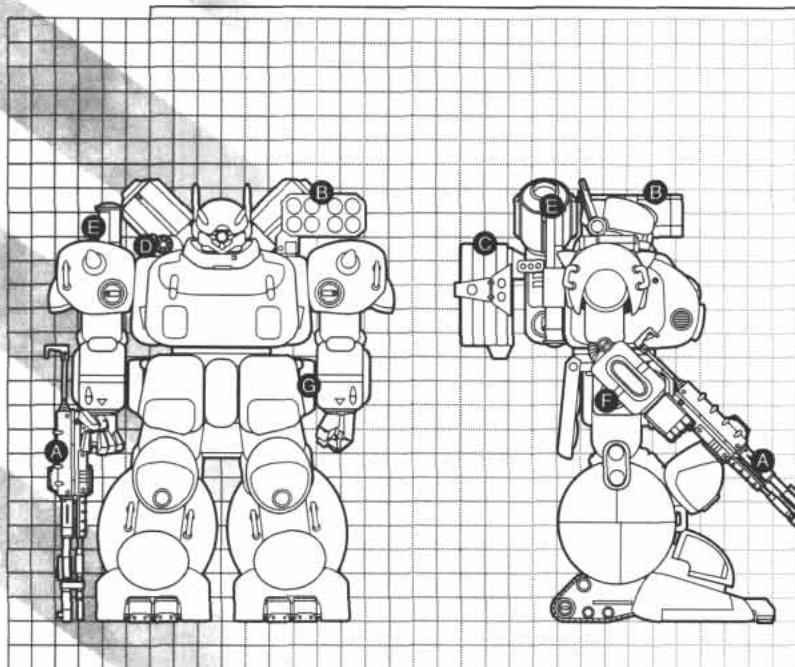
Weapon Location Diagram

A	MR60 autocannon
B	FSRP-36 rocket pod
C	SCRP-98 rocket pod
D	MGU-77 minigun
E	Vogel-H series mortar
F	HG-2 hand grenade (not shown)
G	VU-11 vibromachete (not shown)

Typical Camouflage

Mountain 1　Mountain 2　Woodland　Pattern-Breaker 1
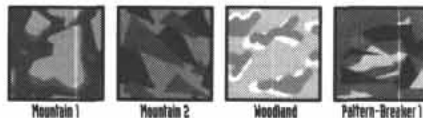
4.6.1 OACS-O1H/AA AIR SUPPORT COBRA

Surface to air missile systems are a huge threat to air superiority or airborne attack runs, and reconnaissance treats them with the utmost respect. Known positions of dedicated AA platforms are highlighted on all of Air Command's tactical battle maps, and these positions are often visited by a great many air-to-surface missiles before a major flight goes through. To counter-act this problem, fixed SAM sites are supplemented, or even replaced, by mobile AA platforms. Most of the vehicles sporting surface-to-air weaponry (both missiles and cannons) are traditional wheeled or tread vehicles such as the *Artemis* anti-aircraft tank, but some are AA Gears because they provide startling mobility and can be difficult for enemy craft to identify as dedicated anti-aircraft units when deployed with standard ground-warfare Gears.

The most common AA Gear in both the Southern MILICIA and the Republican Army is the *Air Support Cobra*. The large machine uses a combination of direct-fire and guided surface-to-air weapons to accomplish its mission. Territorial Arms engineers removed all the standard weaponry of the *Spitting Cobra* (except for the MGU-77 minigun) during the design of the *Air Support*, replacing them with an underarm-slung TA-A325 30 mm flak cannon and a back-mounted pair of SAM-40 "Konrad" surface-to-air missiles. To help the *Air Support* deal with the speed and increased range of its targets, the sensor suite of the gear was wholly redesigned. The new sensor design incorporates dedicated long-range secondary omnicameras and a special fast-moving-target tracking (FaMoTT) software/hardware package developed by Maxim-Serpa, the manufacturers of the AL-5A *Quetzal* fighter-bomber. The whole package has created an effective, if technically complex, platform that has performed well in its operational role. The *Air Support* usually acts as a mobile air-defense unit for Gears likely to encounter enemy aircraft. The AA Gear is rare enough that it is usually deployed on the company-level, with a single cadre (or even a single Gear) defending a large number of its compatriots.

Vehicle Specifications

Code name:	Air Support Cobra
Production code:	OACS-O1H/AA
Production type:	Mass Production
Cost:	468,000 dinars
Manufacturer:	Territorial Arms
Use:	anti-aircraft Gear
Height:	5.0 meters (5.5 m w/AAMs)
Width:	4.0 meters
Average armor thickness:	90 mm
Armor material:	armoplast w/alloy and ceramic
Standard operational weight:	8575 kg
Primary Movement Mode:	Walk (35 kph)
Secondary Movement Mode:	Ground (62 kph)
Deployment Range:	400 km
Sensor Range:	80 hexes/4 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-1500TC/A V-engine
Horsepower:	940 Hp

Modifications

Add:	MAAC (F, 200 rnds), AAM (FF, 2 missiles), APGL (F, 6 rnds), Sniper System (AAMs), Exposed Auxiliary Systems
Remove:	All weapons except LMG
Change:	Upgrade Sensor to +2/4 km
Modified Threat Value:	728
Offensive:	1640
Defensive:	327
Miscellaneous:	218

### Vehicle Availability

Availability Threshold:	7
Maximum Number of Units in the Field:	2
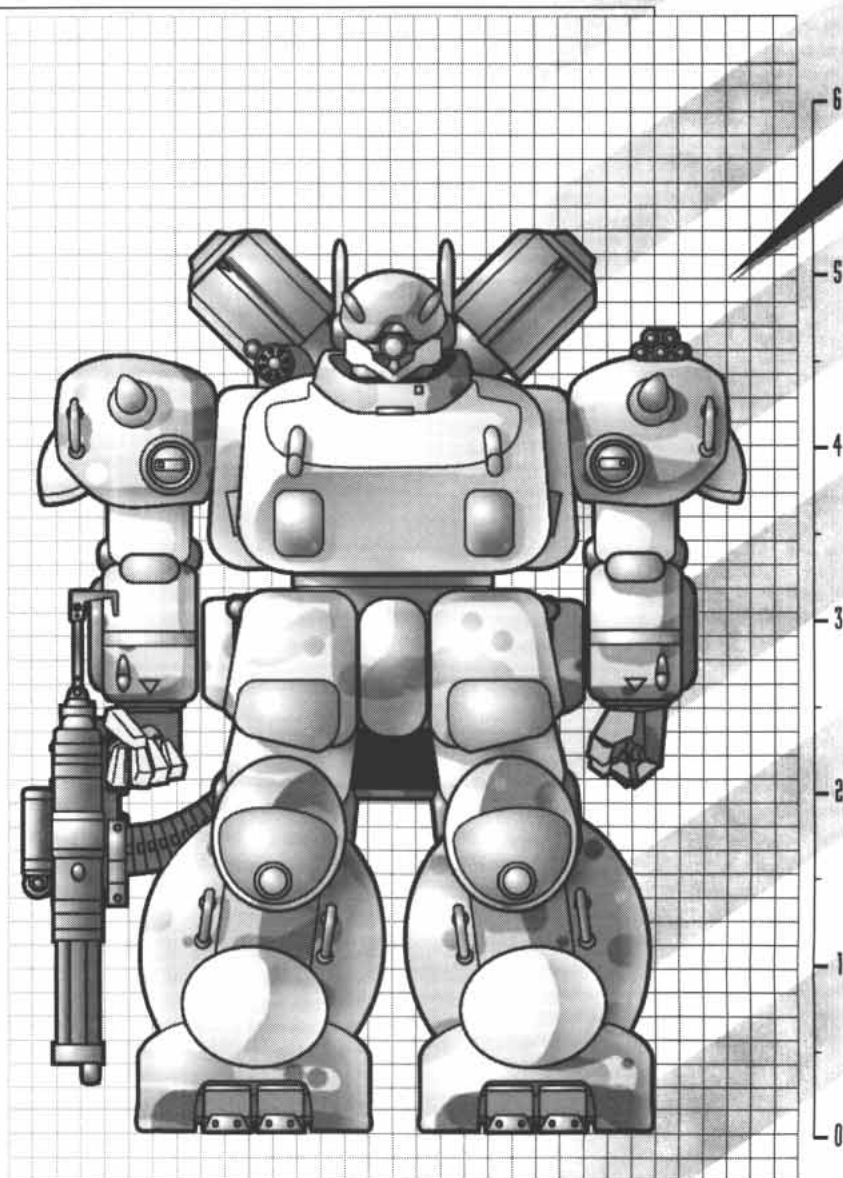
4.6.2 OACS-01H/FS ARTILLERY COBRA

Most Southern fire-support Gears use more precise guided mortars or field guns, rather than area effect field mortars, so the use of a massive Rucker ML-4 160 mm mortar on the *Artillery Cobra* came as a surprise to Northern commanders. The Gear was made a factory variant starting in the TN 1920s. The greatest change from the basic *Spitting Cobra* came in the weapons load and backpack assembly. The traditional rockets of the "Spit" were eliminated and replaced by the ML-4 mortar system. A huge weapon capable of lobbing high-explosive charges 2400 meters away, the ML-4 is mounted on the *Artillery Cobra*'s backpack on a firing rail. A collapsible stabilizing bi-pod must be extended from the assembly before firing, securing the Gear for the recoil. Although designed for long-range fire support, the Gear maintains the MR60 heavy autocannon, MGU-77 minigun, hand grenades and vibromachete for close-defense purposes. The electronics package of the *Artillery Cobra* was also modified to suit its new mission profile, including a more powerful communications array and a dedicated counter-battery sensor. The shoulder mounted CBS system is capable of picking up artillery platform positions up to sixteen thousand meters away; the *Artillery Cobra* can then respond to enemy artillery itself or relay the proper coordinates to a nearby friendly battery.

The *Artillery Cobra* started its career as a make-shift variant born in the War of the Alliance. Its mortar system was highly inaccurate, but did work to soften up Colonial Expeditionary Force positions ahead of a Southern attack. The official model, however, has performed quite well and is appreciated both by its pilots and artillery crews it serves with. The *Artillery Cobra* is usually deployed in fire-support cadres working closely with traditional artillery batteries. The Gears will usually deploy with other Gear units, staying somewhat behind them in order to provide fire-support, while artillery batteries remain further behind and use the long range of their weapons to cover the assault as a whole.
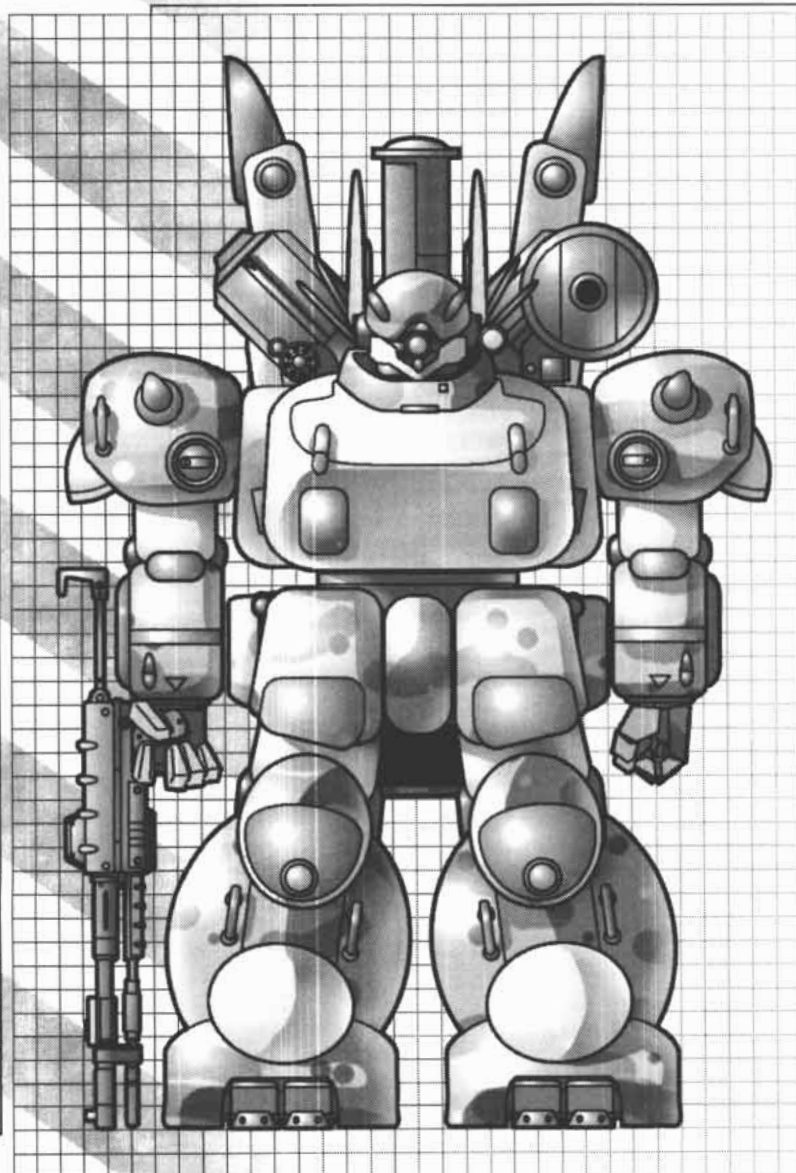
Vehicle Specifications

Code name:	Artillery Cobra
Production code:	OACS-01H/FS
Production type:	Mass Production
Cost:	687,857 dinars
Manufacturer:	Territorial Arms
Use:	artillery/fire support Gear
Height:	5.0 meters
Width:	4.0 meters
Average armor thickness:	90 mm
Armor material:	armoplast w/ceramic and alloy
Standard operational weight:	9210 kg
Primary Movement Mode:	Walk (35 kph)
Secondary Movement Mode:	Ground (62 kph)
Deployment Range:	400 km
Sensor Range:	40 hexes/2 km
Communication Range:	400 hexes/20 km
Powerplant:	WV-1500TC/A V-engine
Horsepower:	940Hp

Modifications

Add:	HFM (F, 15 shells), Counter-Battery Sensor (Rating 5), Stabilizer Mount (HFM)
Remove:	LGM. MRP/18, HRP/48
Change:	Upgrade Communications to +1/20 km.
Modified Threat Value:	963
Offensive:	2005
Defensive:	327
Miscellaneous:	558

Vehicle Availability

Availability Threshold:	7
Maximum Number of Units in the Field:	2

4.6.3 OACS-O1H/MP COBRA MP

The *Spitting Cobra*'s impressive size and massive amounts of armor make it ideal for police to use in high-threat anti-terrorist or weapon-cartel operations. After several requests from the Southern Republican Army's Inspector General branch (responsible for military police operations), Territorial Arms was contracted to produce a military police version of the *Spitting Cobra*. The army foresaw the new vehicle's use primarily in urban areas and Territorial Arms decided to produce a vehicle that could be sold to both the military and civilian markets. Because of this decision, the *Cobra MP* can now be found on military bases and in the arsenals of several metropolitan police forces in the South. Territorial Arms engineers did a significant amount of redesign on the *Cobra* chassis to turn it into a proper police model. The weapons load was changed: all the heavy *Spitting Cobra* weaponry was removed in exchange for better close-quarters, anti-personnel weapons. A Rucker L-13 anti-personnel mortar provides medium-range punch, while a PR-25 autocannon and the standard MGU-77 minigun allow for action at shorter ranges. A single panzerfaust gives the police model some anti-armor power, if need be. The most ingenious weapon modification involved the redesign of one of the *Cobra MP*s forearms, incorporating hydraulic pistons to turn it into a powerful battering ram useful for breaking down walls and barricades. Other systems, including padded feet, civilian maneuvering lights, a powerful loudspeaker and a wide-angle searchlight, help the *Cobra MP* to adapt it to its urban environment .

The *Cobra MP* is deployed with special weapons and tactics (SWAT) teams and bomb squads throughout the AST, typically carrying heavy weapons to back up the other, lighter MP models. The Gear has proven more popular with civilian units than with MPs deployed to insure the security of military installations or convoys. Indeed, these MPs seem to feel that standard military models would serve them better. Civilian police pilots, however, have no access or need for battlefield machines and appreciate the sheer size and power of a Gear like the *Cobra MP*.

Vehicle Specifications

Code name:	Cobra MP
Production code:	OACS-O1H/MP
Production type:	Limited Production
Cost:	628,000 dinars
Manufacturer:	Territorial Arms
Use:	military/civilian police Gear
Height:	5.0 meters
Width:	4.0 meters
Average armor thickness:	90 mm
Armor material:	armoplast w/alloy and ceramic
Standard operational weight:	8750 kg
Primary Movement Mode:	Walk (35 kph)
Secondary Movement Mode:	Ground (62 kph)
Deployment Range:	400 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-1500TC/A V-engine
Horsepower:	940Hp

Modifications

Add:	APM (F, 8 shells), HPZ (F), LAC (F, 60 rnds), PP (F), Loudspeaker, Urban Friendly, Wide-Angle Searchlight (F, 100 meters)
Remove:	All weapons except LMG
Change:	Downgrade Sensor to -1/2 km and Communication to -1/10 km
Modified Threat Value:	314
Offensive:	366
Defensive:	327
Miscellaneous:	249

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	Unlimited

97
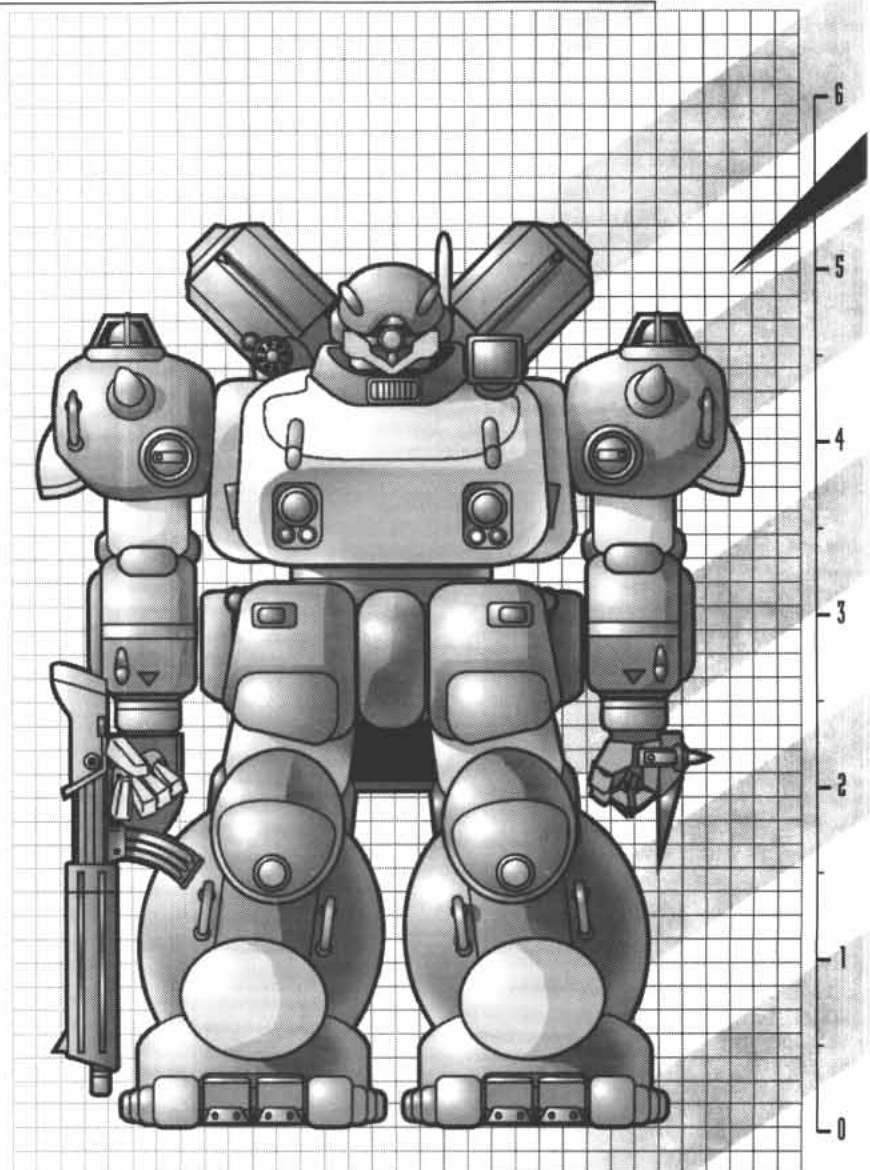
4.6.4 OACS-01H/ENG ENGINEERING COBRA

The *Engineering Cobra* is an all-purpose engineering Gear chassis based on the frame of Territorial Arms' famous support Gear. It is a somewhat basic machine designed to enhance a worker's lifting capacity and performance on heavy duty jobs, such as construction and ammunition handling. Because they are often built from second-hand *Cobra* parts, most *Engineering Cobras* have a reduced damage capacity. In addition, the head unit and reinforced armor plates that normally protect the cockpit have been removed to cut costs. However, additional crashbars have been mounted on the body to prevent damage from the minor collisions caused by engineering work. The *Engineering* model also features searchlights placed atop each shoulder, a standard set of all-purpose claws for rough manipulation and an alternate engine with a secondary cooling tower designed to provide additional power to arm-mounted tools. These tool arms are modular and can be refitted with a variety of extensions, including magnetic clamps, chainsaws or mining drills.

The first *Engineering Cobras* were designed as ad-hoc units during the War of the Alliance. In fact, *Engineering Cobras* were often cobbled together from remnants of destroyed *Cobras* that had suffered heavy damage during the war's early phases. They were immediately put to work building fortifications and revetments to protect vulnerable Terranovan positions. The *Engineering* performed well and became a standard unit in TN 1921, although most models still use second-hand chassis from decommissioned *Cobras*. The *Engineering Cobra* has become the South's standard military heavy lifting engineering machine, serving alongside the *Stone Mason*. It can now be found on most MILICIA construction sites and many Southern armies have a few to load and off load material. The Gear's parts are fully interchangeable with the *Spitting Cobra*, which helps to extend the machine's service time. The modular design also means that modifications to the basic model, including chain-cutter equipped logger models, combat units featuring light machineguns and an armored crew compartment, foreman models with improved electronics and demolition units, are simple and quite common.

Vehicle Specifications

Code name:	Engineering Cobra
Production code:	OACS-01H/ENG
Production type:	Mass Production
Cost:	40,714 dinars
Manufacturer:	Territorial Arms
Use:	field engineering Gear
Height:	5.0 meters
Width:	4.0 meters
Average armor thickness:	68 mm
Armor material:	armoplast
Standard operational weight::	8760 kg
Primary Movement Mode:	Walk (36 kph)
Secondary Movement Mode:	Ground (61 kph)
Deployment Range:	400 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-1500TC/A V-engine
Horsepower:	940 Hp

Modifications

Add:	Tool Arms x 2 (Rating 8, cannot punch), Searchlight (FF, 50 m), Exposed Crew Compartment
Remove:	All Weapons, Manipulator Arms, Reinforced Crew Compartment
Change:	Change Top Speeds to 36/61 kph, Sensors to -2/2 km, Communication to -1/10 km, Base Armor to 19
Modified Threat Value:	114
Offensive:	0
Defensive:	274
Miscellaneous:	67

Vehicle Availability

Availability Threshold:	5
Maximum Number of Units on the Field:	5
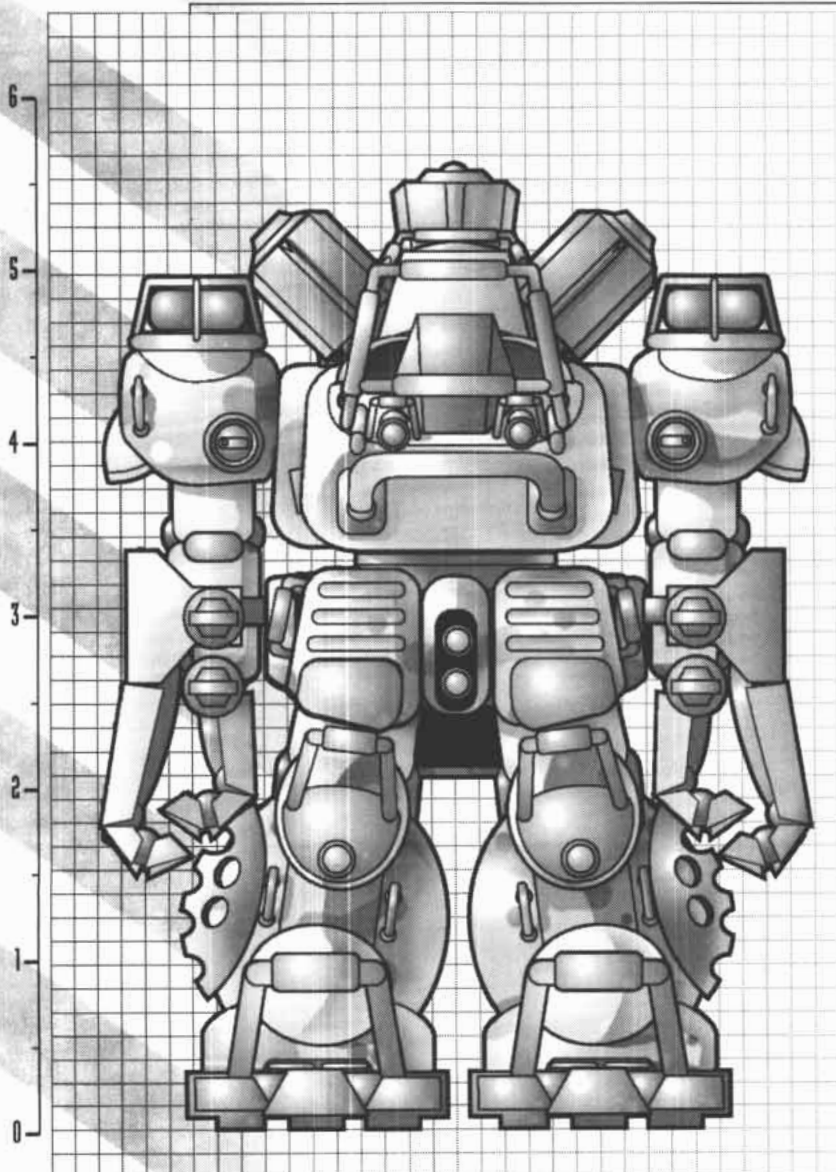
4.6.5 OACS-01H/FLM FLAMMCOBRA

The *Flammcobra* was developed as an area-denial vehicle capable of more diverse operational roles than the dedicated anti-infantry *Flammjäger* which entered service during the War of the Alliance. Armed with many powerful incendiary weapons, the *Cobra* is capable of laying down enormous barriers of fire that both Northern Gears and infantry have great difficulty penetrating. The *Flammcobra* wields improved versions of the weapons of the *Flammjäger*, including the deadly Firemoth-17 manipulator-held flamer and a Vogel-130 incendiary rocket pod. A back-mounted Vogel-220H heavy incendiary rocket pack adds devastating punch, while the torso-mounted MGU-77 minigun provides anadditional anti-personnel defense. Like the *Flammjäger*, the *Flammcobra* features a fire-resistant web covering on all articulations and a few emergency coolant charges and medical supplies if the cockpit were to be compromised.

The *Flammcobra* was released in TN 1927 and deployed into the Republican Army, Southern MILICIA and (in a more limited fashion) in other Southern forces. Although it is well suited to its intended role, the Gear has proven to be useful at tasks other than area denial. More often than not, the Gear is in the hands of a field engineer, using the incendiaries to burn a quick path through foliage for tanks to follow. Military *Flammcobra* pilots themselves are usually a wild, unstable bunch who think that the military has little use for them or their machines. Often they feel they are given menial chores, like clearing jungle or razing a rover camp. When actual combat starts, however, they are respected far more than their *Flammjäger* counterparts since their machines are more than capable of damaging even the heaviest Northern Gears with incendiaries. Tactically, the Vogel-220H rockets are used to set fire traps, a tactic in which the enemy is forced into the open by saturation napalm bombardment. The *Flammcobra* is best deployed along with more traditional battlefield models because it is less effective in straight vehicular combat, although its various rockets are powerful enough to pose a serious threat even if its flamer is not.

Vehicle Specifications

Code name:	Flammcobra
Production code:	OACS-01H/FLM
Production type:	Mass Production
Cost:	415,929 dinars
Manufacturer:	Territorial Arms
Use:	area-denial Gear
Height:	5.0 meters
Width:	4.0 meters
Average armor thickness:	90 mm
Armor material:	armoplast w/ceramic
Standard operational weight:	8895 kg
Primary Movement Mode:	Walk (35 kph)
Secondary Movement Mode:	Ground (62 kph)
Deployment Range:	400 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-1500TC/A V-engine
Horsepower:	940 Hp

Modifications

Add:	MFL (F, 30 shots), IRP/30 (F, 30 rockets), HIRP/48 (F, 48 rockets), Emergency Medical, Fire Resistant, Hazardous Fuel/Ammo Containment
Remove:	HRP, MRP, LGM, HAC
Change:	n/a
Modified Threat Value:	647
Offensive:	1374
Defensive:	327
Miscellaneous:	239

Vehicle Availability

|	
Availability Threshold:	7
Maximum Number of Units in the Field:	2

4
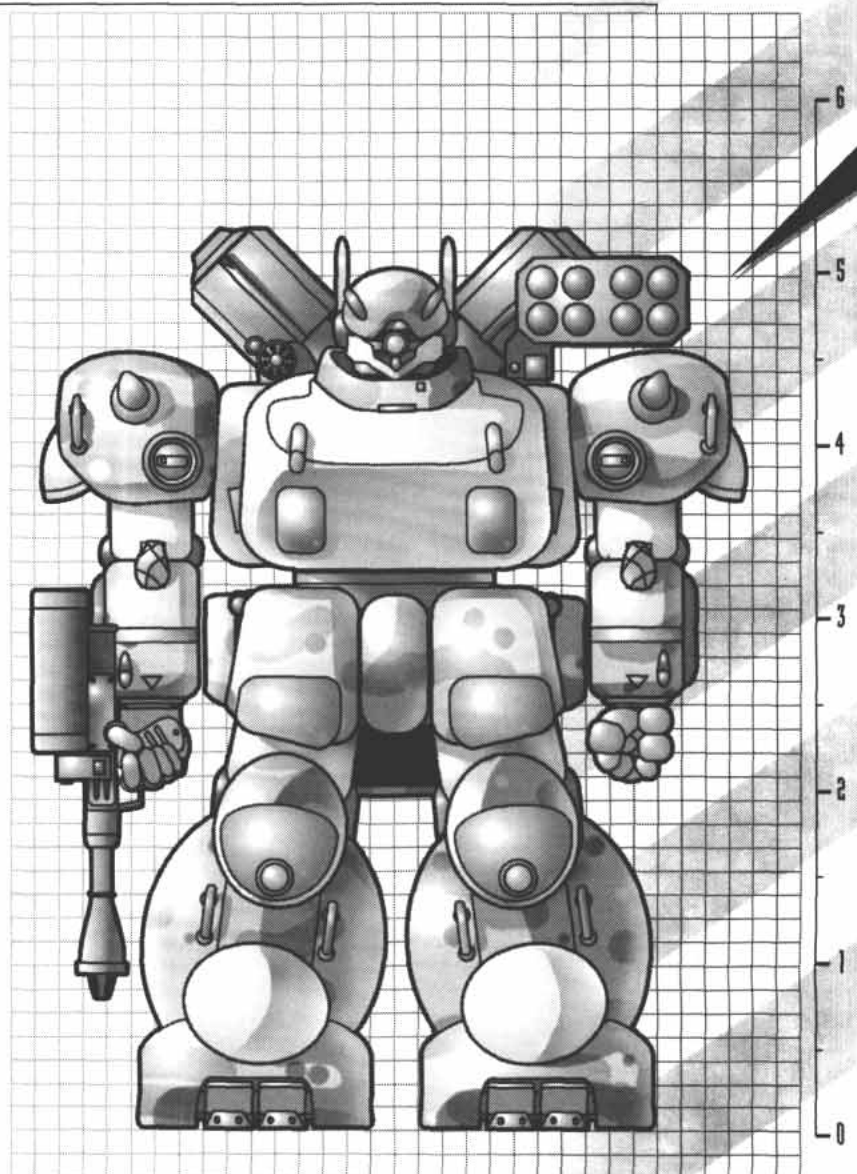
4.6.6 OACS-01H/OU RAZOR FANG COBRA

Like the *Jäger Command* and the *Razor Fang Black Mamba*, the *Razor Fang Cobra* is a relatively simple command and control version of its standard Gear chassis. The release of a command model was not originally anticipated by Territorial Arms because of the *Spitting Cobra's* fire-support role, but modifications began to be made in the field during the War of the Alliance. The impressive pilot safety record of the *Spit* made it a strong candidate to protect valuable junior officers in combat, and these same lieutenants and sous-lieutenants began to jury-rig improved communications systems. Improved electronics proved quite valuable in the field, because they made the long-range weapon of the *Spitting Cobra* more effective: *Razor Fang Cobra* pilots could cut through enemy ECM to receive target coordinates and could detect camouflaged targets at long range. When the *Razor Fang* was officially released by Territorial Arms in TN 1921, additional changes were made: the whole electronics array was improved, incorporating the Obelisk Electronics MERIT-3150 C system which included extended range communications and sensors. A Tel-Sat 1200 satellite uplink was added on the *Razor Fang Cobra's* shoulder, replacing the FSRP-36 rocket pod. Otherwise, the weapons systems of the *Razor Fang* remain the same as the standard *Spit*. The addition of sensitive listening and communications equipment does render the electronics of the Gear more vulnerable to battle damage, but this is a small price to pay.

The *Razor Fang Cobra* has entered relatively wide distribution in fire-support and heavy assault Gear units. Usually, the *Razor Fang* is piloted by a section commander or company communications officer who relays commands and messages for the unit as a whole. As a communications platform, the *Razor Fang* allows the section or company to receive requests for fire support from across the battlefield and to transmit their own requests via satellite to distant command centers. The satellite uplink also makes long-range deployment of the Gear more feasible.
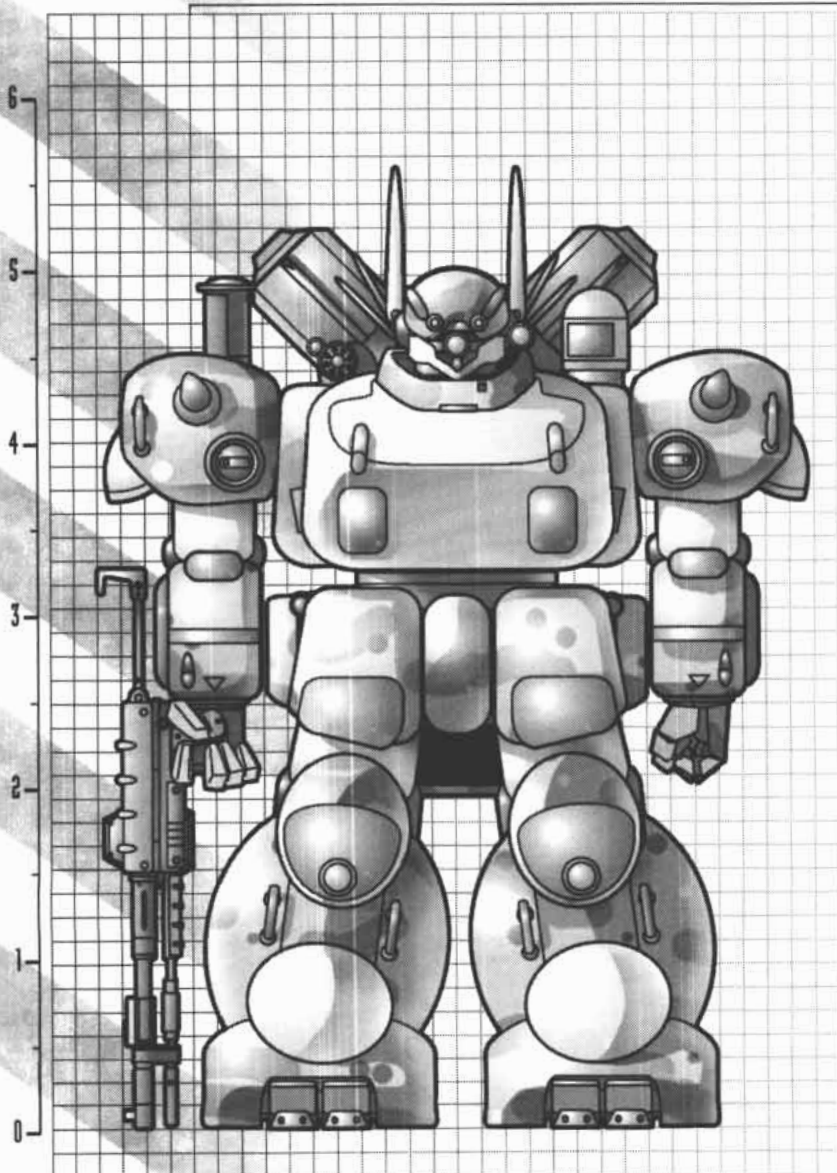
Vehicle Specifications

Code name:	Razor Fang Cobra
Production code:	OACS-01H/OU
Production type:	Mass Production
Cost:	475,714 dinars
Manufacturer:	Territorial Arms
Use:	officer use Gear
Height:	5.0 meters
Width:	4.0 meters
Average armor thickness:	90 mm
Armor material:	armoplast w/alloy and ceramic
Standard operational weight:	8915 kg
Primary Movement Mode:	Walk (35 kph)
Secondary Movement Mode:	Ground (62 kph)
Deployment Range:	400 km
Sensor Range:	80 hexes/4 km
Communication Range:	600 hexes/30 km
Powerplant:	WV-1500TC/A V-engine
Horsepower:	940 Hp

Modifications

Add:	Satellite Uplink, Exposed Auxiliary Systems
Remove:	MRP/18
Change:	Upgrade Sensors to +1/4 km, Communication to +2/30 km
Modified Threat Value:	740
Offensive:	1468
Defensive:	327
Miscellaneous:	424

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	2

4.6.7 OACS-01H/ART-A SLASHING COBRA

The *Spitting Cobra* was designed as both an assault and fire-support Gear and most of its variants highlight one of these two functions. The *Support Cobra*, developed during the War of the Alliance, was designed to be the ultimate fire-support machine, wielding a potent LTV-28 field gun as its main weapon. Despite the power and range of the LTV-28, however, its simple tube format made the *Support* somewhat imprecise and Southern commanders requested a similar vehicle capable of firing guided weapons. Territorial Arms responded in TN 1926 with the release of the *Slashing Cobra*. Still based on the successful *Cobra* chassis, the *Slashing* does not feature the *Support's* LTV-28, but instead uses an ATML-6 anti-tank missile launch system. The system, despite being housed in two paired missile pods on each shoulder, uses a single firing computer and targeting system. The missile system required the removal of the standard FSRP-36 rocket pod and MGU-77 minigun from the *Cobra* chassis, and the back-mounted SCRP-98 rocket pod was removed as well to lighten the load. Defensive capabilities were assured by keeping the standard MR60 autocannon and by the inclusion of a back-mounted Rucker Group Bouclier-14 anti-missile system. To ensure continued mobility (and to reflect the Gear's second-line deployment), the armor was reduced slightly.

The *Slashing Cobra* has proven to be a worthy companion to the *Support Cobra*. Although the range of its SCRP missiles is only half that of the *Support's* LTV-28 gun, the ability to receive laser designation data makes the *Slashing* quite precise in action. The reliance on laser designation, however, does make the Gear somewhat less versatile, requiring scout units to go ahead to tag targets before it opens fire. The *Slashing Cobra* is hence more common in favored units that feature large amounts of high-technology weapons, while the *Support Cobra* can be found in a wide variety of units. The most effective deployment is alongside the *Support* — or other unguided fire-support units — with skilled observers leading the way.

Vehicle Specifications

Code name:	Slashing Cobra
Production code:	OACS-01H/ART-A
Production type:	Mass Production
Cost:	931,071 dinars
Manufacturer:	Territorial Arms
Use:	fire-support Gear
Height:	5.0 meters
Width:	4.0 meters
Average armor thickness:	75 mm
Armor material:	armoplast w/alloy and ceramic
Standard operational weight:	8700 kg
Primary Movement Mode:	Walk (35 kph)
Secondary Movement Mode:	Ground (65 kph)
Deployment Range:	400 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-1500TC/A V-engine
Horsepower:	940 Hp

Modifications

Add:	ATM (F, 6 missiles), Anti-Missile System (Rating 2, 60 ammo)
Remove:	MRP, HRP, LMG, LGM
Change:	Upgrade Ground Speed to 6/11 (65 kph), Downgrade Base Armor to 19
Modified Threat Value:	1185
Offensive:	2538
Defensive:	275
Miscellaneous:	743

Vehicle Availability

Availability Threshold:	7
Maximum Number of Units in the Field:	2
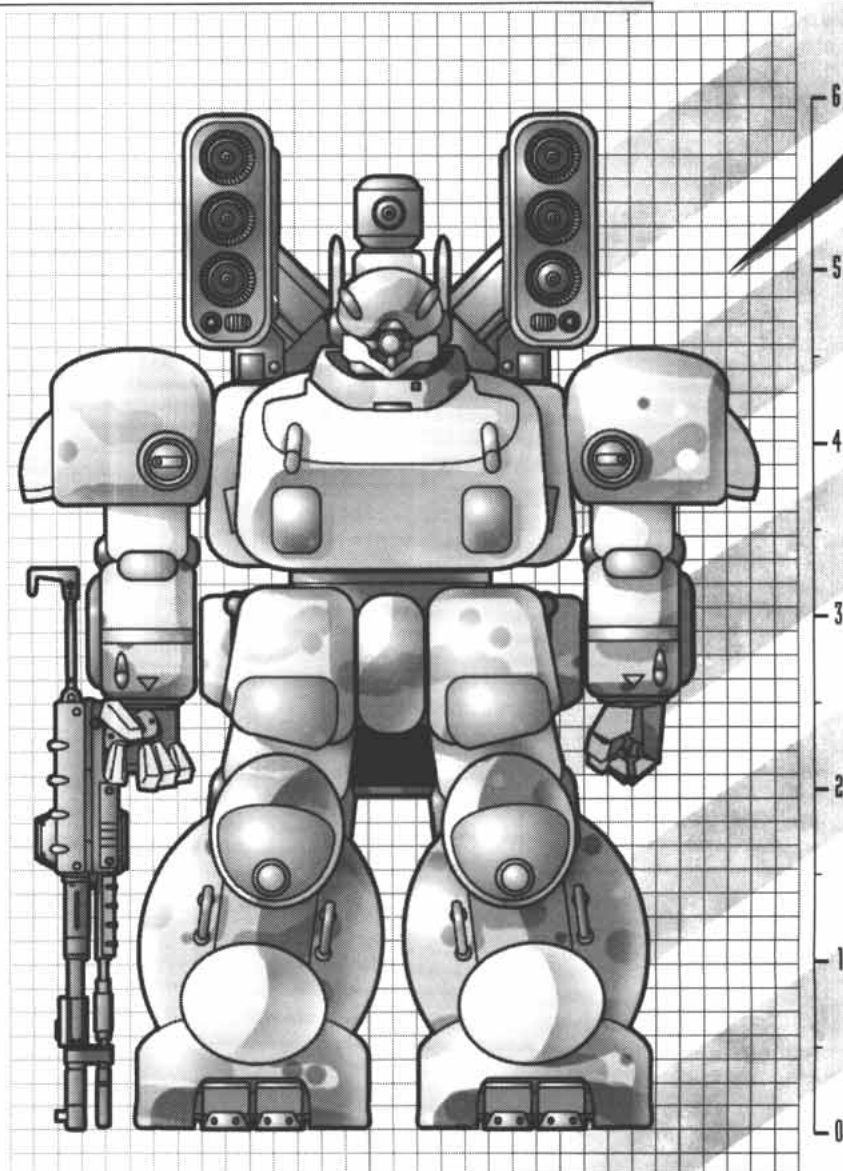
4.6.8 OACS-01H/AS STRIKING COBRA

The *Striking Cobra* was developed by Territorial Arms with the express goal of displacing the Dynamic Systems *Black Adder* from the heavy-assault/anti-armor niche. TA has long contended that the *Black Adder* was developed by Dynamic thanks only to industrial espionage carried out while Dynamic and TA cooperated on the development of the *Sidewinder* general-purpose Gear. Dynamic has always denied these charges, but TA has remained committed to driving the successful *Adder* into obscurity. To do so, the engineers limited themselves to changes to the weapons systems of the Gear — along with a mild re-engineering of the balance system to guard against decreased performance — and replacing the standard WV-1500TC/A V-engine with a WV-1800TC/Z, which delivers more horsepower. The main weapon of the *Striking* is the a LRB-17 bazooka that, while not as powerful as the *Adder's* SRWI 90 mm assault gun, provides twice the range and three times the ammunition capacity thanks to a clip-based loading system. A Vogel-36 rocket pod adds additional punch to the *Striking*, while the MGU-77 minigun of the basic *Cobra* is maintained for point-defense.

The *Striking Cobra* has yet to displace the *Black Adder* in its chosen field of tank-hunting, but as a more general heavy-assault model it has become the premier Southern Gear. Northern commanders historically employ speed rather than fire-power in their strike models (such as the *Strike Cheetah*), but the success of the *Striking* during the War of the Alliance seems to have alerted them to other possibilities. Indeed, the combination of endurance, mobility and firepower wielded by the *Striking* became the only reliable stop to the advance of Colonial hovertank columns in the early stages of the war. The success of the *Striking* is thought to have inspired the design of the Northern *Assault Grizzly* and the Territorial Arms Skunk Works *King Cobra*. The *Striking Cobra* can now be found in most heavy assault units and its has recently become more numerous than the *Black Adder*, cementing Territorial Arms' supremacy in Southern military Heavy Gear production.
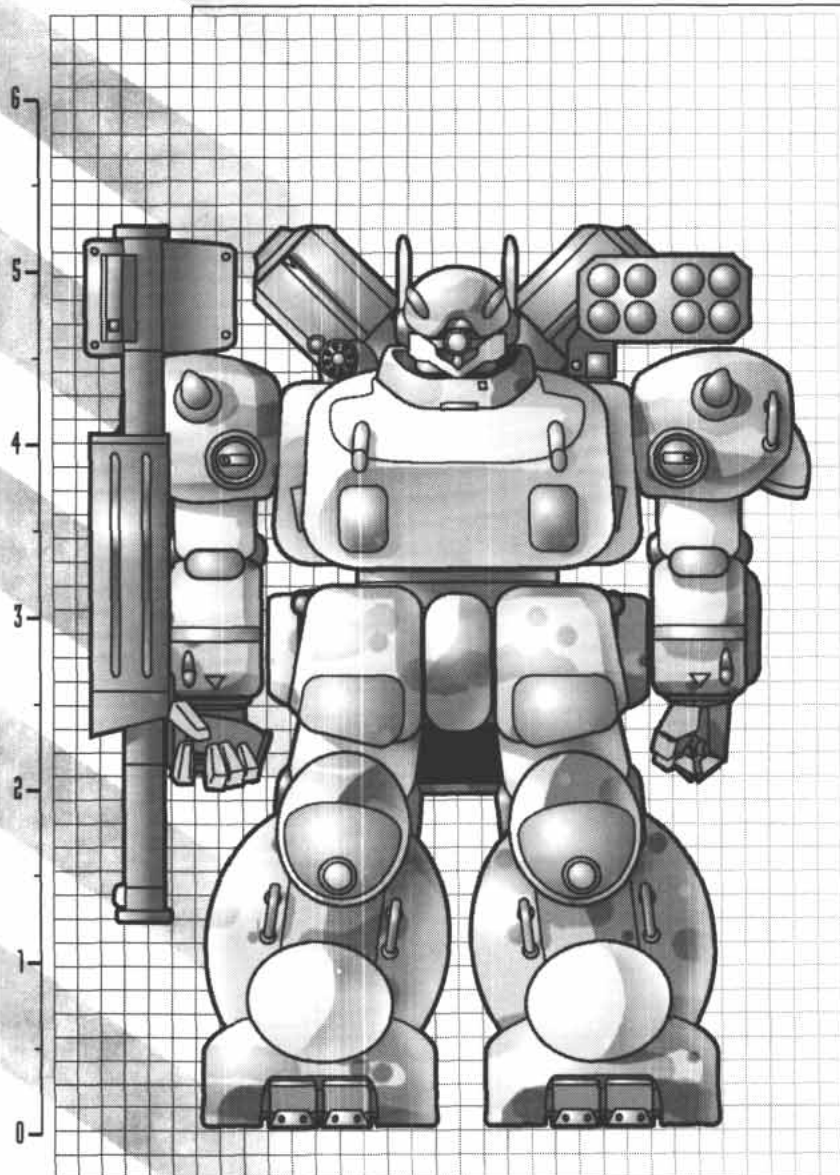
Vehicle Specifications

Code Name:	Striking Cobra
Production code:	OACS-01H/AS
Production type:	Mass Production
Cost:	305,143 dinars
Manufacturer:	Territorial Arms
Use:	heavy assault Gear
Height:	5.0 meters
Width:	4.0 meters
Average armor thickness:	90 mm
Armor material:	armoplast w/ alloy and ceramic
Standard operational weight:	8868 kg
Primary Movement Mode:	Walk (35 kph)
Secondary Movement Mode:	Ground (62 kph)
Deployment Range:	400 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-1800TC/Z V-engine
Horsepower:	995 Hp

Modifications

Add:	MBZK (F, 30 shells)
Remove:	HAC, HRP/48, LGM
Change:	n/a
Modified Threat Value:	534
Offensive:	1109
Defensive:	327
Miscellaneous:	167

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	Unlimited

4.6.9 OACS-O1H/ART SUPPORT COBRA

One of the great advantages of the hovertanks employed by the Colonial Expeditionary Force during their failed invasion of Terra Nova was the vehicles' great speed, which allowed them to zero in on lumbering heavy artillery positions long before these batteries could use their deadly firepower. Mobile artillery became a critical necessity during the war and Territorial Arms designed the *Support Cobra* to answer just this need. Able to maintain the typical mobility of the *Spitting Cobra*, the *Support* proved to be a very efficient solution because it could move between shots regardless of the battlefield conditions. The usual armament of the *Spitting Cobra* was replaced by one more suited to long-range support. The Gear's main firepower comes from a backpack-mounted LTV-28 56 mm field gun, a weapon with both a high adaptability and a powerful punch for its reduced size. A drum-fed, arm-mounted 45 mm Junglemower-10 heavy autocannon has proven to be highly effective against both armored units and enemy infantry, and the *Spit*'s torso-mounted, rapid-firing MGU-77 minigun was left in place for point-defense.

During the War of the Alliance, *Support Cobras* typically operated in small bands that included one or more spotting units, usually an *Iguana* or *Basilisk*, but sometimes a light jeep. These cadres wandered the battlefield, always staying hidden behind hard cover and lobbing their shells on the attacking Earth forces. When an overconfident hunter-killer hovertank or GREL unit found them, the *Support Cobras* could usually easily defend themselves with their Junglemower autocannons. Although the *Support* proved to be very effective during the War of the Alliance, the continued usefulness of such a machine is controversial. Some of them are still in service, but they have not seen action for a very long time. They are very costly to operate and maintain because they have many fragile systems and eat ammo at an amazing speed. One stopgap measure has been to replace the expensive (and ammunition hungry) Junglemower model autocannon with the standard *Spitting Cobra* MR60 model.

Vehicle Specifications ▼

Code Name:	Support Cobra
Production code:	OACS-01H/ART
Production type:	Mass Production
Cost:	268,286 dinars
Manufacturer:	Territorial Arms
Use:	long range fire support Gear
Height:	5.0 meters (6.0 m w/ VLFG)
Width:	4.0 meters
Average armor thickness:	90 mm
Armor material:	armoplast w/ alloy and ceramic
Standard operational weight:	8990 kg
Primary Movement Mode:	Walk (35 kph)
Secondary Movement Mode:	Ground (62 kph)
Deployment Range:	400 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-1500TC/A V-engine
Horsepower:	940 Hp

Modifications ▼

Add:	VHAC (F, 40 shells), VLFG (FF, 12 shells)
Remove:	HAC, MRP/18, HRP/48, LGM
Change:	n/a
Modified Threat Value:	452
Offensive:	862
Defensive:	327
Miscellaneous:	167

Vehicle Availability ▼

Availability Threshold:	8
Maximum Number of Units in the Field:	4
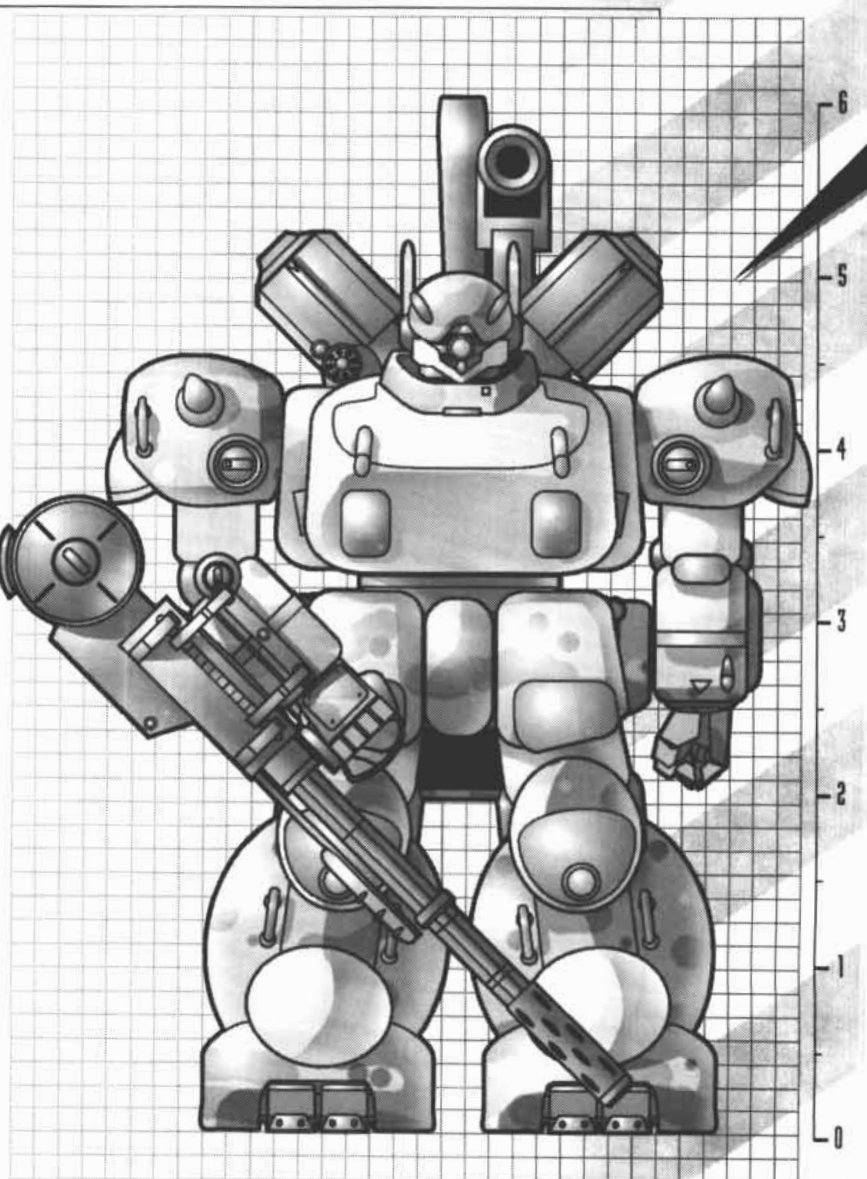
4.7 OACS-12H/AS KING COBRA

The *King Cobra* could be considered the most powerful Gear ever produced. A heavily modified version of the *Spitting Cobra*, it was a machine born out of the fire of the War of the Alliance to face the heavy hovertanks and infantry of the invasion force. The *King Cobra's* mission is the exact opposite of that of the standard *Spit*: it is a machine conceived to punch through enemy lines and engage in close combat. It has heavily reinforced armoplast armor designed to give maximum protection to its vital systems, giving the large machine an even more bulky appearance; the long front armor skirts and massive rounded shoulders make the *King Cobra* seem indestructible. Armor improvements are not simply cosmetic, however. Additional layers of metal-alloy and ceramic composite armor were also added to improve the *King's* resistance to High Energy Anti-Tank (HEAT) weapons. Its enormous WV-2500TC/x V-engine makes it just as fast as other machines, even with its monstrous weapon and armor load. The *King* is also equipped with improved electronics, including an Obelisk Electronics FirePoint communications system allowing for clear contact over 18 kilometers.

Produced by Territorial Arms Skunk Works, the *King Cobra* was given a frightening and varied array of weaponry — too varied, according to the machine's detractors. The *King's* main weapon is the advanced Southern Republic Weapon Industries PA-2X Particle Accelerator, an 8 MW particle weapon designed to damage a target with both impact and secondary shock effects. This system is backed up by a shoulder-mounted Vogel-H2 71 rocket pod and a back-mounted FLRP-74 82 mm rocket rack, the latter giving the machine long-range hitting power as well. A TA-12 60 mm guided mortar also provides medium range firepower. A SRWI G-11 20 mm gatling autocannon mounted on the right shoulder, effective against both vehicles and infantry, replaces the *Spit's* MGU-77 minigun. Multiple melee weapons such as knuckle plates, hand grenades and a large vibromachete round out the weapon payload. This arsenal makes the *King Cobra* among the most frightening sights seen on the modern battlefield.
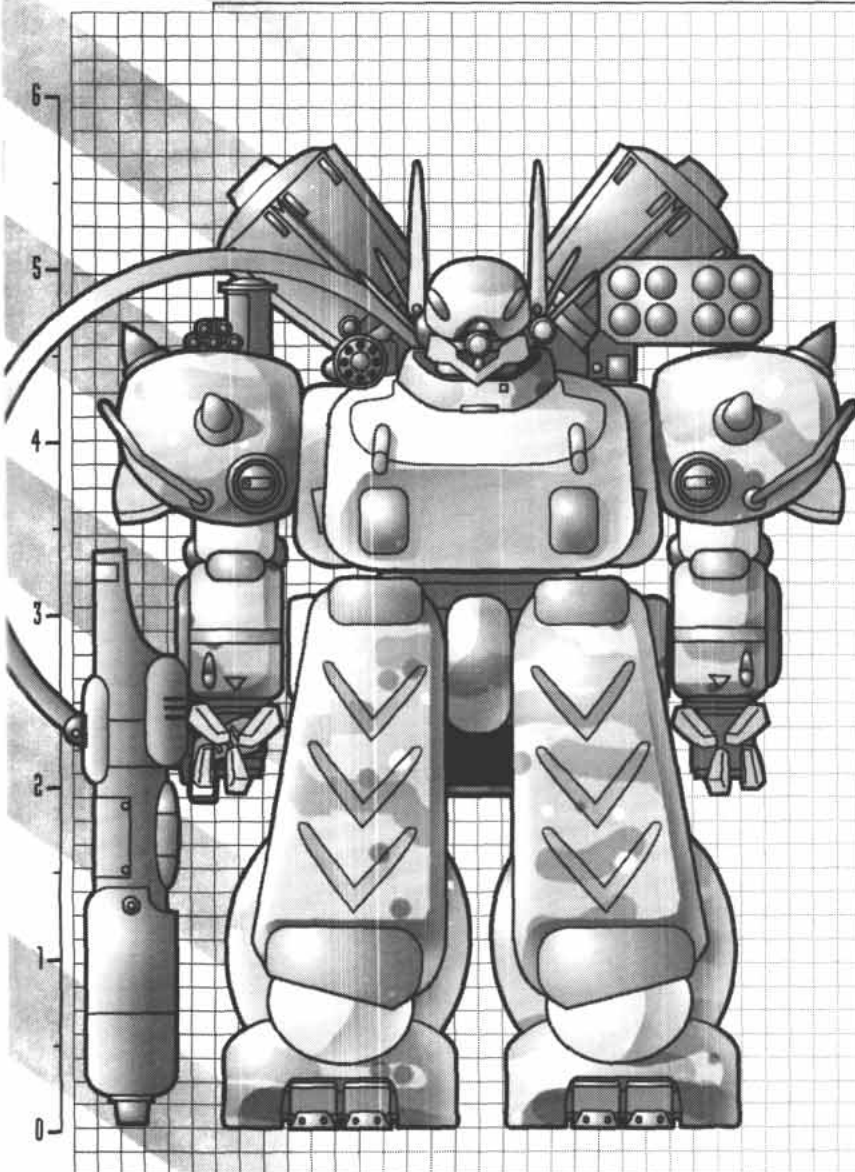
Vehicle Specifications

Code name:	King Cobra
Production code:	OACS-12H/AS
Production type:	Limited Production
Cost:	3,142,857 dinars
Manufacturer:	Territorial Arms Skunk Works
Use:	heavy assault Gear
Height:	5.2 meters
Width:	3.7 meters
Average armor thickness:	92 mm
Armor material:	armoplast w/alloy and ceramic
Standard operational weight:	10,120 kg
Primary Movement Mode:	Walk (36 kph)
Secondary Movement Mode:	Ground (67 kph)
Deployment Range:	400 km
Sensor Range:	40 hexes/2 km
Communication Range:	360 hexes/18 km
Powerplant:	WV-2500TC/x V-engine
Horsepower:	1055 Hp

Weapon Payload

Name	Ammunition Payload
SRWI PA-2X Accelerator	12 shots
Vogel-H2 71 mm Rocket Pod	36 rockets
FLRP-74 82 mm Rocket Rack	24 rockets
SRWI G-11 20 mm Gatling Gun	120 shells
TA-12 60 mm Guided Mortar	10 shells
HLB-16 AP Grenade Launcher	6 grenades
Hand Grenade	6 grenades
KCS-1 Vibromachete	-
Reinforced Knuckle Plates	-

SERVICE RECORD

The *King Cobra* was developed during the closing weeks of the War of the Alliance by a team of specialists working around the clock at the Territorial Arms Skunk Works laboratories in Timbuktu. Unfortunately, the machine arrived too late to have a significant effect on the course of the conflict, but when it did engage in battle it often helped turn the tide. Because *King Cobras* were extremely expensive and relatively few in number, they were only assigned to veteran pilots. The *King* has continued to be plagued by these problems of expense and low-production and is a rarity on the battlefield. The few *Kings* actually part of front-line combat units are often deployed in the leading edge of an assault. Not only are their arsenals deadly, but the psychological effect of so dreaded a Gear can do much to break enemy defenses. Since the war, the *King Cobra* has only seen active combat a few times, most notably during a highly publicized punitive expedition against rovers in the savannah just north of the Southern Republic. The expedition was a response to the assault on a malfunctioning stalled maglev train that claimed the lives of several well-known Republican celebrities and was designed primarily to keep the Republican population satisfied that vengeance had been taken.

Many military experts see the *King Cobra* design as more of a propaganda and morale tool than a viable weapons system. Indeed, the fearsome aspect of the *King Cobra* seems expressly designed to go onto recruiting posters for the MILICIA and the Republican Army and many of these banners can be seen across the AST. The presence of the *King* in MILICIA advertising is seen by many as a bitter reminder of the position the AST armed forces have in the Republican list of priorities. Despite its presence in these ads, however, the *King* is an extremely rare sight in MILICIA forces, with almost all the Gears actually serving in the more prestigious Republican Army. Even there, the Gear seems to serve as a walking propaganda tool, serving alongside the *Fer-de-Lance* in the SRA's 1st Gear Regiment — the *Pride of the Republic* — or acting as a ceremonial guard at Gamma Bases or command centers. Nonetheless, the *King Cobra* has spawned at least one variant and others are said to be in the planning stages.

General Stats

Threat Value:	1100
Offensive:	2056
Defensive:	331
Miscellaneous:	913
Size:	7
Original Default Size:	10
Indv. Lemon Dice:	2
Crew:	1
Bonus Actions:	0

Movement

Primary Movement Mode:	Walk
Combat Speed:	3
Top Speed:	6
Secondary Movement Mode:	Ground
Combat Speed:	6
Top Speed:	11
Maneuver:	-1

Electronics

Sensors:	0
Communications:	+1
Fire Control:	0

Armor

Light Damage:	21
Heavy Damage:	42
Overkill:	63

Vehicle Availability

Availability Threshold:	9
Maximum Number of Units in the Field:	2

SOUTHERN COMBAT VEHICLES

Weapons Summary

Name	Code	Fire Arc	Qty	Ammo
SRWI PA-2X Accelerator	LPA	Forward	1	12
Vogel-H2 71 mm Rocket Pod	MRP/36	Forward	1	36
FLRP-74 82 mm Rocket Rack	HRP/24	Forward	1	24
SRWI G-11 20 mm Gatling Gun	LAC	Fixed Forward	1	120
TA-12 60 mm Guided Mortar	LGM	Forward	1	10
HLB-16 AP Grenade Launcher	APGL	Fixed Forward	1	6
Hand Grenade	HG	Forward	1	6
KCS-1 Vibromachete	VB	Forward	1	-
Reinforced Knuckle Plates	CR	Forward	1	-

Perks

Name	Rating	Game Effect
HEAT-Resistant Armor	6	Add to Armor against HEAT weapons
Hostile Environment Protection	-	Desert
Improved Rear Defense	-	Reduce penalty for back defense
Manipulator Arm x 2	7	Can punch
Reinforced Armor	2	Front
Reinforced Crew Compartment	-	Absorb first "Crew" hit

Flaws

Name	Rating	Game Effect
Large Sensor Profile	1	Easier to detect

Defects

Name	Rating	Game Effect
None	-	-

Weapon Location Diagram

A	SRWI PA-2X Accelerator
B	Vogel-H2 71 mm Rocket Pod
C	FLRP-74 82 mm Rocket Rack
D	SRWI G-11 20 mm Gatling Gun
E	TA-12 60 mm Guided Mortar
F	HLB-16 AP Grenade Launcher
G	Hand Grenade (not shown)
H	KCS-1 Vibromachete (not shown)
I	Reinforced Knuckle Plates (not shown)

Typical Camouflage

Desert 1   Desert 2   Broken Ground   Pattern-Breaker 1
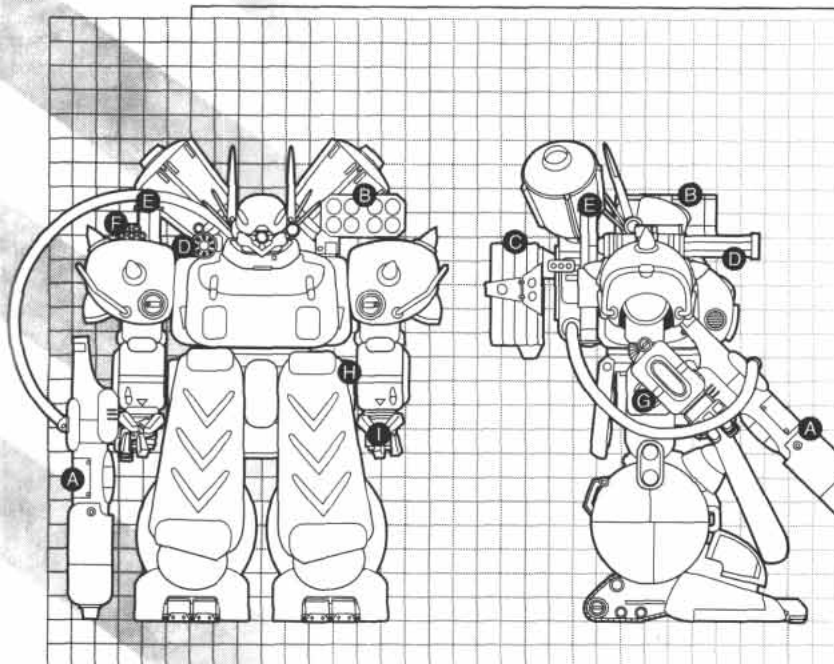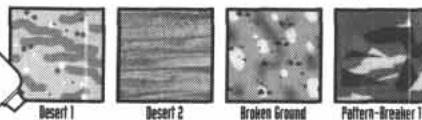
4.7.1 OACS-12H/FS HOODED COBRA

The *Hooded Cobra* was released by Territorial Arms as an attempt to make a more popular model out of the *King Cobra*. Although the *King* is devastating on the battlefield, it is sometimes accused of being too much of a good thing. Virtually filled to the brim with weaponry, it seems to have no definable battle-function, despite its supposed assault profile. The *Hooded Cobra*, on the other hand, was designed as a dedicated long-range combat specialist. The *Hooded* is stripped of the *King's* SRWI PA-2X particle cannon and given a long-range SRWI LZ-213 manipulator-held laser cannon with excellent accuracy and range. The modification is quite easy since both weapons have similar power requirements. Similarly, the standard FLRP-74 82mm is maintained and the Vogel-H2 71 mm rocket pod is simply downgraded to the *Spitting Cobra's* standard FSRP-36 model. The rest of the modification are more complex, however. Indeed, the entire torso is reworked with improved anti-HEAT armor to provide additional protection against long-range weapons such as lasers and missiles. To further improve laser defense a second HLB-16 anti-personnel grenade launcher is added, and both are equipped with anti-laser aerosol ammo. The electronics for the *Hooded* is slightly reduced, with its communications system simply matching the capabilities of the *Spitting Cobra*.

The release of the *Hooded Cobra* was met with appreciation by the units who received them, but by controversy on the market. Indeed, the *Hooded's* "new" cockpit assembly and sensor head design are seen by many as a copy of the Mandeers Heavy Industries *Python* and its use has brought back many of the old legal battles between TA and Mandeers over the *Spitting Cobra* design. The flat denial of wrongdoing by TA's legal experts and by members of the *Hooded Cobra* design team has not made them very popular with industry-watchers. The designers' image was further harmed when the *Hooded* was given a fire support identification code by the Southern military despite its distinct combat role.

Vehicle Specifications

Code name:	Hooded Cobra
Production code:	OACS-12H/FS
Production type:	Limited Production
Cost:	2,991,429 dinars
Manufacturer:	Territorial Arms
Use:	long-range combat Gear
Height:	5.2 meters
Width:	3.7 meters
Average armor thickness:	92 mm
Armor material:	armoplast w/alloy and ceramic
Standard operational weight:	10,120 kg
Primary Movement Mode:	Walk (36 kph)
Secondary Movement Mode:	Ground (67 kph)
Deployment Range:	400 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-2500TC/x V-engine
Horsepower:	1055 Hp

Modifications

Add:	APGL (FF, 6 shots, Anti-Laser Aerosol), LLC (F, 40 shots), MRP/18 (F, 18 rockets)
Remove:	LAC, LPA, LGM, MRP/36
Change:	Upgrade HEAT Armor to Rating 8, downgrade Communications to 0/10 km, change APGL ammo to Anti-Laser Aerosol.
Modified Threat Value:	1047
Offensive:	1844
Defensive:	331
Miscellaneous:	967

Vehicle Availability

Availability Threshold:	9
Maximum Number of Units in the Field:	1
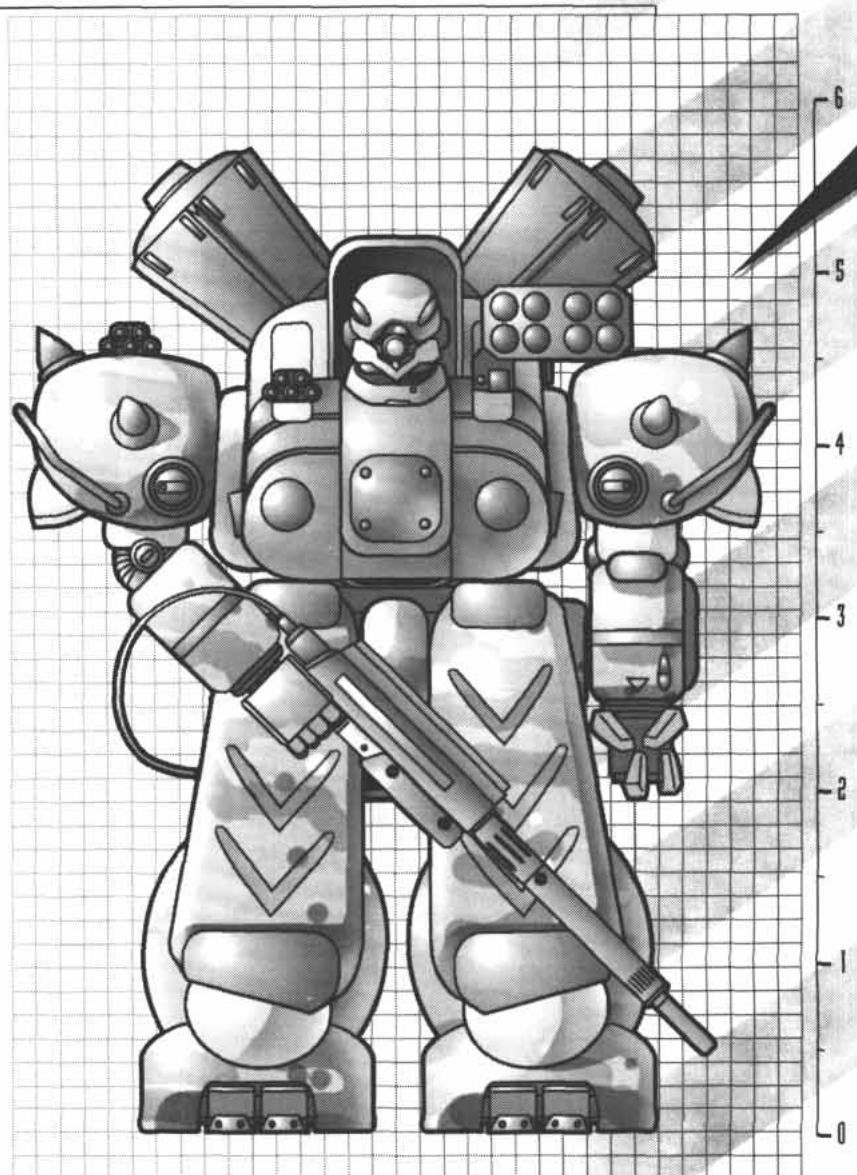
4.8 OACS-03L/SC ANOLIS

The *Anolis* was one of Territorial Arms' earliest attempts at designing a dedicated reconnaissance Gear. Starting from the experience garnered with the *Jäger* and its various bastardized scout offspring, the engineers of Design Team A12 started laying down plans for a highly mobile machine capable of scouting deep into enemy territory. The first simulated test results of the XALV-01 *Anolis* prototype were promising, though the electronic bay had a nasty tendency to overheat and short out half the sensor and communication circuitry. This problem stemmed from extreme miniaturization required by the very small size of the *Anolis'* sensor head. The goal of the design team was to push the envelope of Gear design, especially in the field of electronics: the new forward-mounted head pod design (which would later be used in the *Iguana*) enabled the pilot to remain safely removed from sensitive (and exposed) systems and maintain a lower profile. Unfortunately, the *Anolis* design was somewhat ahead of its time and the head had to be redesigned four times before its overheating problem lessened. A cutoff switch was subsequently installed by many field technicians to temporarily shutdown the electronics should they overheat. The rest of the Gear also featured superior technology, including a highly efficient and compact SV-76988 V-engine, which allowed for an unprecedented deployment range of 800 kilometers, and TAS-9000 actuators, which gave the Gear unparalleled speed and agility. The power ratio of the *Anolis* required that it carry only light armor.

The final ALV-01 *Anolis* (later renamed OACS-03L/SC by the Terranovan field command) was an adequate scout with above-average maneuverability and an incredible operating range. It was also a temperamental beast, prone to shutdown at the worst moment if not treated with the proper care. Because it was primarily a scout, the designers provided the pilot with little in the way of offensive armament: a single DP76 20 mm pack gun and a pair of TA Werg-II 52 mm rocket pods. The two pods could be fired independently or slaved to the same fire control routine to attack a single target.

Vehicle Specifications

Code name:	Anolis
Production code:	OACS-03L/SC
Production type:	Mass Production
Cost:	232,167 dinars
Manufacturer:	Territorial Arms
Use:	scout/recon
Height:	3.9 meters
Width:	3.1 meters
Average armor thickness:	24 mm
Armor material:	armoplast w/alloy
Standard operational weight:	5238 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (76 kph)
Deployment Range:	800 km
Sensor Range:	80 hexes/4 km
Communication Range:	400 hexes/20 km
Powerplant:	SV-76988 V-engine
Horsepower:	390 Hp

Weapon Payload

Name	Ammunition Payload
DP76 20 mm Pack Gun	40 shells
Territorial Arms Werg-II 52 mm Rocket Pod	8 rockets
Territorial Arms Werg-II 52 mm Rocket Pod	8 rockets
Series HH-54 Hand Grenade	1 grenade
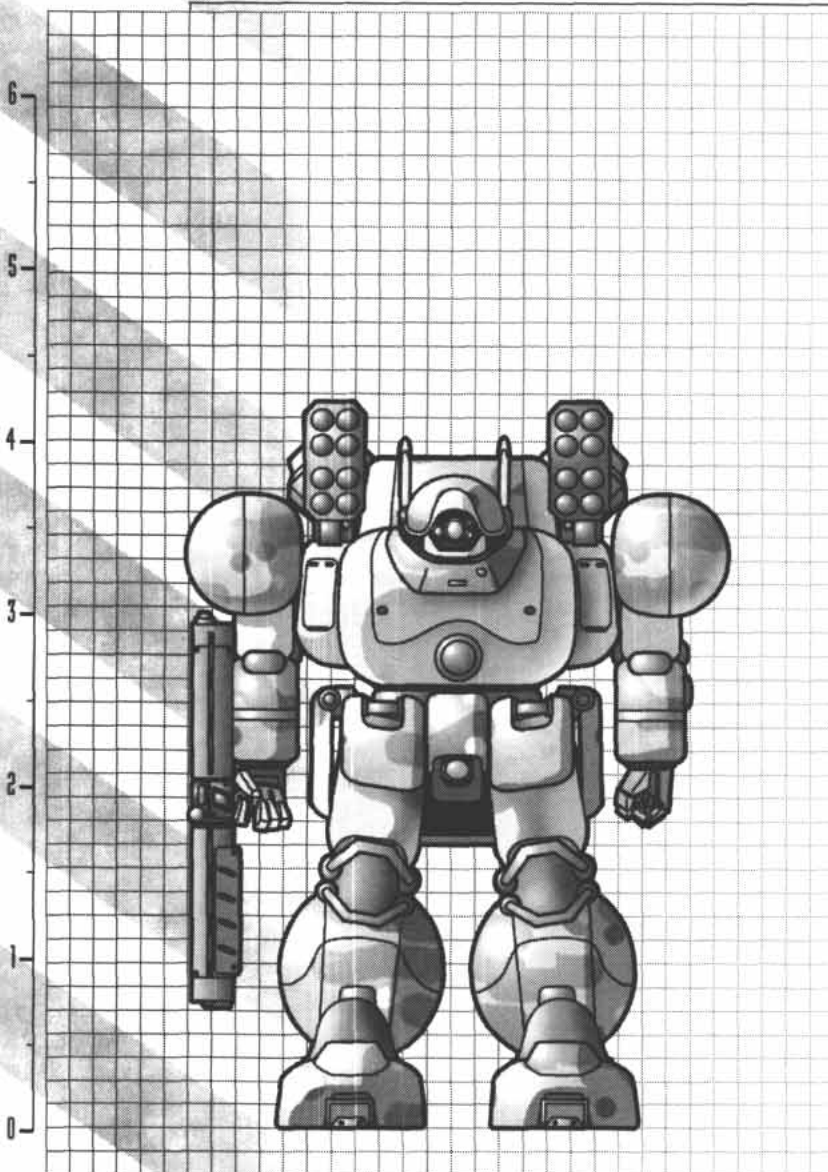
SERVICE RECORD

The release of the *Anolis* in TN 1796 was accompanied by a disproportionate amount of fanfare and is largely remembered as an embarrassment for Territorial Arms. TA presented the machine as the "next step" in Southern Gear evolution and the initial demonstrations were all carefully choreographed to display this aspect of the design. Once the *Anolis* entered the field, however, pilots and military technicians reported dozens of difficulties. The Gear's dangerous habit of shutting down in the middle of a fight often led to high casualties among recon squads, and the *Anolis* soon gained a reputation as a walking death trap. As always, soldiers learned to make due with a hundred-and-one different makeshift solutions were put in place by ingenious technicians to keep *Anolis* pilots alive; nevertheless the chorus of complaints continued unabated at the highest levels. The *Anolis* was officially retired from active service in TN 1839, when the new *Basilisk* was found to be workable as a scout Gear, but even before that date the old *Jäger Recon* was seen by most as a more desirable machine than the *Anolis*.

Since the introduction of the *Basilisk*, the *Anolis* has been common only in truly disfavored units and training regiments of the Republican Army. The Gear is somewhat more common in the conscript regiments of the Southern MILICIA; even there, however, the machine is rare. The only type of regiment in which the *Anolis* can truly be called common, are the civil defense militias of Southern city-states. Territorial Arms has done an impressive job of marketing the problematic Gear to this market, where it serves alongside other "outdated" Gears such as the *Asp* or *Desert Viper*. Territorial Arms has also made some significant sales in the Badlands, especially among the savannah communities covered by the TN 1930 Southern Savannah Regional Defense Pact, which allowed for military cooperation between the MILICIA, Republican Army and various local militias. For the first time some variants of the *Anolis* are beginning to appear, although almost none have become standard. A popular modification is employed by the SoKar Rangers, a defense militia that uses *Anolis* models fitted with additional armor plates to shrug off the heavy wepons that have fallen into the hands of local rovers.

General Stats

Threat Value:	398
Offensive:	335
Defensive:	336
Miscellaneous:	523
Size:	6
Original Default Size:	7
Indv. Lemon Dice:	3
Crew:	1
Bonus Actions:	0

Movement

Primary Movement Mode:	Walk
Combat Speed:	5
Top Speed:	9
Secondary Movement Mode:	Ground
Combat Speed:	7
Top Speed:	13
Maneuver:	1

Electronics

Sensors:	+1
Communications:	+1
Fire Control:	0

Armor

Light Damage:	11
Heavy Damage:	22
Overkill:	33

Vehicle Availability

Availability Threshold:	4
Maximum Number of Units in the Field:	5
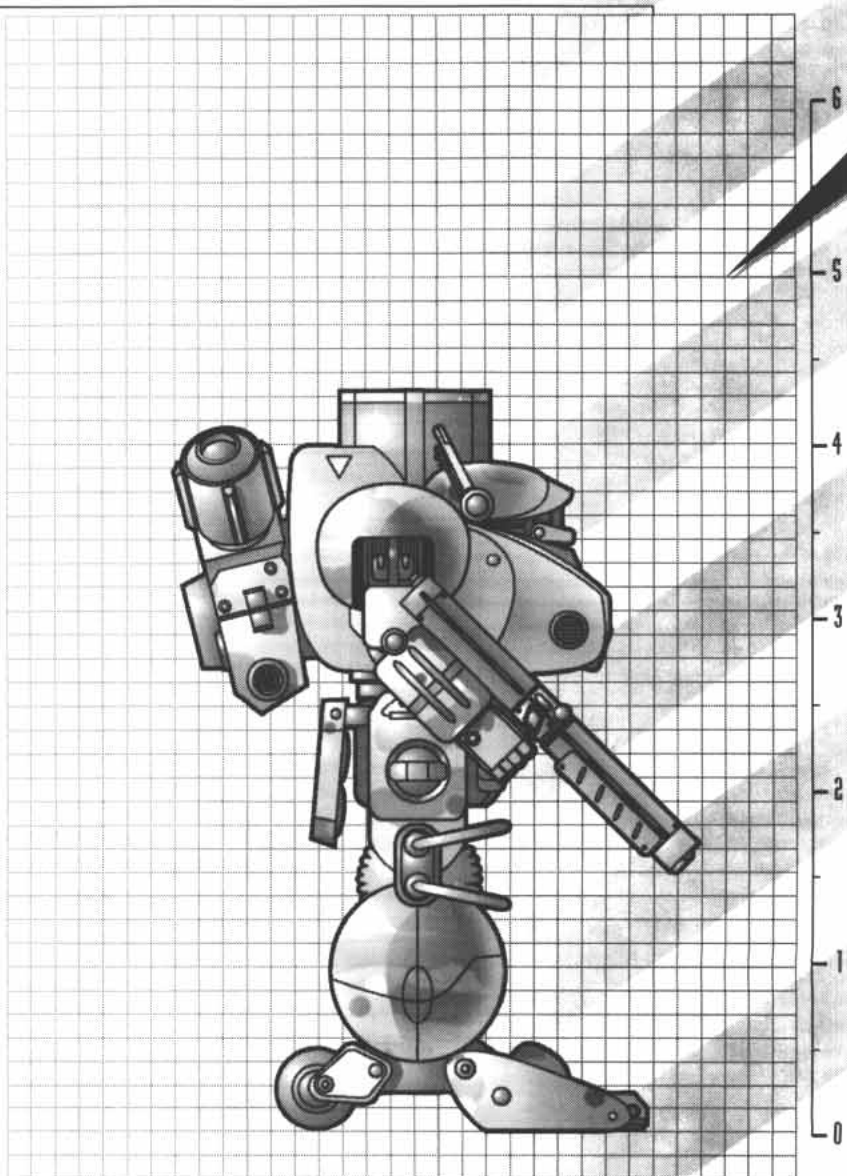
Weapons Summary

Name	Code	Fire Arc	Qty	Ammo
DP76 20 mm Pack Gun	DPG	Forward	1	40
TA Werg-II 52 mm Rocket Pod	LRP/8	Fixed Forward	2	8/8
Series HH-54 Hand Grenade	HG	Forward	1	-

Perks

Name	Rating	Game Effect
Hostile Environment Protection	-	Desert
Manipulator Arm x 2	6	Can punch
Target Designator	2	Used to target Guided weapons
Weapon Link	-	Link both rocket pods

Flaws

Name	Rating	Game Effect
Annoyance	-	Cramped cockpit: maximum Build is 0
Defective Active Sensors	1	Active Sensors "blink" on a roll of 1
Random Shutdown	2	Roll vs. shutdown with 2 dice against threshold of 3

Defects

Name	Rating	Game Effect
None	-	-

Optional Equipment

Name	Modified Threat Value
Add AP Grenade Launcher (FF, 6 shots)	404
Add second grenade	402
Add two Medium Panzerfausts	418
Add vibroblade	403
Additional Armor (+2 Armor, -1 Ground speed)	419

Weapons Location Diagram

A	DP76 20 mm Pack Gun
B	Territorial Arms Werg-II 52 mm Rocket Pod
C	Territorial Arms Werg-II 52 mm Rocket Pod
D	Series HH-54 Hand Grenade (not shown)

Typical Camouflage

Desert 1   Desert 2   Pattern-Breaker 1
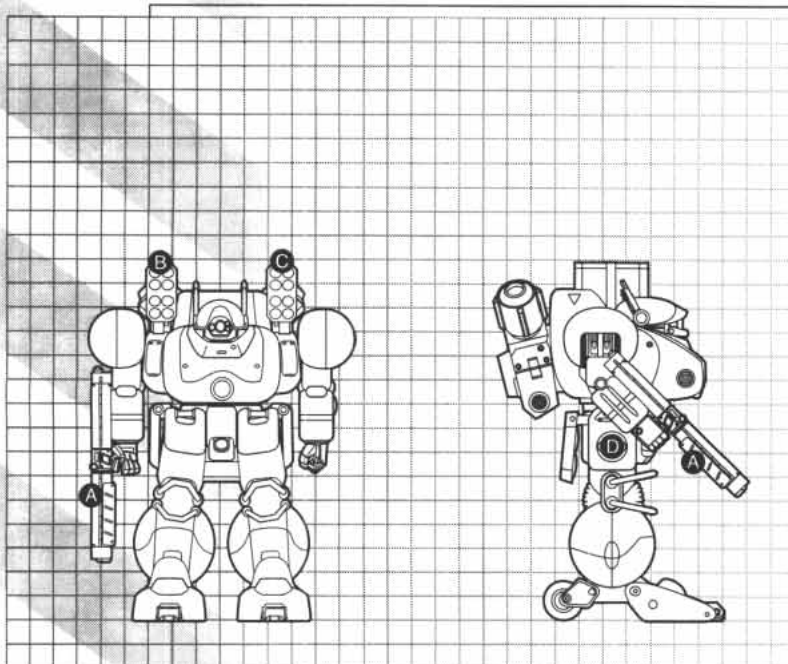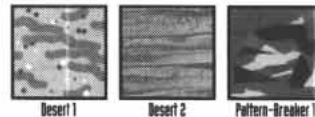
4.8.1 OACS-03L/SC-A ANOLIS REFIT

The post-war efforts of Territorial Arms to make the *Anolis* a profitable Gear by aiming it at the local militia market, both in the AST and the southern Badlands has not been accompanied by any company-led modernization efforts. In the TN 1931, however, several technicians working on fixing the *Anolis* for the *Siwa Greycoats* (the local militia in Siwa Oasis) began to share ideas with Badlanders via mail and long-distance telecommunications. Together they were able to create a workable solution for the *Anolis'* problems. In TN 1932 they set themselves up as the Anolis Consortium and sold their redesign to Territorial Arms for a confidential (and apparently obscene) sum of money. TA then rapidly incorporated their work into the *Anolis* models they were producing for sale and the OACS-03L/SC-A *Anolis Refit* rolled off the Timbuktu production lines at the beginning of TN 1933. The first twenty machines have already been sold to the city-states of Siwa Oasis and Réunion.

The Siwan and Badlander engineers who tackled the task of making the *Anolis* work decided to tackle the most dangerous flaw of the machine, namely its tendency to seize up in combat. The problem was tracked to overheating in the engine and the process of redesign began. The solution to the engine problems came from the Badlands, where the addition of secondary cooling systems on engines is commonplace. The generator pods of the SV-76988 were redesigned with cooling vents and supplemental heat-sinks which kept the engine temperature at an acceptable level; this new model of engine was dubbed the SV-77000 by Territorial Arms. Some changes were also made to the *Anolis* weapon systems, including the replacement of the somewhat complex linked Werg-II rocket packs by a single Vogel-4 rocket pod. The *Anolis Refit* was also equipped with a 15mm Rucker RT-15 autocannon, which was better suited to civil or regional defense duties than the original pack gun. The laser designator was maintained, but redesigned along the lines of the more modern *Iguana* model, making maintenance much easier.

Vehicle Specifications

Code name:	Anolis Refit
Production code:	OACS-03L/SC-A
Production type:	Mass Production
Cost:	229,250 dinars
Manufacturer:	Territorial Arms
Use:	scout/civil defense Gear
Height:	3.9 meters
Width:	3.1 meters
Average armor thickness:	24 mm
Armor material:	armoplast w/alloy
Standard operational weight:	5238 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (76 kph)
Deployment Range:	800 km
Sensor Range:	80 hexes/4 km
Communication Range:	400 hexes/20 km
Powerplant:	SV-77000 V-engine
Horsepower:	390 Hp

Modifications

Add:	VLAC (F, 100 rnds), LRP/16 (F, 16 rockets) VB
Remove:	DPG, LRP/8s, Random Shutdown, Weapon Link
Change:	n/a
Modified Threat Value:	393
Offensive:	350
Defensive:	336
Miscellaneous:	492

Vehicle Availability

Availability Threshold:	5
Maximum Number of Units in the Field:	5
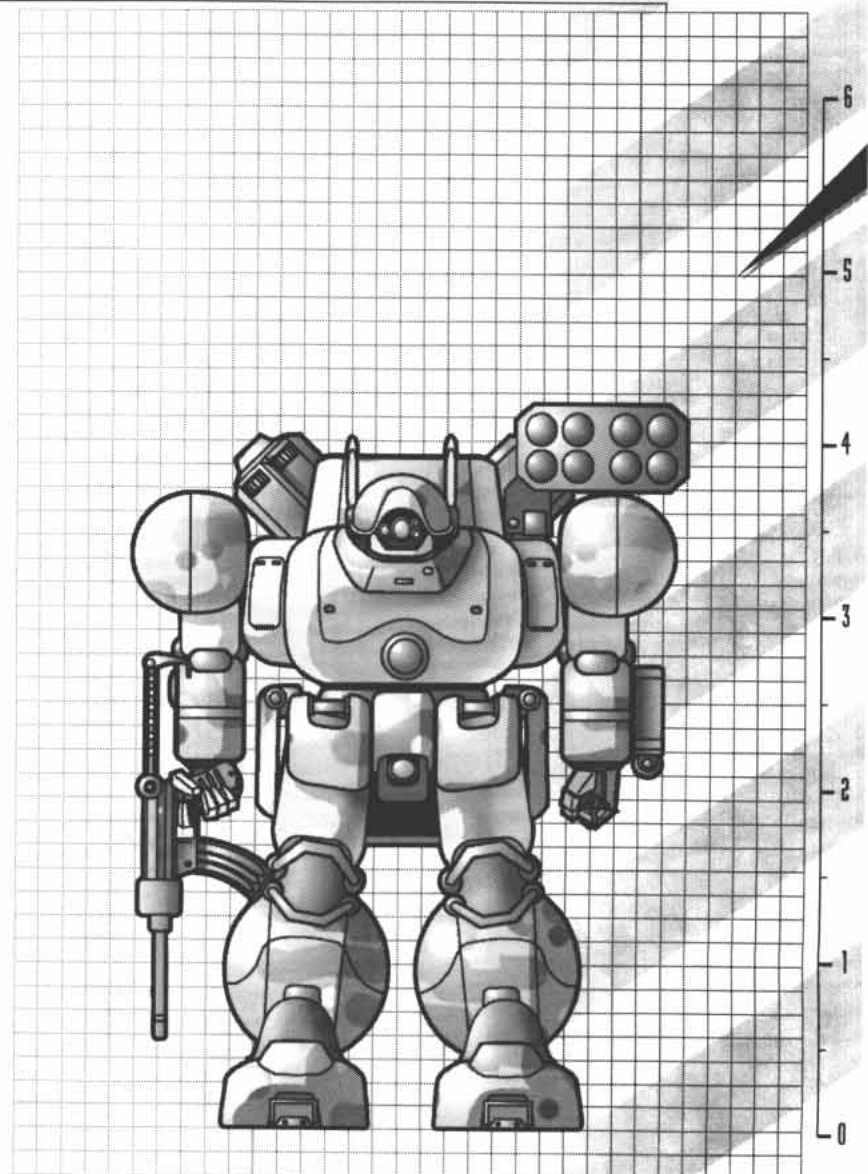
4.9 OACS-03M/SU BASILISK

Although it was most often used as a scout vehicle, the *Basilisk* was conceived as a light general purpose Gear. The *Basilisk* appeared in TN 1838 in response to a request by the Southern military for a Gear that could lighten the burden the general purpose *Desert Viper* and *Jäger* Gears had to shoulder. These two machines, at the time the heart of Southern Gear units, were forced into an increasing variety of roles by the progressive retirement of the *Copperhead* and *Rattlesnake* and the notoriously bad performances of the *Anolis* scout Gear, reputed to be one of the worst machines ever designed. Conceived in TN 1796, the *Anolis* design was interesting but suffered from dangerous technical difficulties (most notably a tendency to shut down in combat) that forced it into second-line roles very quickly after its introduction. Very good as front-line Gears, the *Desert Viper* and *Jäger* were too big and costly to accomplish a task better suited to a smaller and less costly machine. The *Rattlesnake*, faster and lighter than either of the other machines, was nonetheless showing its age and a new design was needed.

The *Basilisk* was conceived very simply, with a basic, but powerful sensor array, straightforward controls and a low grade neural net. *Basilisk* pilots often complain that their machine is quite a challenge to use. On the good side, however, the *Basilisk* had relatively good armor (especially when compared to Northern machines of similar size and class) and a high performance engine, giving it both excellent speed and deployment range. Large secondary movement system wheels in the toes of the Gear helped to propel the Gear along at a speed slightly above that of other machines in its class. Offensive capabilities were provided by a weapon load copied quite simply from the *Jäger* and consisting of a PR-25 autocannon and Vogel-6 rocket pod. Tried and true, these arms gave the *Basilisk* a versatile set of options in combat. The *Basilisk* was never designed as a high-technology Gear and in general is only a simpler version of the *Jäger*. Several internal subsystems are distinctive, however, and the *Basilisk* would eventually inspire the *Iguana*.
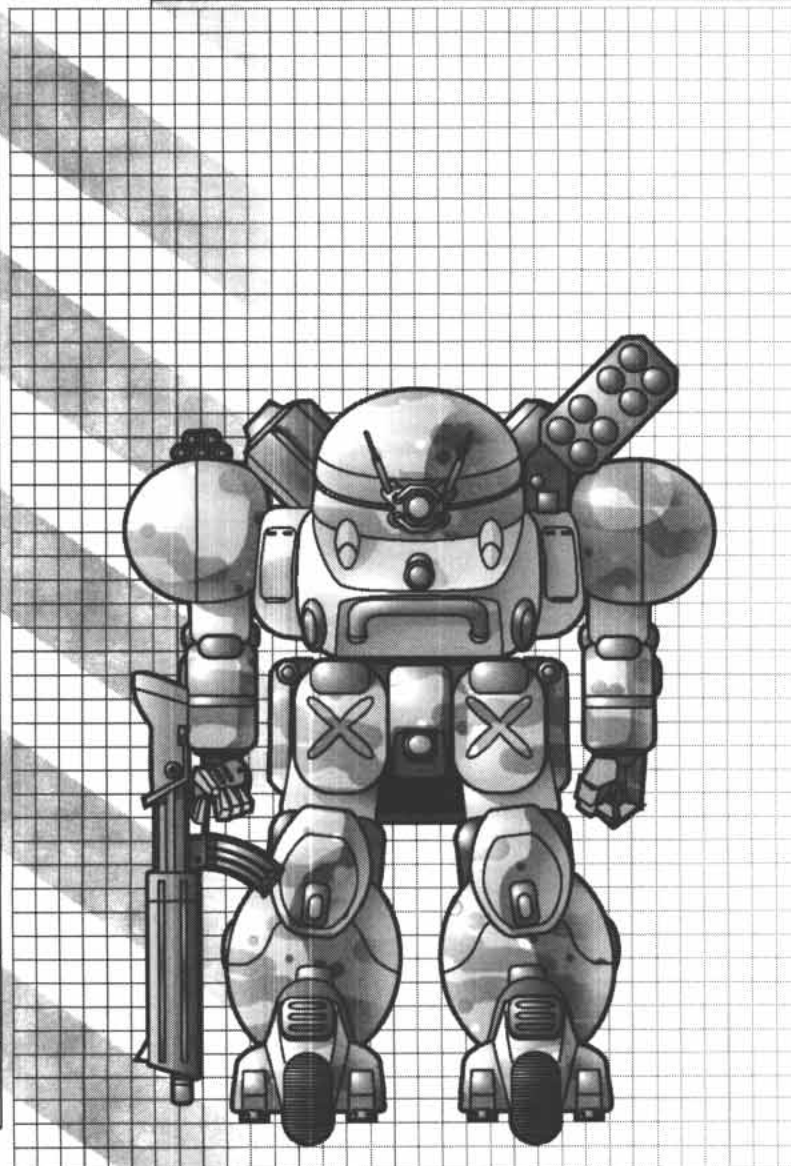
Specifications

Code name:	Basilisk
Production code:	OACS-03M/SU
Production Type:	Mass Production
Cost:	174,417 dinars
Manufacturer:	Territorial Arms
Use:	general purpose Gear
Height:	4.2 meters
Width:	3.0 meters
Armor material:	composite w/alloy
Average armor thickness:	46 mm
Standard operational weight:	5210 kg
Primary Movement Mode:	Walk (43 kph)
Secondary Movement Mode:	Ground (75 kph)
Deployment Range:	500 km
Sensor Range:	60 hexes/3 km
Communication Range:	300 hexes/15 km
Powerplant:	WV-800C/B V-engine
Horsepower:	460 Hp

Weapons

Name	Ammunition Payload
PR-25 Autocannon Rifle	60 rounds
Vogel-6 Rocket Pod	24 rockets
HLB-12 AP Launcher	6 grenades
HG-2 Hand Grenade	3 grenades
HHVB-2 Vibroknife	-

● SERVICE RECORD

The *Basilisk* left a very good impression on both pilots and high command. Certainly not technically complex or sophisticated, it gained reputation as a solid and dependable general purpose Gear that could be pressed into a variety of roles if need be. Territorial Arms never intended the chassis to be long-serving, having rushed it into production to make sure none of its competitors would beat it to a definite hole in the Gear market. Relatively few investments were made into the improvement of the model until the TN 1850s when Territorial Arms, still unable to produce a viable scout model started using the *Basilisk* to produce specialized variants. This move was largely inspired by field modifications being made throughout the military forces of the South. The "in the trenches" support for the model made Territorial Arms reconsider and begin investing large sums into the development of the Gear. The *Silverscale* variant (equipped with powerful electronics and a laser target designator) was successful enough to inspire other variants along the same lines, including the *Elint* and *Jammer Silverscales*.

The *Basilisk* saw most of its action during the low-level warfare that characterized the middle of the nineteenth century. The *Basilisk* is almost invariably associated with the Badlands, because the MILICIA purchased a large number of the Gears. Regiments made up of large numbers of *Basilisks* clashed repeatedly with their Northern counterparts in this period, often fighting over nearly meaningless trade routes. Local Badlanders paid the greatest price for this constant conflict, seeing their livelihoods (and lives) crushed between the conflicting egos of the polar powers. In the Antarctic itself, the *Basilisk* was in slightly less extensive distribution, but it did participate in a several long pacification campaigns around Saragossa and in the vassal states of the Allied Southern Territories. With the introduction of viable scout models like the *Iguana* and the next generation of soldier Gears like the *Jäger Alpha*, *Sidewinder* and *Black Mamba*, the *Basilisk* was pushed into retirement. Most models that are still functional can be found in the Badlands. Many were sold to local militias and principalities; over the decades a great number have found there way to rovers.

General Stats

Threat Value:	299
Offensive:	450
Defensive:	303
Miscellaneous:	144
Size:	6
Original Default Size:	7
Ind. Lemon Dice:	3
Crew:	1
Bonus Actions:	0

Movement

Primary Movement Mode:	Walker
Combat Speed:	4
Top Speed:	7
Secondary Movement Mode:	Ground
Combat Speed:	7
Top Speed:	13
Maneuver:	0

Electronics

Sensors:	-1
Communications:	0
Fire Control:	0

Armor

Light Damage:	15
Heavy Damage:	30
Overkill:	45

Vehicle Availability

Availability Threshold:	3
Maximum Number of Units in the Field:	unlimited

Weapons

Name	Code	Fire Arc	Qty	Ammo
PR-25 Autocannon Rifle	LAC	Forward	1	60
Vogel-6 Rocket Pod	LRP/24	Forward	1	24
HLB-12 AP Launcher	APGL	Fixed Forward	1	6
HHVB-2 Vibroknife	VB	Forward	1	-
HG-2 Hand Grenade	HG	Forward	3	-

Perks

Name	Rating	Game Effect
Hostile Environment Protection	-	Desert
Manipulator Arm x 2	6	Can Punch

Flaws

Name	Rating	Game Effect
None	-	-

Defects

Name	Rating	Game Effect
Annoyance	-	Neural net is stubborn

Optional Equipment

Name	Modified Threat Value
Armor Jacket (Reinforced Location Armor1, Crew)	303
Add AP Grenade Launcher (FF, 6 shots)	305
Armor Hunter (add three Light Panzerfausts)	313
Upgrade LAC to MAC (30 rounds)	317
Add Deployable Pack Gun	320
Add three grenades	310
Jungle Type (Add Camo Netting)	303

Weapon Location Diagram

A	PR-25 Autocannon Rifle
B	Vogel-6 Rocket Pod
C	HLB-12 AP Launcher
D	HG-2 Hand Grenade (not shown)
E	HHVB-2 Vibroknife (not shown)

Typical Camouflage

Desert 1   Desert 2   Pattern-Breaker 1
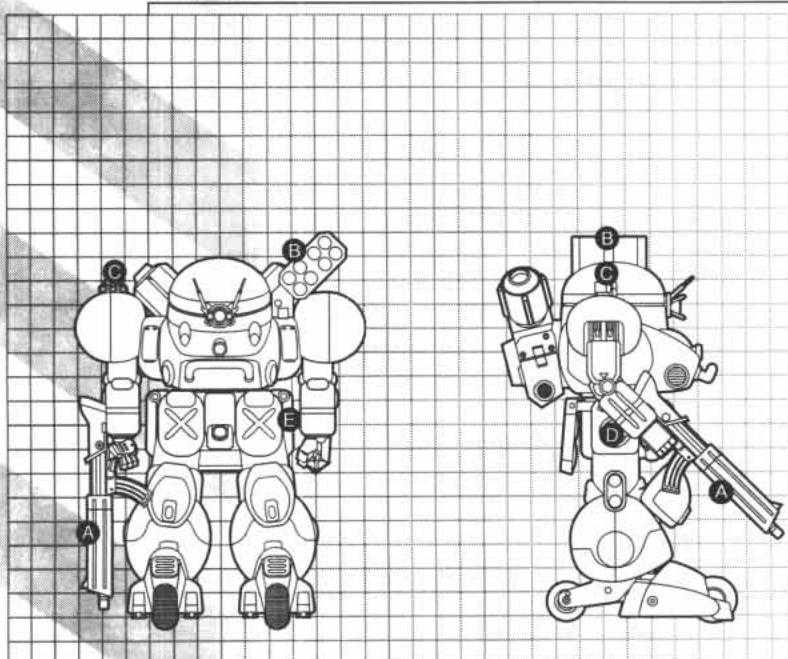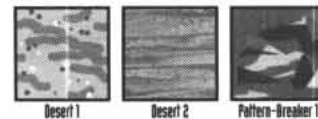
4.9.1 OACS-03M/COM ELINT SILVERSCALE

The *Basilisk* proved its worth to the armies of the South by becoming the basis for a variety of technicaly advanced variants which belie the chassis' humble beginnings. The rugged and reliable frame came to house valuable electronics carried into the battlefield for various specialized roles. The *Elint Silverscale* — part of the *Silverscale* family of *Basilisk* variants — was just one such model, a very effective electronic intelligence platform. The Gear was designed to travel quickly over contested ground and monitor enemy frequencies, jamming them if need be, but, more importantly, gathering valuable tactical information from intra- and inter-unit communications. The *Elint* was heavily modified for its task, having many of its composite steel alloy armor plates replaced by lighter ballistic cloth in order to reduce overall weight and increase speed. In addition to the target designator/sensor mast used by the *Silverscale*, the *Elint* was also equipped with secondary sensor pods on each shoulder and with a large listening dish. Together this package consisted of some of the most sophisticated electronic signal gathering equipment on the battlefield at that time. Offensive firepower was very limited, however, with the *Elint* shedding its Vogel rocket pod and PR-25 autocannon. A simple DP76 20 mm pack gun was provided for defensive purposes. All in all, the Gear was not designed for combat, with few weapons, light armor and very vulnerable systems.

Despite its weaknesses in combat, the *Elint Silversacle* was a valuable (if limited) resource for the units who wielded it. The ability to eavesdrop on enemy conversations and keep their own channels open could give regiments a great tactical advantage. The position and deployment of *Elints* was always one of the most closely garded secrets among these units. While the *Basilisk* and most of its other variants have faded into second-line duties with the introduction of newer Gears, the *Elint* remains in active service to this day. While the *Loudmouth* (a variant of the *Iguana*) is even better at covert listening than the *Elint*, its introduction has only meant a wider distribution of electronic intelligence resources.

Vehicle Specifications

Code name:	Elint Silverscale
Production code:	OACS-03M/COM
Production type:	Mass Production
Cost:	347,333 dinars
Manufacturer:	Territorial Arms
Use:	scout Gear
Height:	4.2 meters (4.7 m w/designator)
Width:	3.0 meters
Average armor thickness:	46 mm
Armor material:	composite w/alloy
Standard operational weight:	4890 kg
Primary Movement Mode:	Walk (43 kph)
Secondary Movement Mode:	Ground (75 kph)
Deployment Range:	730 km
Sensor Range:	400 hexes/20 km
Communication Range:	400 hexes/20 km
Powerplant:	WV-800/TC V-engine
Horsepower:	460 Hp

Modifications

Add:	DPG (F, 40 rnds), ECM (Rating 2), Target Designator (Rating 2), Tool Arm (Rating 1, Mast w/camera for target designator, cannot punch), Exposed AUX Systems, Vulnerable to Haywire
Remove:	LAC, LRP/24, VB, HG
Change:	Upgrade Sensors to +3/20 km, Communication to +1/20 km, Deployment Range to 730 km, downgrade Base Armor to 12, Fire Control to -1
Modified Threat Value:	521
Offensive:	50
Defensive:	222
Miscellaneous:	1291

Vehicle Availability

Availability Threshold:	7
Maximum Number of Units in the Field:	1
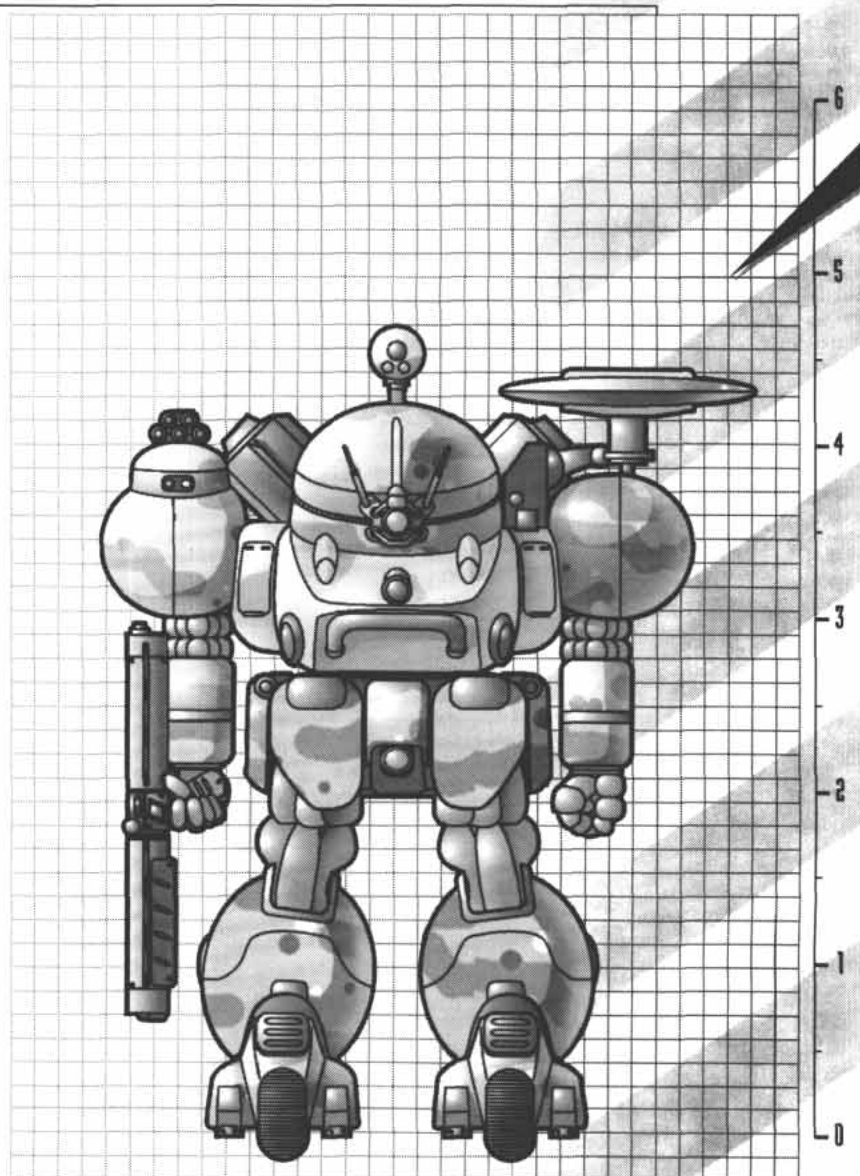
4.9.2 OACS-03M/EW JAMMER SILVERSCALE

While the *Silverscale* variant of the *Basilisk* brought a certain amount of electronic warfare capability to the battlefield, the *Jammer Silverscale* was developed as a further step in that direction. Released in TN 1857, the *Jammer* mostly involved a modification of the electronics package of the *Silverscale*. Compared to that variant, the Gear was combat-shy, having shed its Vogel-6 rocket pod in favor of a shoulder mounted electronic counter-measures pod. The *Silverscale*'s target designator was also removed since it has little to do with the operational profile of the *Jammer*. Additional electronic warfare antennae were fitted to the outside of the *Jammer*'s body, making it a visually distinctive Gear. Together with the improved sensor and communications packages provided in the standard *Silverscale*, the *Jammer* was able to make a dangerous and effective electronic warrior out of the straightforward *Basilisk*. The Gear nonetheless had several important weaknesses, including the vulnerability of the shoulder-mounted electronic warfare pod to damage during combat. The offensive capabilities of the model were limited as well, making it difficult for the Gear to accompany an assault force.

The *Guardsmen* regiment of the MILICIA became very adept at denying their enemy the valuable tools of clear communications and reliable sensors. This regiment of Humanist conscripts made use of the *Jammer Silverscale* to an extent that few other units did, using whole cadres of the Gear to plunge enemy companies into chaos and confusion. While the *Chatterbox* variant of the *Iguana* has become the leading electronic warfare platform for the Republican Army and the MILICIA, the *Guardsmen* still maintain a healthy number of *Jammers* as a less-expensive alternative. During the initial assaults of the War of the Alliance the regiment was caught in the Badlands by CEF landing forces and had to rely on their expertise and skill to escape. Forced into a retreat, the *Guardsmen* were able to escape the waves of hovertanks which decimated the other units in their brigade by relying on *Jammers* and other Gears to interfere with the attacker's tracking ability.
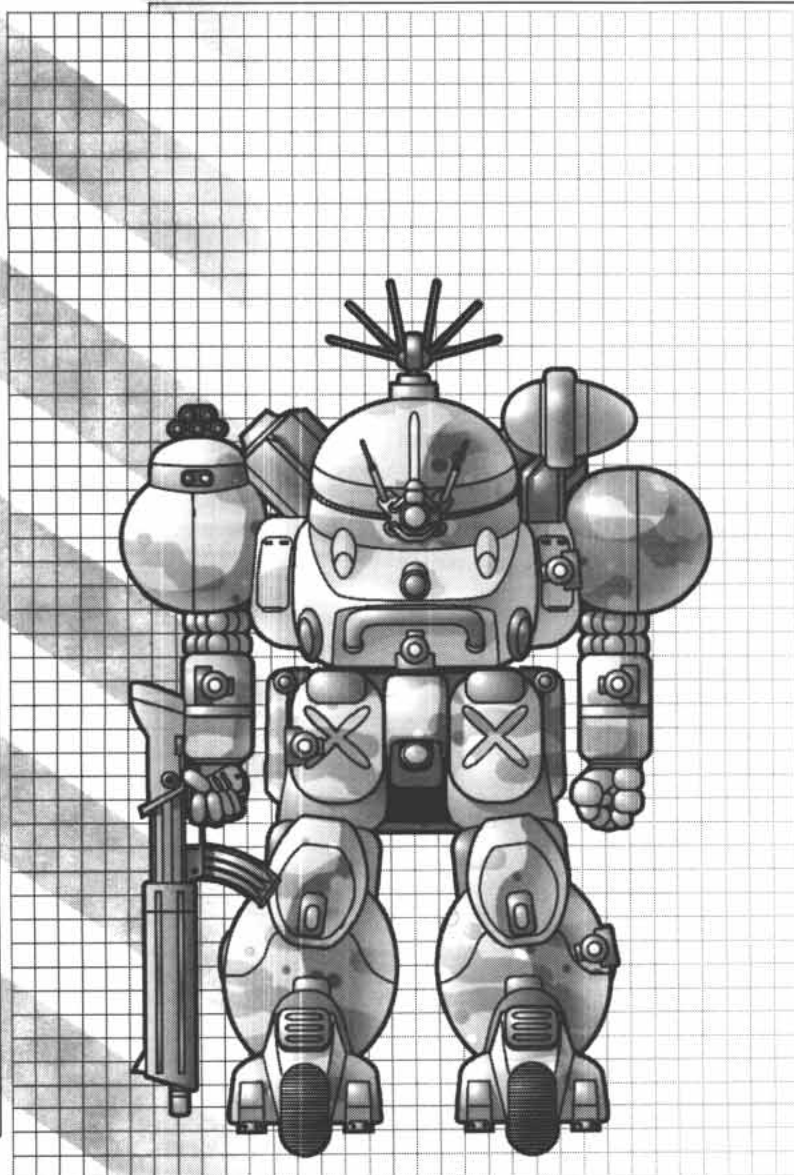
Vehicle Specifications

Code name:	Jammer Silverscale
Production code:	OACS-03M/EW
Production type:	Limited Production
Cost:	674,333 dinars
Manufacturer:	Territorial Arms
Use:	electronic warfare Gear
Height:	4.2 meters (5 m w/antennae)
Width:	3.0 meters
Average armor thickness:	46 mm
Armor material:	composite w/alloy
Standard operational weight:	4890 kg
Primary Movement Mode:	Walk (43 kph)
Secondary Movement Mode:	Ground (75 kph)
Deployment Range:	730 km
Sensor Range:	100 hexes/5 km
Communication Range:	400 hexes/20 km
Powerplant:	WV-800/TC V-engine
Horsepower:	460 Hp

Modifications

Add:	ECM (Rating 3), ECCM (Rating 1), Exposed Auxiliary Systems
Remove:	LRP/24, Target Designator
Change:	Upgrade Sensors to +1/5 km, Communication to +1/20 km, Deployment Range to 730 km, downgrade Base Armor to 14
Modified Threat Value:	289
Offensive:	210
Defensive:	274
Miscellaneous:	382

Vehicle Availability

Availability Threshold:	7
Maximum Number of Units in the Field:	1

4.9.3 OACS-03M/AB NASH BASILISK

The *Nash Basilisk* was one of the earliest Southern Gears to be equipped with a radar absorbent material (RAM) coating in hopes of creating a stealth unit. The modifications were originally made by technicians from the MILICIA's 11th Gear Regiment — the *Rapiers* — in the TN 1860s. The *Rapiers* are one of the traditional regiments for members of the MILICIA's Légion Noire Auxiliary and so are treated more favorably than most MILICIA units by Republican supply officers and political supervisors. Consequently, the regiment was able to negotiate for a small supply of the RAM design manufactured by Shaba Aircraft for the *Ghost* stealth fighter. The complex, multi-layer lattice delivered was used to coat large parts of several *Basilisk* Gears which were then sent out for field testing. The *Rapiers* found that in open ground the Gear remained difficult to conceal, but that when used in combination with natural cover, the RAM skin permitted the vehicle to approach targets unseen. When the Gear remained immobile in cover, stealth performance was excellent. The *Rapiers* immediately began using the new model as an ambush specialist, equipping it with heavy weaponry.

In TN 1873, Territorial Arms Skunk Works got a hold of the design — now named the *Nash Basilisk* in remembrance of a popular *Rapiers* pilot killed in combat — and designed a factory-manufactured version. The TASW design used a different style of RAM which slightly improved stealth capabilities and built on the ambush mission profile established by the *Rapiers*. The regiment often equipped *Nashs* with panzerfausts or bazookas for anti-armor work, but the Skunk Works went further. They replaced the *Basilisk's* Vogel-6 rocket pod with an AGML-1 guided missile launcher. The *Nash* would carry only a single missile, but the precision firepower and stealth capabilities often made one shot enough to eliminate an enemy vehicle. The *Nash* was never produced in large numbers, but was well remembered by those who piloted it. Unlike most other *Basilisks* it remained in service through the War of the Alliance and has only begun to be retired with the arrival of true stealth Gears such as the *Chameleon*.

Vehicle Specifications

Code name:	Nash Basilisk
Production code:	OACS-03M/AB
Production type:	Limited Production
Cost:	1,365,333 dinars
Manufacturer:	Territorial Arms Skunk Works
Use:	ambush/assault Gear
Height:	4.2 meters
Width:	3.0 meters
Average armor thickness:	46 mm
Armor material:	armoplast w/RAM coating
Standard operational weight:	5290 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (75 kph)
Deployment Range:	500 km
Sensor Range:	60 hexes/3 km
Communication Range:	300 hexes/15 km
Powerplant:	WV-800C/B V-engine
Horsepower:	460 Hp

Modifications

Add:	AGM (F, 1 missile), Stealth (Rating 2)
Remove:	LRP/32
Change:	n/a
Modified Threat Value:	512
Offensive:	981
Defensive:	303
Miscellaneous:	252

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	3
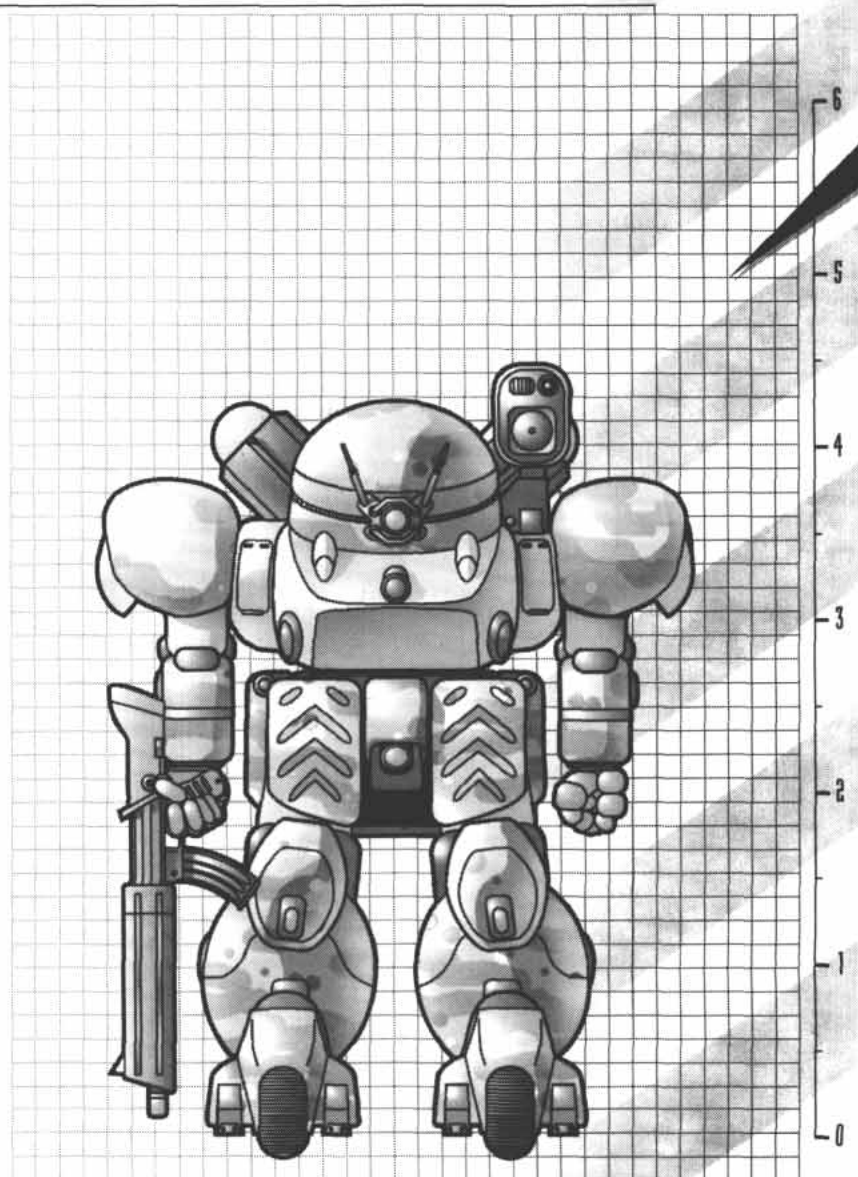
4.9.4 OACS-03M/FLM SAPPER BASILISK

The *Basilisk* performed relatively well in its role as a scout. Many pilots complained that, while operating in this manner, they occasionally came upon lightly guarded strategic targets that given the means, they could have denied the enemy. The commander of the 6th Heavy Gear Recon Regiment sought to remedy this deficiency by re-equipping some of his Gears. A number of *Basilisks* were re-equipped with Firemoth-16 medium flamers in place of the PR-25 autocannon. Additionally, the Vogel-6 rocket pod was modified to fire the licensed-built Paxton Arms Anti-Structure Rounds. Finally the Gear was issued several heavy grenades for use against material targets. This modification package was popular enough that it became a standard variant in TN 1855 and was dubbed the *Sapper Basilisk*.

These modifications allowed reconnaissance units to practice a scorched earth policy. In the TN 1850s, the North and South were engaged in a period of low-level conflict in several regions of the Badlands. Large-scale assaults were relatively rare, commanders preferring to harass each other over the vast desert expanses. Teams of *Sapper Basilisks* operated with larger combat units, who would herd enemy forces. The *Sappers'* duty was to eliminate hard targets where enemies might take shelter or hide supplies. With these caches eliminated and their supply lines cut, enemy units could be forced into costly treks across the scorching expanses. The mission profile of the *Sapper* made it an extremely unpopular machine with Badlanders, whose homes and emergency supply caches were its most common targets. In the TN 1860s several large rover gangs and small principalities posted bounties on *Sapper Basilisks* and their pilots, and enthusiastic bounty hunters began setting traps for their prey. The increased danger, of course, led *Sapper* pilots to greater extremes of violence. As the mid-century conflicts changed venues by the 1870s, the need for a scorched-earth policy lessened and the number of *Sappers* fielded by the south shrank. Badlanders saw the retirement of this machine as a great victory and most of them were reconverted into standard *Basilisks*.

Vehicle Specifications

Code name:	Sapper Basilisk
Production code:	OACS-03M/FLM
Production type:	Mass Production
Cost:	207,667 dinars
Manufacturer:	Territorial Arms
Use:	scorched earth Gear
Height:	4.2 meters
Width:	3.0 meters
Average armor thickness:	46 mm
Armor material:	armoplast w/composite
Standard operational weight:	5250 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (75 kph)
Deployment Range:	500 km
Sensor Range:	60 hexes/3 km
Communication Range:	300 hexes/15 km
Powerplant:	WV-800C/B V-engine
Horsepower:	460 Hp

Modifications

Add:	MFL (F, 20 rnds), 3 x HHG
Remove:	LAC, HGs
Change:	Change LRP ammo to Anti-Structure
Modified Threat Value:	356
Offensive:	621
Defensive:	303
Miscellaneous:	144

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	3
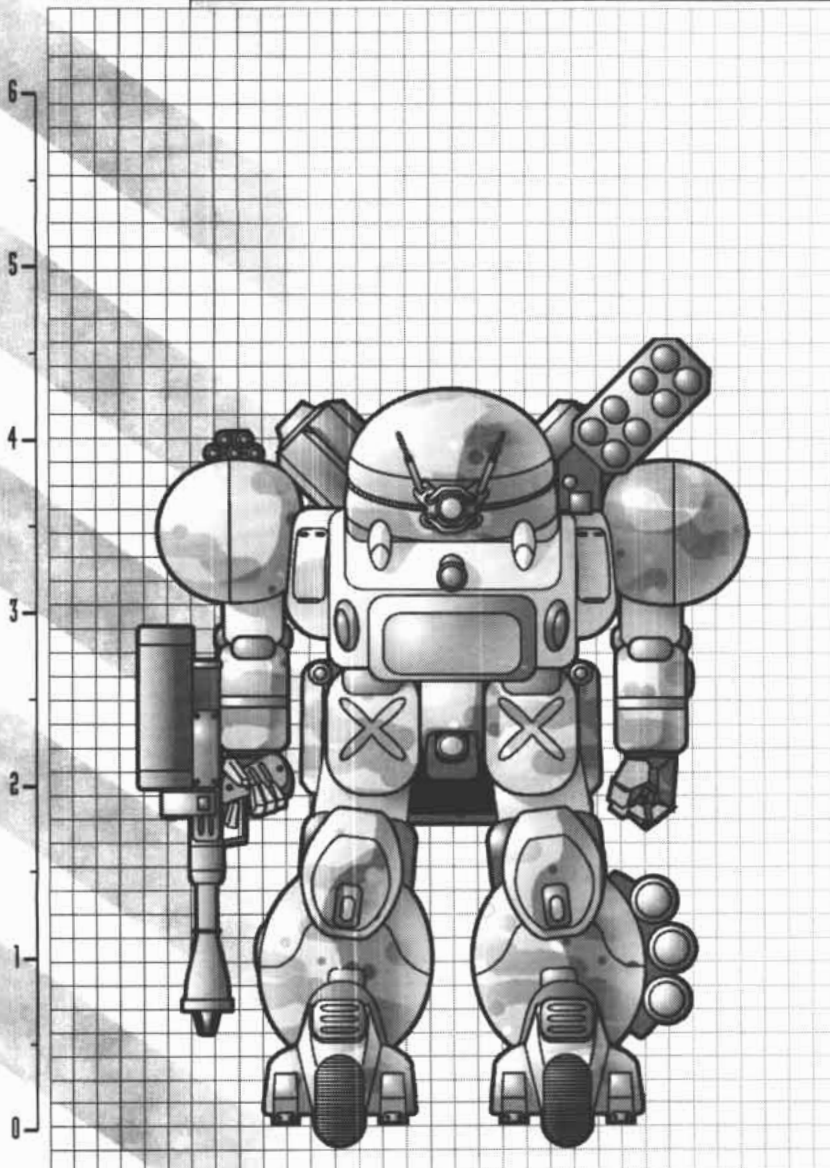
4.9.5 OACS-03M/SC SILVERSCALE

The *Basilisk* was released to fill a need for good scout machines, but could not do the job very well itself. The *Silverscale* was conceived as a scout variant, capable of handling all the necessary tasks a patrol leader would be faced with. It featured a more powerful radio, an upgraded sensor suite, an ECM package and a target designator installed on top of a deployable mast and assisted by a small camera. Both the engine housing and transmission were slightly reworked to accommodate this new equipment. The Secondary Movement System was given more powerful motors and bigger all-terrain wheels. Some *Silverscales* were equipped with basic stealth systems, mostly pieces of thick RAM rubberized polymer placed at strategic places, such as the soles of the feet, the interior of the armor skirt and the hands. These modifications were not widely used, mostly because the machines were chewing through the parts faster than they could be replaced. The Gear also carried slightly less armor than the basic *Basilisk*.

Released in TN 1851, the *Silverscale* was largely seen as a work in progress. Not fast enough to match the Northern *Ferret* or *Bobcat*, its good armor and weapons, combined with a superior electronics package were nevertheless looked upon favorably. During the nineteenth century, the *Silverscale* served in a series of continuing skirmishes across the Badlands, gaining a reputation as a reliable — if not comfortable — Gear to pilot. By the TN 1860s, Territorial Arms was planning to replace the *Silverscale* with a new dedicated scout/reconnaissance Gear design — which would eventually be called the *Iguana*. Even if the *Silverscale* did not serve for very long, it had a enormous influence on the way the next generation of Gears were conceived, especially scout and recon machines. Some go so far as to call the *Iguana* a highly improved version of the *Silverscale*. Like the *Basilisk*, the *Silverscale* was for the most part retired to second-line armed force units or independent Badlands militias by the time of the war of the Alliance. During the conflict it was used by several combat groups of the Peace River Army.

Vehicle Specifications

Code name:	Silverscale
Production code:	OACS-03M/SC
Production type:	Mass Production
Cost:	296,000 dinars
Manufacturer:	Territorial Arms
Use:	scout Gear
Height:	4.2 meters (4.7 m w/designator)
Width:	3.0 meters
Average armor thickness:	46 mm
Armor material:	composite w/alloy
Standard operational weight:	4890 kg
Primary Movement Mode:	Walk (43 kph)
Secondary Movement Mode:	Ground (75 kph)
Deployment Range:	730 km
Sensor Range:	100 hexes/5 km
Communication Range:	400 hexes/20 km
Powerplant:	WV-800/TC V-engine
Horsepower:	460 Hp

Modifications

Add:	LRP/8 (F, 8 rockets), ECM (Rating 2), Target Designator (Rating 2), Tool Arm (Rating 1, Mast w/camera for target designator, cannot punch)
Remove:	LRP/24
Change:	Upgrade Sensors to +1/5 km, Communication to +1/20 km, Deployment Range to 730 km, downgrade Base Armor to 14
Modified Threat Value:	444
Offensive:	408
Defensive:	274
Miscellaneous:	650

Vehicle Availability

Availability Threshold:	5
Maximum Number of Units in the Field:	3
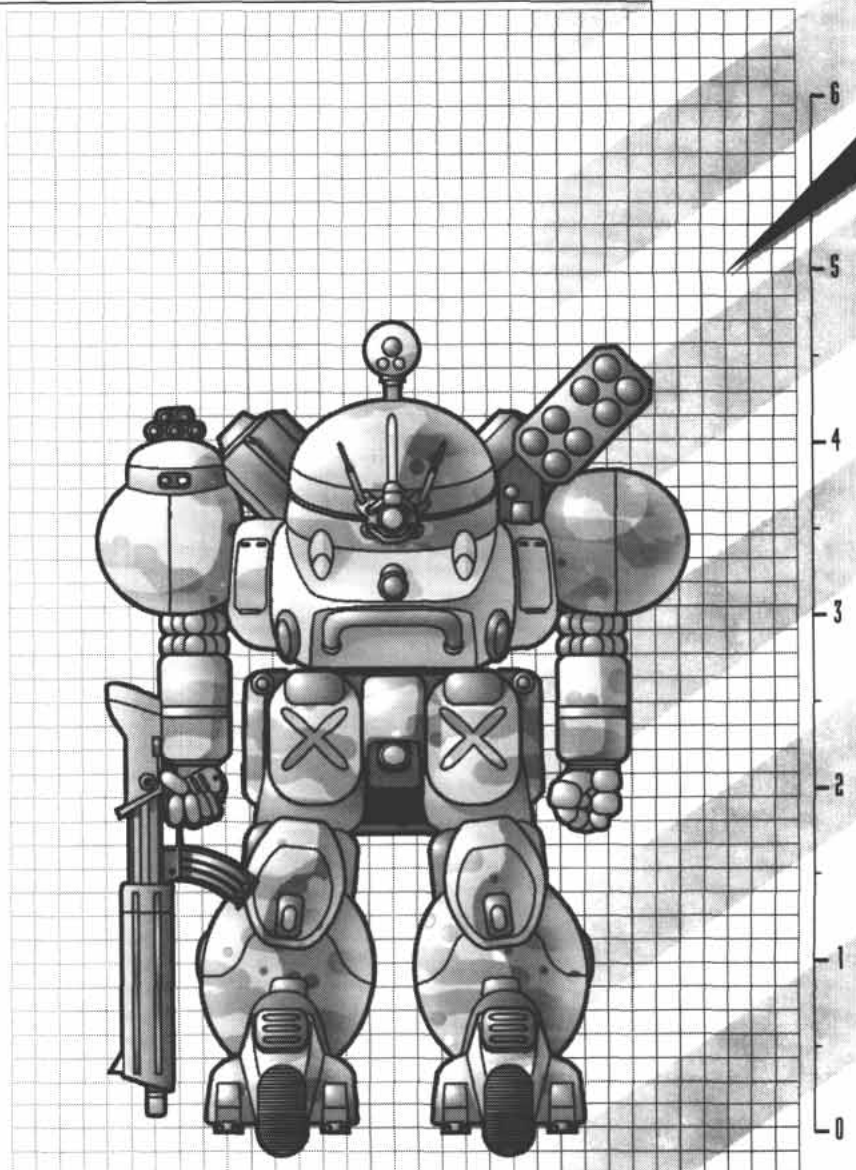
4.10 OACS-04M/AR BLACK ADDER

Proclaimed "the safest Gear ever designed," the *Black Adder* was built with crew survivability as its prime objective. The *Black Adder* is a direct evolution of the *Sidewinder* design, another Gear built with the pilot's safety in mind. The *Adder* was the first Gear independently produced by Dynamic Systems, a company better known for cooperative efforts and consultation on other corporations' designs. The *Sidewinder* was just such a cooperative effort with Territorial Arms, but was rumored to end with bad blood between the companies. When Dynamic released the *Adder*, based on the shared *Sidewinder* chassis, TA threatened legal action. Dynamic Systems' lawyers were able to prove ownership of the basic design of the *Sidewinder* and Territorial Arms was forced to allow the *Adder* to enter production. The antagonism between the companies has never healed, however.

Thick armor plates surround the *Adder's* chest and cockpit area, allowing the pilot to survive attacks that would vaporize him in any other Gear. Under all the additional armor plates on the torso, the *Black Adder* uses the same basic chassis as the *Sidewinder*, but features an entirely redesigned main body. The head and torso are completely fused, the sensors being housed in a small ball turret located at the front. Twin "rabbit ear" antennae emerge from the top portion of the main body and are fully articulated. Unlike many Gear designs, the heavy armor of the crew compartment prevents the use of the "sensors eject" function that allows pilots to view the environment outside without electronic help. Despite the layers of additional protection, the speed, agility and electronic capabilities of the *Adder* generally match the *Jäger*. The main armament of the *Black Adder* reflects its mission as an armor hunter. The deadly SRWI 90 mm assault gun carried in the vehicle's manipulators is capable of damaging even the largest tank and destroying most other vehicles on the field. A single FSRP-42N 71 mm shoulder-mounted rocket pod provides additional firepower to use against lightly armored targets, with a slightly increased range.

Vehicle Specifications

Code name:	Black Adder
Production code:	OACS-04M/AS
Production type:	Limited Production
Cost:	1,225,143 dinars
Manufacturer:	Dynamic Systems
Use:	assault Gear
Height:	4.5 meters
Width:	3.5 meters
Average armor thickness:	53 mm
Armor material:	armoplast w/alloy webbing
Standard operational weight:	7600 kg
Primary Movement Mode:	Walk (43 kph)
Secondary Movement Mode:	Ground (73 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-733TC/D V-engine
Horsepower:	580 Hp

Weapon Payload

Name	Ammunition Payload
SRWI 90 mm assault gun	10 shells
FSRP-42N 71 mm Rocket Pod	36 rockets
HLB-16 AP Launcher	6 grenades
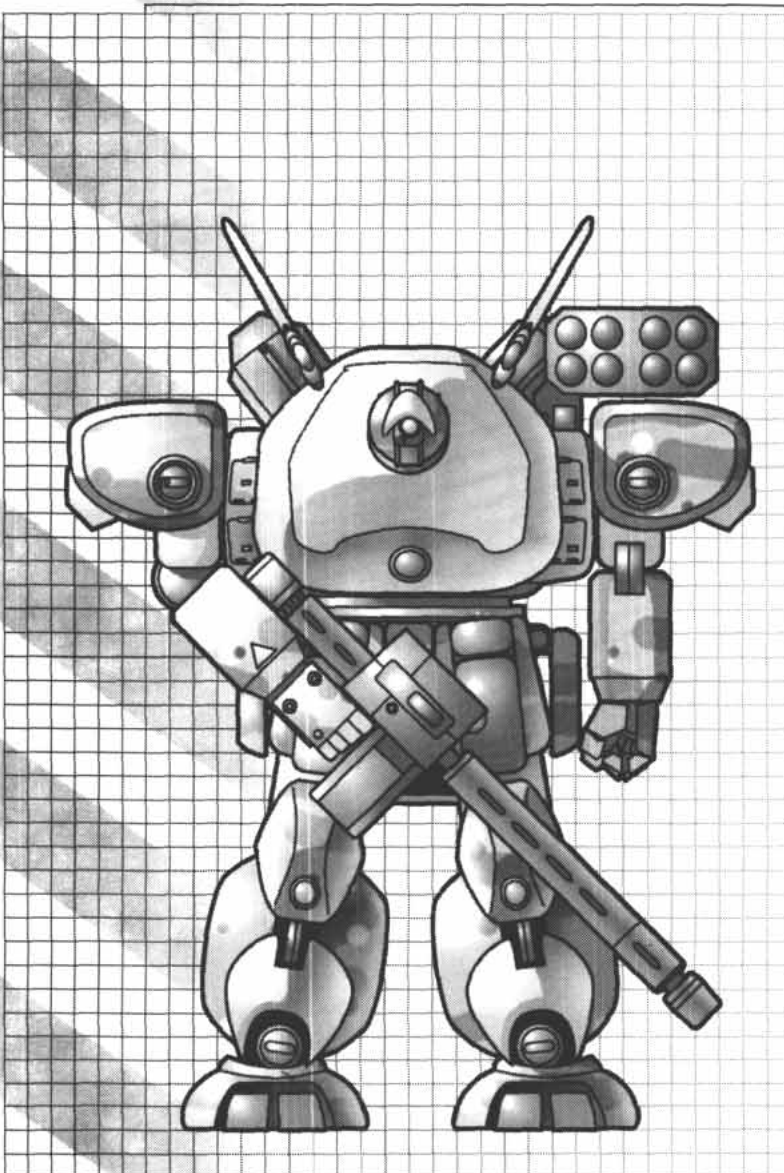
SERVICE RECORD

Dynamic Systems, despite its design expertise, could not wield the production power of Territorial Arms. While TA can produce components for many specialized models in parallel with those for more common models, keeping production costs down, the *Black Adder* had to bear a price tag reflective of its small production run. Its specialized mission profile also limits its versatility in combat, keeping orders limited to dedicated tank-hunting units. These factors have kept the *Adder* a somewhat rare, but well-liked, Gear. Pilots who have access to it are very fond of the *Adder*, not only because of its many layers of protection for pilots, but because of a large number of small design touches. *Adder* pilots can go one for hours about additional cockpit padding, more ergonomic control sticks, conformable safety harnesses, efficient targeting displays and nearly silent cooling systems. Technicians similarly appreciate the well-laid-out and color-coded electronic subsystems, accessible hydraulic pumps and well-insulated systems. Although certainly not as easy to maintain as the tried-and-true *Jäger*, Dynamic Systems' *Adder* is a technicians dream when compared to the TA *Spitting Cobra* or *Black Mamba*. The Gear has also performed well in combat, including against the hovertanks of the Colonial Expeditionary Force. Unlike the *Sidewinder*, which was phased out after the arrival of the *Black Mamba*, the *Black Adder* continues to serve as one of the premier Gear tank hunters in the southern hemisphere.

The *Black Adder* has, however, remained at the center of legal battles between Dynamic Systems and Territorial Arms. These conflicts were most virulent in the late TN 1890s, just after the release of the *Adder*. TA claimed that Dynamic had stolen the *Sidewinder* design and Dynamic had to fight to keep the *Adder* on the market. The company received active support from military circles, where the design was well appreciated. A renewed outburst of corporate rivalry appeared when TA released the *Striking Cobra* during the War of the Alliance, partially in an effort to force the *Adder* into retirement. The two machines now serve together on the battlefield, the military using each to its best advantage.

General Stats

Threat Value:	536
Offensive:	1123
Defensive:	332
Miscellaneous:	153
Size:	7
Original Default Size:	8
Indv. Lemon Dice:	2
Crew:	1
Bonus Actions:	0

Movement

Primary Movement Mode:	Walk
Combat Speed:	4
Top Speed:	7
Secondary Movement Mode:	Ground
Combat Speed:	6
Top Speed:	12
Maneuver:	0

Electronics

Sensors:	0
Communications:	0
Fire Control:	0

Armor

Light Damage:	16
Heavy Damage:	32
Overkill:	48

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	Unlimited

SOUTHERN COMBAT VEHICLES

Weapons Summary

Name	Code	Fire Arc	Qty	Ammo
SRWI 90 mm assault gun	SC	Forward	1	10
FSRP-42N 71 mm Rocket Pod	MRP/36	Forward	1	36
HLB-16 AP Launcher	APGL	Fixed Forward	1	6

Perks

Name	Rating	Game Effects
Emergency Medical	-	Absorbs one "Crew Stunned" result
Hostile Environment Protection: Desert	-	Desert
Manipulator Arm x 2	6	Can punch
Reinforced Crew Compartment	-	Absorbs first "Crew Damage"
Reinforced Location Armor: Crew	3	Armored crew compartment

Flaws

Name	Rating	Game Effects
Sensor Dependent	-	Must have functional sensors to operate

Defects

Name	Rating	Game Effects
None	-	-

Optional Equipment

Name	Modified Threat Value
Add one hand grenade	540
Add second anti-personnel grenade launcher (FF, 6 grenades)	542
Add two Heavy Panzerfausts	573
Add vibroblade	542
Additional leg armor (Reinforced Location Armor 1, Movement)	541
Ambush equipment (Camo Netting, 10-shot smoke launcher)	542

Weapons Location Diagram

A	SRWI 90 mm assault gun
B	HLB-16 AP Launcher
C	FSRP-42N 71 mm Rocket Pod

Typical Camouflage

Jungle 1   Jungle 2   Pattern-Breaker 1
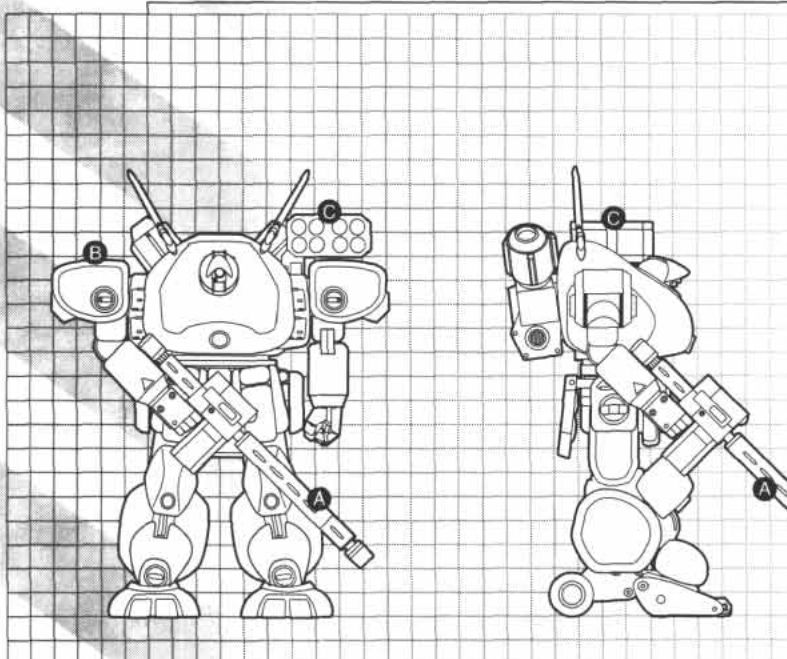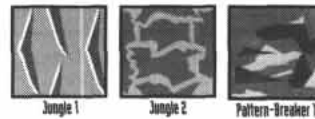
4.10.1 OACS-04M/FS LONG FANG BLACK ADDER

Like many of the vehicles in the current Southern arsenal, the *Long Fang Black Adder* began its existence as a field refit undertaken during the War of the Alliance. An additional rocket pod was strapped to the other shoulder of the Gear and the valuable SRWI 90 mm assault gun was replaced by a simple PR-25 autocannon. Dynamic Systems decided to release the *Long Fang* as a standard factory variant after the war. The basic changes remained those made in the field, with twin FSRP-42N 71 mm rocket pods becoming the Gear's main weapon. Continuing with their motto of pilot safety, additional layers of composite armor were inserted in the shoulders and upper torso to maintain the same level of protection as in the basic model despite carrying 72 high-explosive rockets just next to the pilot's head. Additional weight reduced the deployment range of the Gear, but the trade-off was considered worthwhile. Dynamic Systems also added a weapon link subroutine to the fire-control computer of the Gear, allowing the twin rocket pods to be fired simultaneously at the same target point.

Since its release in TN 1920, the *Long Fang Black Adder* has been slowly finding its way into various units of the Southern armies. Like the basic *Adder*, the *Long Fang* model suffers from Dynamic Systems' limited production facilities and is an expensive machine to purchase. Despite Dynamic's excellent reputation, the *Long Fang Black Adder* has not been able to cut into the fire-support market to any great degree. The armament of the *Spitting Cobra* is simply superior, making it the favored choice of most military units. The higher speed and greater maneuverability of the *Long Fang* do make it an attractive choice for rapid deployment units, however, and Dynamic Systems has been able to target this market to some degree. The company's representatives also argue that a single *Long Fang* can be effectively deployed in a cadre of *Cobras*, bringing the unit a faster Gear to deal with the rapid assault units it may face. The 5th Republican Gear Regiment — *Tin Men* — uses it in this manner.

Vehicle Specifications

Code name:	Long Fang Black Adder
Production code:	OACS-04M/FS
Production type:	Limited Production
Cost:	1,321,143 dinars
Manufacturer:	Dynamic Systems
Use:	Fire support Gear
Height:	4.5 meters
Width:	3.5 meters
Average armor thickness:	53 mm
Armor material:	armoplast w/alloy webbing
Standard operational weight:	7850 kg
Primary Movement Mode:	Walk (43 kph)
Secondary Movement Mode:	Ground (73 kph)
Deployment Range:	450 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-733TC/d V-engine
Horsepower:	580 hp

Modifications

Add:	MRP/36 (F, 36 rockets), LAC (F, 30 rnds), Weapon Link (MRPs)
Remove:	SC
Change:	Downgrade Deployment Range to 450 km.
Modified Threat Value:	578
Offensive:	1236
Defensive:	332
Miscellaneous:	167

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	3
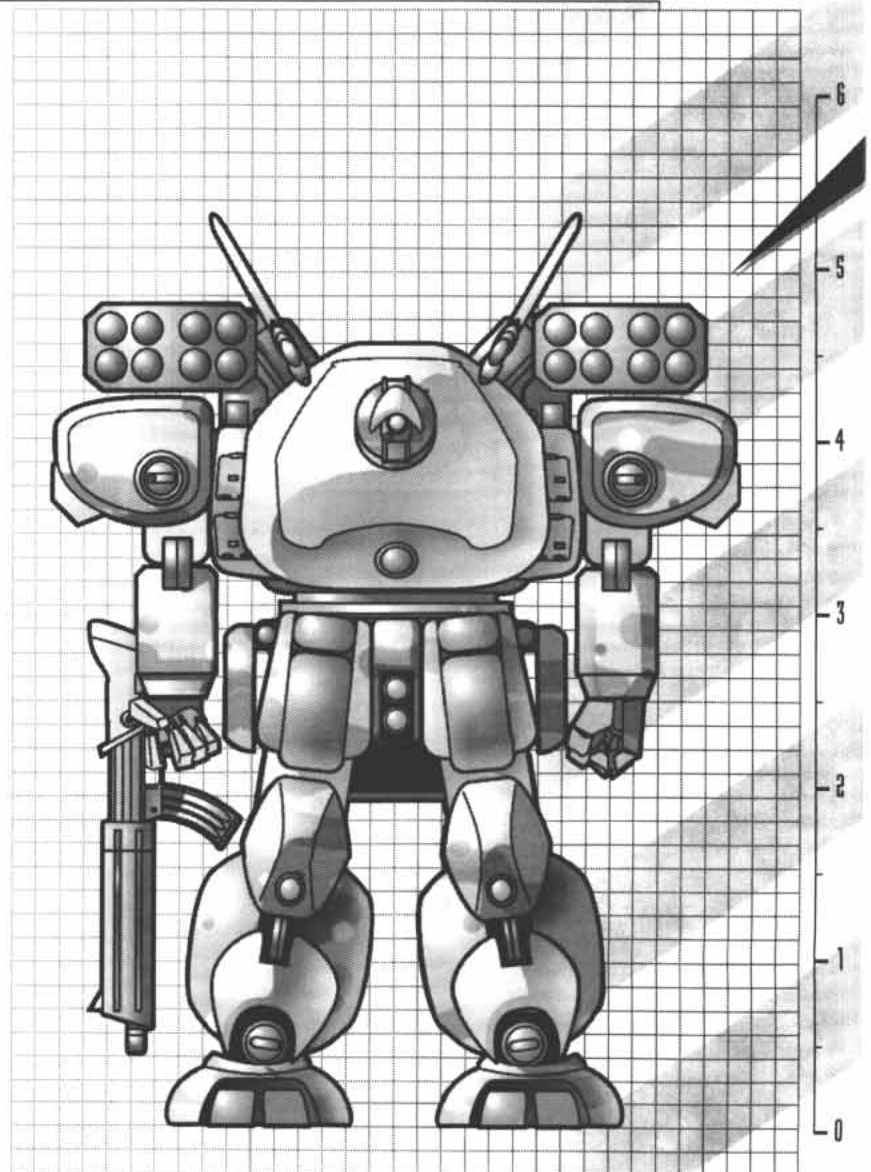
4.11 OACS-02M/SU DESERT VIPER

The *Desert Viper* was built as a no-nonsense machine, using a general configuration similar to that of the *Razorback*, a Northern heavy assault Gear that had a powerful influence on Southern designers. The *Desert Viper* was not an outright copy of the *Razorback*, however. Somewhat smaller, the Southern Gear also featured a characteristically rounded shape and a turret-like head module allowing for an excellent field of vision as compared to the Northern vehicle. The sensor cluster was problem-prone, however, because the engineers at Mandeers Heavy Industries tried to include an advanced sensor suite in too small a package; Territorial Arms faced the same problem when designing their ill-fated *Anolis*. The first production run of *Vipers* also suffered from a dangerous weakness in their knee assemblies, which caused the Gear to suddenly seize up when it was forced into a run.

The *Desert Viper* was among the first machines to enter service along-side the Territorial Arms *Jäger*. And the Mark I *Viper*, despite its critical flaws, still had an excellent overall performance compared to the first *Jäger*. Mandeers Heavy Industries, at the time committed to out-stepping Territorial Arms, reinvested into the *Desert Viper* project very rapidly and the Mark 1 was soon replaced by the Mark 2. The second-generation *Viper* was a heavily reworked machine. The sensor cluster was simpler (but still plagued by technical difficulties) and the secondary movement system was removed to make room for new leg braces and shock-absorbers designed to solve the weakness problem. At first, this seemed unwise, as the modification caused a slight overheating problem due to the reduced internal room in the legs. The machine was mostly used in broken terrain, however, and its reinforced legs proved to be a good trade-off. Although never as reliable as the *Jäger*, from the time of its release in TN 1803 through the TN 1840s, the *Desert Viper* Mark 2 remained one of the mainstays of the Southern military. More maneuverable and better armored than the first *Jäger*, the *Viper* also wielded powerful weapons, most notably a TA HGL-70 grenade launcher and a FSRP-36 rocket pod, both capable of facing heavily armored targets.
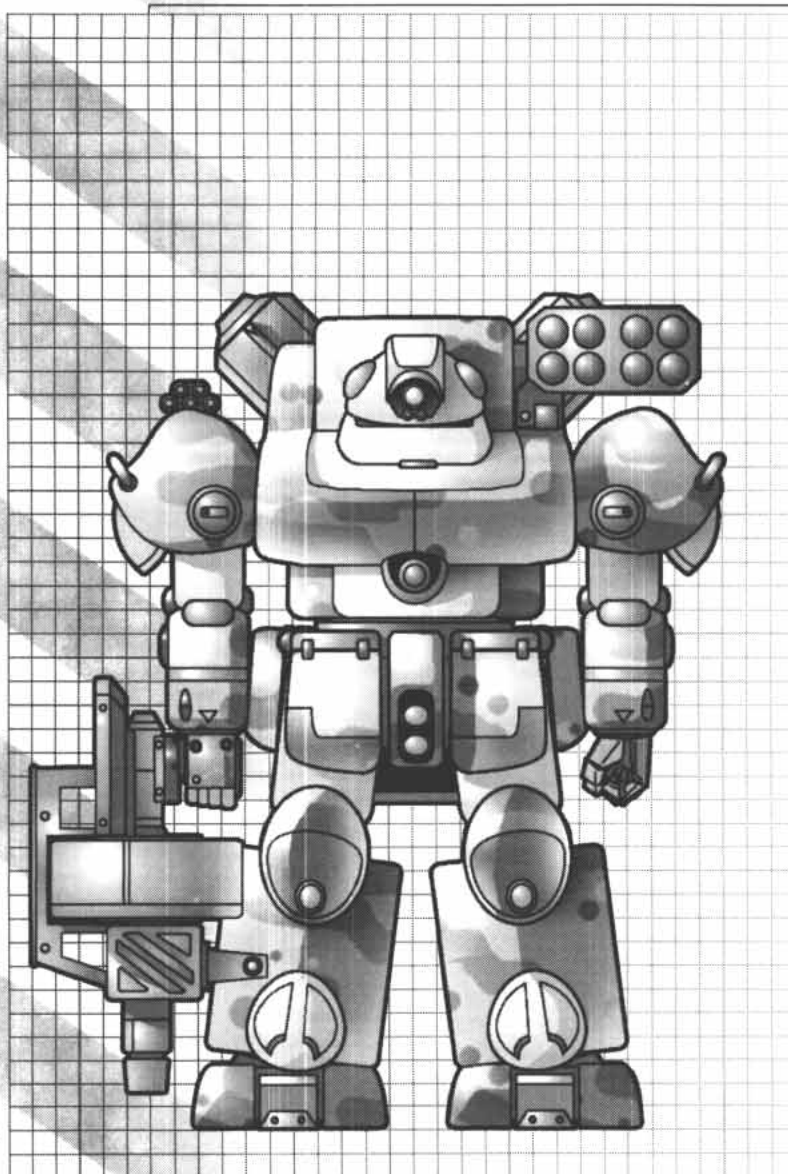
Vehicle Specifications

Code name:	Desert Viper (Mark 2)
Production code:	OACS-02M/SU
Production type:	Mass Production
Cost:	353,333 dinars
Manufacturer:	Mandeers Heavy Industries
Use:	broken terrain Gear
Height:	4.7 meters
Width:	3.5 meters
Average armor thickness:	51 mm
Armor material:	molecular steel alloys
Standard operational weight:	7120 kg
Primary Movement Mode:	Walk (43 kph)
Secondary Movement Mode:	n/a
Deployment Range:	475 km
Sensor Range:	60 hexes/3 km
Communication Range:	200 hexes/10 km
Powerplant:	WC-760J V-engine
Horsepower:	590 Hp

Weapon Payload

Name	Ammunition Payload
TA HGL-70 Launcher	20 grenades
FSRP-36 Rocket Pod	18 rockets
HLB-16 AP Launcher	6 grenades
HG-2 Hand Grenade	1 grenade

- **SERVICE RECORD**

Released in the hey-day of the general-purpose soldier Gear, the *Desert Viper* brought a much-needed amount of firepower to units using *Jägers*, *Copperheads* and *Rattlesnakes*. The combination of offensive power, good maneuverability and excellent armor ensured that the Mandeers *Viper* rapidly entered the arsenals of the South. The machines drawbacks were never really resolved, however. The Gear's defective sensor suite and tendency to overheat in prolonged combat made it a dangerous choice to operate alone, forcing the *Viper* into a support role. The absence of a wheeled movement system also placed the *Viper* at a serious disadvantage on even terrain where it had to run and could not even reach 45 kilometers per hour. The *Viper*'s added shock absorbers and large feet gave it added stability and endurance on difficult terrain, however, and the Gear found itself the best suited to these terrain types. By the TN 1850s, Mandeers was marketing the *Viper* as a rough-terrain specialist. Units of the MILICIA patrolling the mountain ranges of the South and Badlands were targeted by aggressive marketing and the *Desert Viper* underwent a renaissance. Mandeers was able to greatly prolong the lifespan of a machine that was becoming obsolete. Indeed, as the years went on more modern soldier Gears like the *Basilisk*, *Jäger Alpha* and *Sidewinder* arrived on the market and out-performed the *Viper*. Similarly, Mandeers own *Python* and Territorial Arms' *Spitting Cobra* had appeared as dedicated fire-support Gears, far surpassing the ranged fire-power and armored protection of the *Viper*. Had Mandeers not capitalized on their Gear's off-road capabilities, the *Viper* would have likely been retired by the dawn of the twentieth century.

Instead of fading into obscurity, the *Viper* remained active all the way through the war of the Alliance and into the contemporary period. During the War, the *Viper* was chosen as the Gear of choice for Terranovan mountain guerrilla forces working in the Badlands and many Northern pilots got to know the machine as well. This choice, made largely because the *Viper* was plentiful at the time that mountain Gears were most needed, launched a spurt of Northern mountain-capable Gear manufacturing in the post-war period and gave Mandeers a new way to continue selling the Gear.

General Stats

Threat Value:	530
Offensive:	1113
Defensive:	261
Miscellaneous:	217
Size:	6
Original Default Size:	8
Indv. Lemon Dice:	3
Crew:	1
Bonus Actions:	0

Movement

Primary Movement Mode:	Walk
Combat Speed:	4
Top Speed:	7
Secondary Movement Mode:	none
Combat Speed:	n/a
Top Speed:	n/a
Maneuver:	0

Electronics

Sensors:	0
Communications:	0
Fire Control:	0

Armor

Light Damage:	16
Heavy Damage:	32
Overkill:	48

Vehicle Availability

Availability Threshold:	5
Maximum Number of Units in the Field:	Unlimited
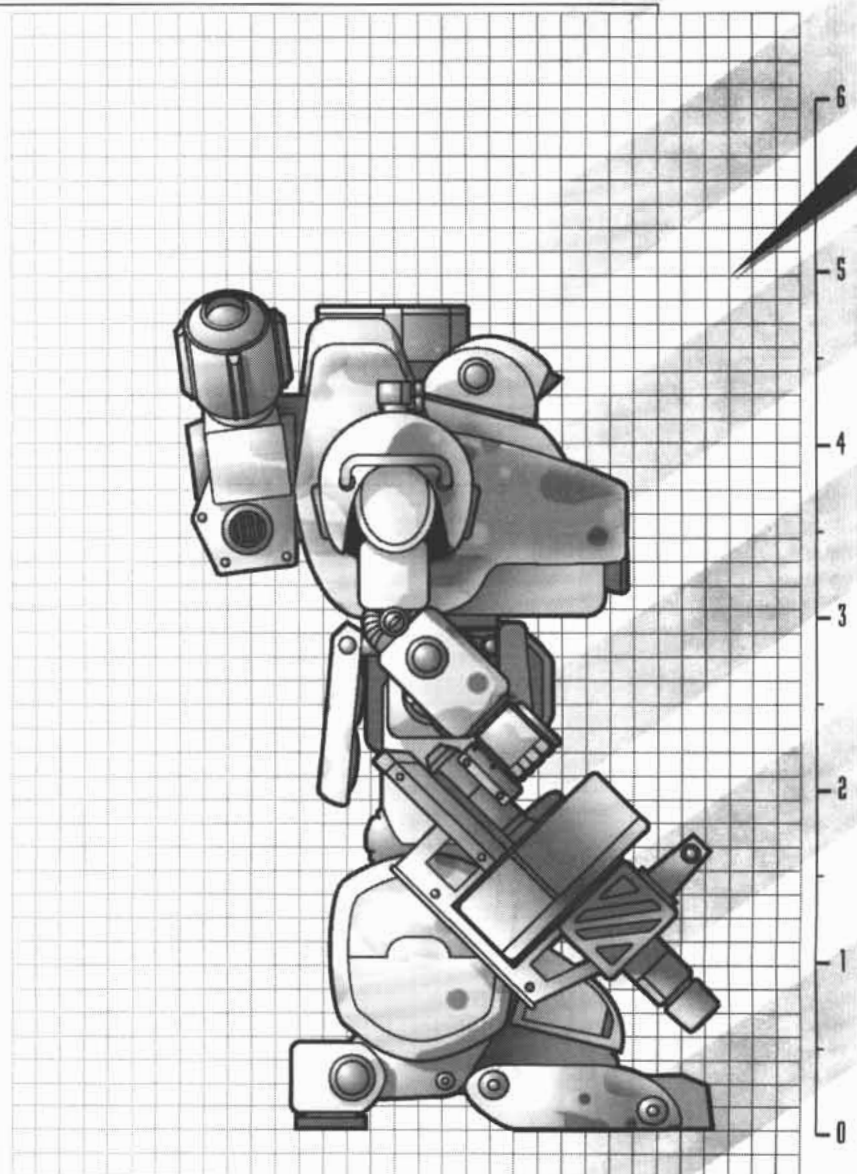
Weapons Summary

Name	Code	Fire Arc	Qty	Ammo
TA HGL-70 Launcher	HGL	Forward	1	20
FSRP-36 Rocket Pod	MRP/18	Forward	1	18
HLB-16 AP Launcher	APGL	Forward	1	6
HG-2 Hand Grenade	HG	Forward	1	-

Perks

Name	Rating	Game Effect
Hostile Environment Protection	-	Desert
Improved Off-road Ability	-	Terrain MP cost at -1
Manipulator Arm x 2	6	Can punch
Reinforced Armor	2	Add to base armor rating of: Front arc
Rugged Movement System	-	Absorbs first Movement hit

Flaws

Name	Rating	Game Effect
Defective Active Sensors	2	Active Sensors "blink" on a roll of 2
Large Sensor Profile	1	Subtract from concealment
Overheating	-	Suffers light damage if too active

Defects

Name	Rating	Game Effect
None	-	-

Optional Equipment

Name	Modified Threat Value
Add Camo Netting and Smoke Launchers (10 shots)	546
Add DPG (F, 30 rnds)	551
Add two hand grenades	538

Weapons Location Diagram

A	TA HGL-70 Launcher
B	FSRP-36 Rocket Pod
C	HLB-16 AP Launcher
D	HG-2 Hand Grenade (not shown)

Typical Camouflage

Broken Ground   Mountain 1   Mountain 2   Pattern-Breaker 1
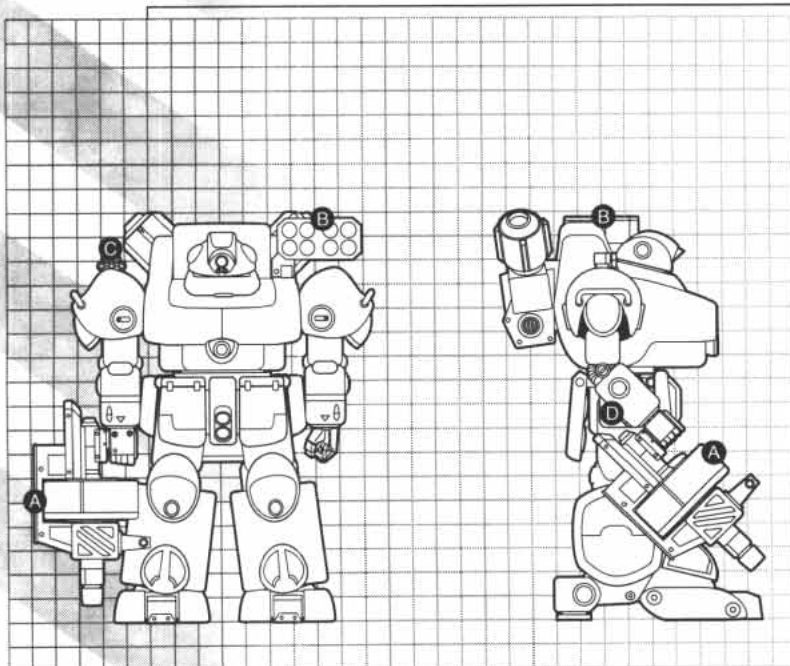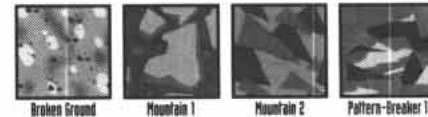
4.11.1 OACS-02M/AS PIT VIPER

One of the few standard variants of the *Desert Viper*, the *Pit Viper* serves as an anti-armor close assault vehicle for rugged terrain. Like the *Desert Viper*, the *Pit* has no secondary movement system, but excellent mobility over broken ground thanks to a reinforced leg structure. The *Pit* began its career as a field variation created by MILICIAmen serving in the Pacifica Range region of the Badlands. Using many *Desert Vipers* for mountain patrols and operations, they began to experiment with a variety of alternate weapon systems to give the Gear some additional variety. An option that became popular with the units in the region was the use of a Paxton Arms 106 mm LGPC "Little Joe" snub cannon, a short range weapon with unparalleled hitting power. Although the *Viper's* standard HGL-70 grenade launcher is itself a powerful weapon, nothing is quite as effective as the "Little Joe" for tank-hunting. One regiment in the region, the *Mountain Snakes*, became especially well known for their use of this weapon configuration which they dubbed the *Pit Viper*.

During the War of the Alliance, the *Mountain Snakes* found the *Pit* to be quite effective, since the difficult terrain allowed Terranovan forces to get in close with CEF hovertanks and other units. Mandeers Heavy Industries was asked to make ready the *Pit Viper* variant based on the experiences in the field; they fielded the official *Pit Viper* in the final cycle of the war. The factory-built variant features a Southern-built SRWI 90 mm assault gun (a version of the LGPC) along with a skirt-mounted armored compartment for additional ammunition. Mandeers took advantage of the variant to do some re-engineering on the basic *Viper* chassis, including tackling its defective sensors. Although the external sensor pod casing remained the same, the internal electronics were replaced with a simple, functional model subcontracted from Obelisk Electronics. The major armor-plates of the *Viper* were also replaced with a steel-ceramic composite better suited for facing CEF particle-beam and shaped-charge weaponry. The *Pit Viper* remains in limited service today with Southern mountain units.

Vehicle Specifications

Code name:	Pit Viper
Production code:	OACS-02M/AS
Production type:	Mass Production
Cost:	375,333 dinars
Manufacturer:	Mandeers Heavy Industries
Use:	broken terrain anti-armor Gear
Height:	4.7 meters
Width:	3.5 meters
Average armor thickness:	51 mm
Armor material:	alloy w/ceramic
Standard operational weight:	7250 kg
Primary Movement Mode:	Walk (43 kph)
Secondary Movement Mode:	n/a
Deployment Range:	475 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WC-760J V-engine
Horsepower:	590 hp

Modifications

Add:	SC (F, 3 rnds), 2 x HG, Ammo Storage (1 3-round SC clip), HEAT Resistant Armor (Rating 1)
Remove:	HGL, Defective Active Sensors
Change:	Downgrade Sensors to 0/2 km
Modified Threat Value:	563
Offensive:	1110
Defensive:	261
Miscellaneous:	318

Vehicle Availability

Availability Threshold:	5
Maximum Number of Units in the Field:	2
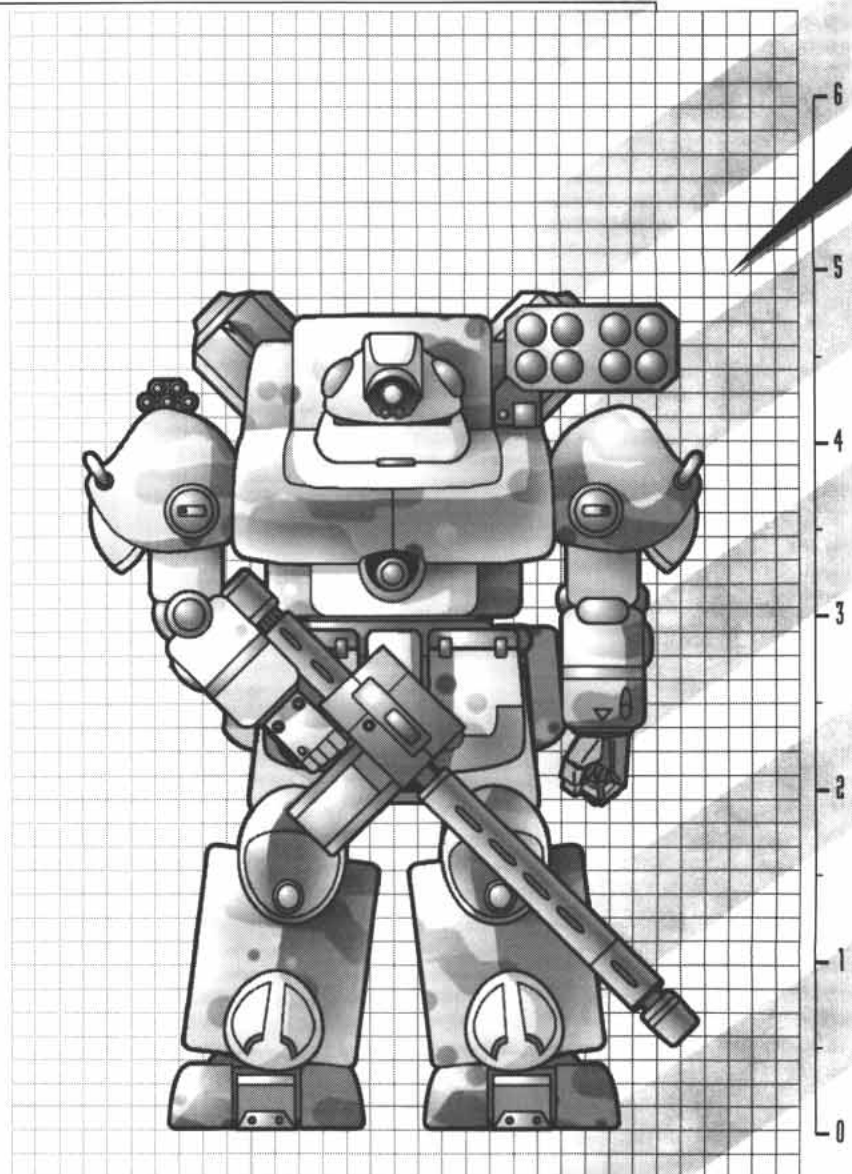
4.12 OACS-02M/AQ WATER VIPER

Developed by Mandeers Heavy Industries as a competitor for the Territorial Arms *Wasserjäger* aquatic Gear, the *Water Viper*'s entire design philosophy is based on the premise that it would spend most of its service time in or around water. Thus, the machine is entirely water-proof and is equipped with a back-mounted snorkel attached to its air-breathing engine so it can operate when partially submerged. The engine also uses banks of superconducting batteries for operation when the vehicle is completely underwater. An oxygen tank provides breathable air for the pilot and can be refilled with an ordinary compressor. Like the *Desert Viper* on which it is based, the *Water Viper* has no wheeled movement system in its feet, which was judged unnecessary considering the Gear's operational theater. Instead, water turbines allow it to virtually match its walking speed while submerged. The Gear's omnicameras and sensors are mounted behind tough acrylic plastic plates and have been adjusted to function equally well above and underneath water. Secondary sonar and thermographic imaging sensors are placed in the head and chest of the Gear, allowing for long-range scans while submerged. The main characteristic of the *Water Viper* is the thick armor used on all facings. Since wetlands and marshes provide excellent cover, most jungle combat occurs at short range and in ambush attacks, hence the necessity for heavy protection. The armor is especially thick over the pilot compartment, which makes the *Water Viper* a popular assignment.

The *Water Viper* was not designed with actual underwater combat in mind and it lacks any form of torpedo rack. The Gear's main armament is a SRWI-75 fragmentation cannon, best suited for the close-quarters swamp combat that is the *Water Viper*'s specialty. Although relatively few variants of the *Water Viper* exist, it is common for cadres of the Gear to use a variety of weapons. Longer range direct-fire weapons like autocannons are common place and manipulator-held grenade launchers are also sometimes employed. The AST protectorate of New Baja is rumored to have produced several limited-distribution variants based on the *Water Viper*.

Vehicle Specifications

Code name:	Water Viper
Production code:	OACS-02M/AQ
Production type:	Limited Production
Cost:	1,154,667 dinars
Manufacturer:	Mandeers Heavy Industries
Use:	water environment Gear
Height:	4.7 meters
Width:	3.4 meters
Average armor thickness:	81 mm
Armor material:	armoplast
Standard operational weight:	7320 kg
Primary Movement Mode:	Walk (43 kph)
Secondary Movement Mode:	Submarine (39 kph)
Deployment Range:	475 km
Sensor Range:	60 hexes/3 km (100 hexes/5 km underwater)
Communication Range:	200 hexes/10 km
Powerplant:	batteries w/ gas turbine
Horsepower:	570 Hp

Weapon Payload

Name	Ammunition Payload
Garan M2 cannon	20 amphibious shells
DP102-AQ pack gun	30 amphibious shells
AQ-GL 2 grenade launcher	6 amphibious grenades
VU-12 vibromachete	-
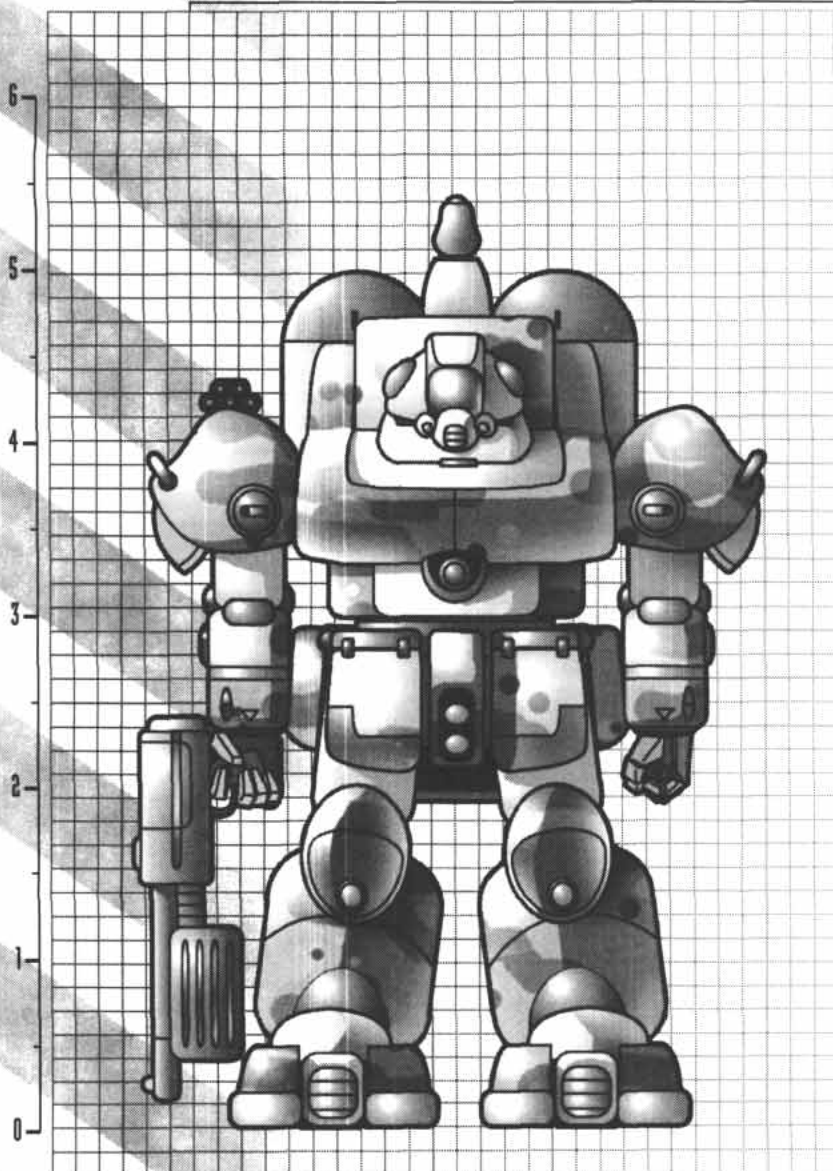
- ## SERVICE RECORD

Mandeers Heavy Industries released the *Water Viper* in TN 1921 as part of an effort to rejuvenate its product line. On a planet where the lion's share of combat takes place on dry land, the *Water Viper* was sure to appeal only to a niche market in the military, but the amount of swampland and deep lakes in the Southern Hemisphere did make the design potentially profitable. The Southern Republican Army made significant purchases of the new design in an effort to strengthen their swamp and jungle fighting units. The amount of combat which had recently occurred in the jungles of the Mekong Dominion was particularly worrisome to Republican high command because it left a post-war heritage of an armed population and a great deal of military surplus available to bandits and revolutionaries. The MILICIA made purchases for similar reasons and many of the units stationed in the Melong Dominion count some of the Mandeers Gears among their forces.

Encouraged by these sales, Mandeers invested money to expand their Gear production lines to reduce the cost of the *Water Viper* — a decision that would cost them dearly. Shortly thereafter, sales of the *Water Viper* took a sharp dive because of a saturated market and (rumor has it) political maneuvering on the part of Territorial Arms and several Mekong Dominion conglomerates. Mandeers executives suddenly found themselves with a large debt on their hands, much of their military production budget being tied up into production lines for a Gear that suddenly was not selling. As part of the restructuring plan that ensued, Mandeers signed an agreement with New Baja which saw the AST protectorate buying dozens of *Water Vipers* at favorable pricing and providing expertise for the design of several variants. The deal was approved by the appropriate Allied Southern Territories officials who were anxious to solidify the recent treaty with New Baja. Most of the variants produced by Bajan engineers have been civilian models designed for duty in the MacAllen cave mines that are the city-state's principal source of revenue. A few military models have emerged, however, leading, in some circles, to paranoid fears of Bajan *Water Vipers* swarming through the MacAllen cave network all the way from Pioneer to Perth.

General Stats

Threat Value:	433
Offensive:	718
Defensive:	303
Miscellaneous:	278
Size:	6
Original Default Size:	8
Indv. Lemon Dice:	2
Crew:	1
Bonus Actions:	0

Movement

Primary Movement Mode:	Walk
Combat Speed:	4
Top Speed:	7
Secondary Movement Mode:	Submarine
Combat Speed:	4
Top Speed:	7
Maneuver:	0

Electronics

Sensors:	0
Communications:	0
Fire Control:	0

Armor

Light Damage:	16
Heavy Damage:	32
Overkill:	48

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	5
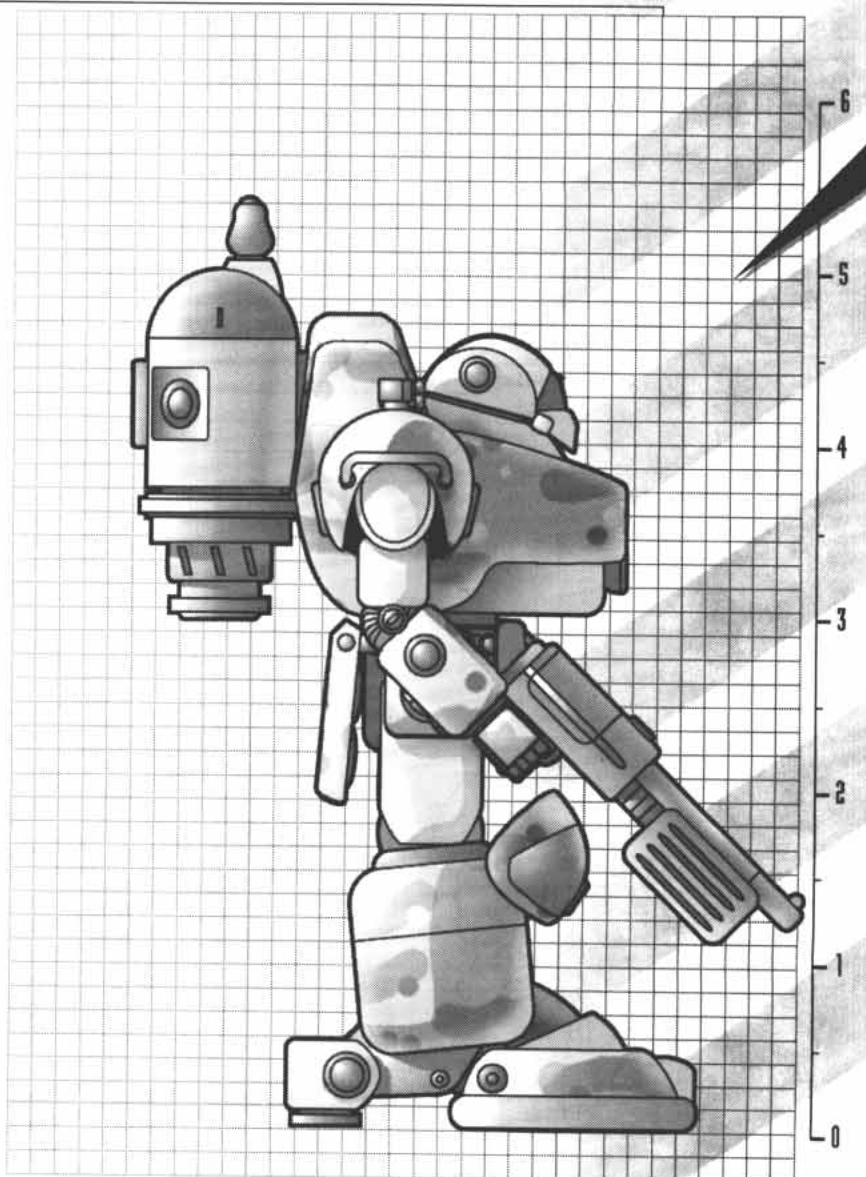
Weapons Summary

Name	Code	Fire Arc	Qty	Ammo
Garan M2 cannon	FGC	Forward	1	20
DP102-AQ pack gun	DPG	Forward	1	30
AQ-GL 2 grenade launcher	APGL	Forward	1	6
VU-12 vibromachete	VB	Forward	1	-

Perks

Name	Rating	Game Effect
Aquatic Sensors (dual-purpose)	5	Aquatic Sensor; range of 5 km underwater
Hostile Environment Protection	-	Underwater
Life Support, Limited	-	Limited
Manipulator Arm x 2	6	Can punch
Reinforced Crew Compartment	-	Absorbs first "Crew" hit
Wide Angle Searchlight	-	100 m, front

Flaws

Name	Rating	Game Effect
Decreased Maneuverability	2	-2 to Maneuver in Submarine movement
Difficult to Modify	-	-2 to repair and modify rolls

Defects

Name	Rating	Game Effect
None	-	-

Optional Equipment

Name	Modified Threat Value
Add Backup Life Support	452
Add Grapple Launchers (Rating 6, 100 m)	457
Add Mine Detectors (underwater)	474

Weapon Location Diagram

A	Garan M2 cannon
B	DP102-AQ pack gun (not shown)
C	AQ-GL 2 grenade launcher
D	VU-12 vibromachete (not shown)

Typical Camouflage

Swamp   Pattern-Breaker 1
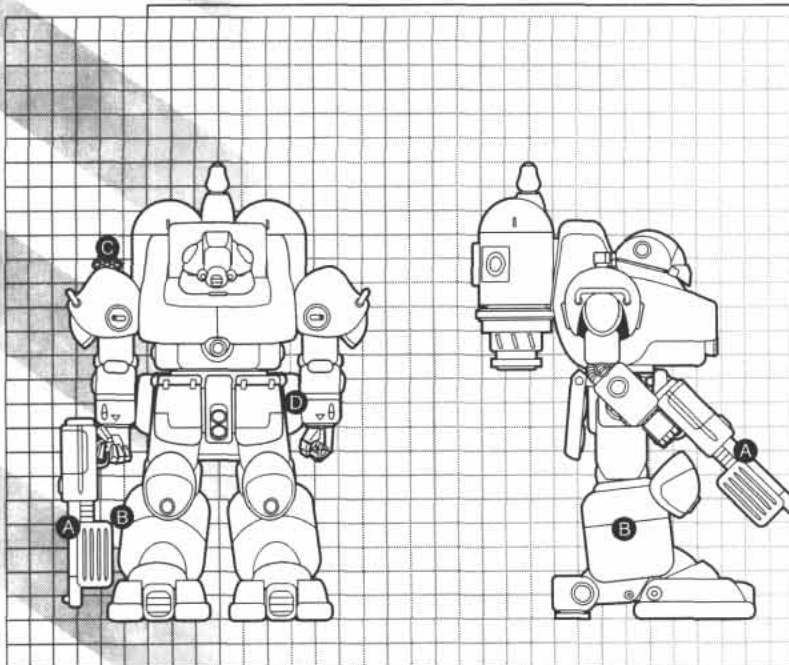
4.12.1 OACS-02M/AQ-STL WATER VIPER SILENT RUNNING

In TN 1932, New Bajan engineers from Chindo-Sladge Industries, working in cooperation with Mandeers, designed the South's first underwater stealth Gear, dubbed the *Water Viper Silent Running*. The use New Baja might make of such a machine is cause for concern in some circles, but Mandeers insists it has broken no laws and sells the *Viper SR* to all legitimate parties, including the Republican Army's Légion Noire and some units of the Humanist Alliance Protection Force. Nevertheless, the capabilities of the Gear are seen as cause for concern. The machine is most amazing for its stealth coating, consisting of layers of thermal and sound insulating polymers covered in a sheath of radar-absorbent material (RAM); this skin provides excellent "silent running" capabilities underwater (defeating sonar and other methods of detection) and on dry land. The *Water Viper Silent Running* is further equipped with an ECM pod and its turbines are retrofitted to reduce cavitation, making the Gear, in the words of one Légionnaire, "one with the water." The *Viper SR* also packs a significant punch, most obviously a pair of twin SRWI Requin-72 torpedo racks mounted over its insulated engine casing. As well, the Gear's anti-personnel grenade launcher is moved so that it fires to the rear, while a spike gun is attached to the left arm for close range penetration — a particularly dangerous possibility in underwater combat. Taking advantage of its superior sensor abilities, the *Water Viper* is also equipped with modified smoke launchers that will discharge murky clouds of slightly charged particles into the water.

In the cycle since its official release, the *Water Viper SR* has received good reviews from the Southern troops who have used it. Like all stealth vehicles, the *Viper SR*'s operational record is classified, but several are known to serve with both the Légion and the Republican Army's Marine Corps. New Baja is assumed to have a significant number of *Viper SRs* as well, but the protectorate keeps any details under very tight wraps. Some AST officials have expressed alarm at this situation and rumor holds that punitive action is in the works against the city-state.

Vehicle Specifications

Code name:	Water Viper Silent Running
Production code:	OACS-02M/AQ-STL
Production type:	Limited Production
Cost:	2,903,333 dinars
Manufacturer:	Mandeers Heavy Industries/Chindo-Sladge Industries
Use:	water environment stealth Gear
Height:	4.7 meters
Width:	3.4 meters
Average armor thickness:	81 mm
Armor material:	classified
Standard operational weight:	7320 kg
Primary Movement Mode:	Walk (43 kph)
Secondary Movement Mode:	Submarine (39 kph)
Deployment Range:	475 km
Sensor Range:	60 hexes/3 km (100 hexes/5 km underwater)
Communication Range:	200 hexes/10 km
Powerplant:	batteries w/ gas turbine
Horsepower:	570 Hp

Modifications

Add:	2 x LRP/32 (F, 32 underwater rockets ea.), SKG (F, 5 shots), ECM (Rating 2), Smoke Launchers (10 shots), Stealth (Rating 3), Annoyance (Stealth at Rating 1 when above-water)
Remove:	DPG
Change:	Change APGL fire arc to Rr
Modified Threat Value:	871
Offensive:	1470
Defensive:	303
Miscellaneous:	841

Vehicle Availability

Availability Threshold:	9
Maximum Number of Units in the Field:	3
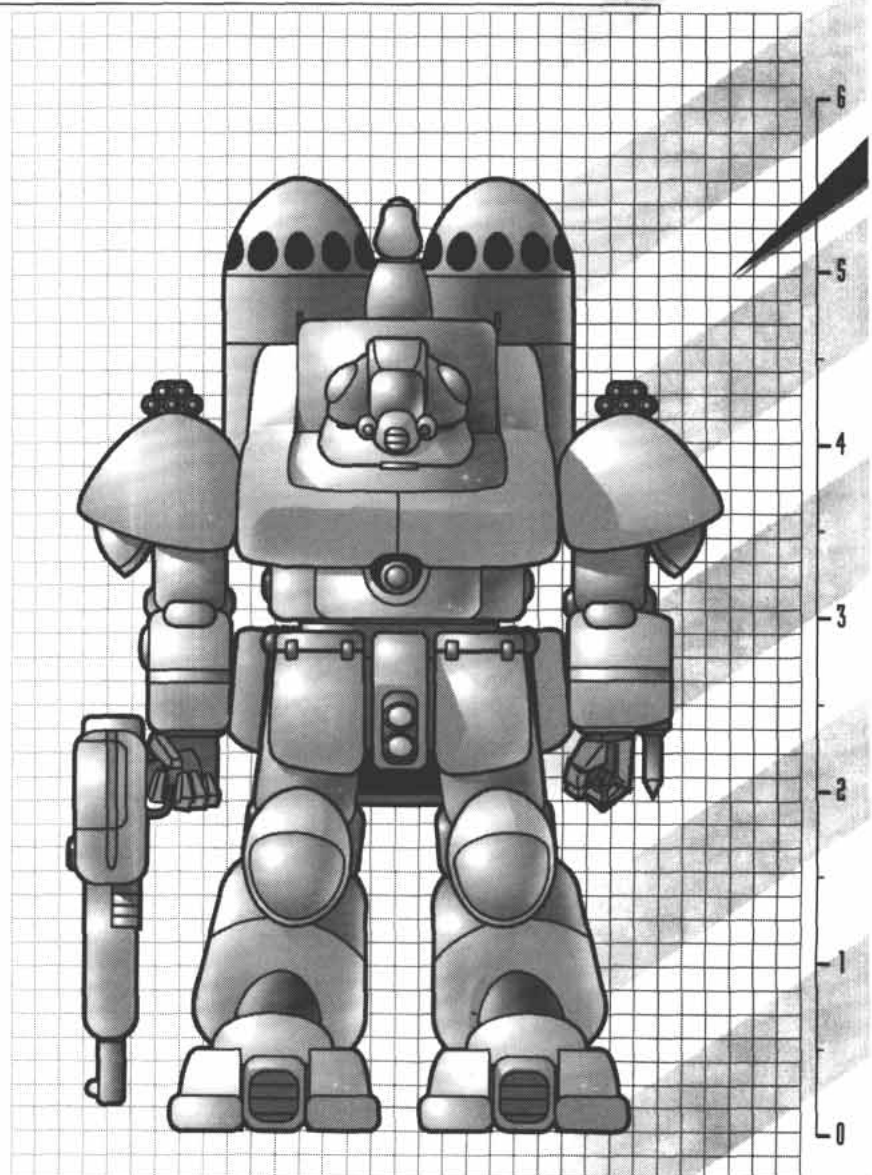
4.13 OACS-03H/FS PYTHON

The *Python* was the last member of an experimental line of large Gears developed by Mandeers Heavy Industries for Southern military forces. The line, dubbed the "Constrictors," consisted of three designs heavily inspired by the *Razorback* Northern Gear that was commonly fielded at the time. The three were developed together and reached the prototype stage in rapid succession; they were named *Boa*, *Anaconda* and *Python*, after legendary enormous constrictor snakes originally found on Earth. Of the three, only the *Python* saw active service. Slightly smaller than its two brethren and equipped with a more efficient engine, the *Python* was also well armored, well armed and carried a fairly good computer-control system. The one problem was its design limitations. The *Razorback* was a 50-cycle old machine when the *Python* was designed and the Southern Gear did not solve the technical difficulties of the Northern design, most importantly a serious design flaw in the sensor suite which gave it spotty performance. Nevertheless, the *Python* entered service to fill the niche for a dedicated fire-support Gear, but it was decided that it would be the last machine of its line.

The general performance profile of the *Python* matched the *Razorback* almost exactly, although it did carry a slightly less effective armored shell than its Northern opponent. The mission profile of the *Python* was significantly different than the close-assault *Razorback*, however, and its weapon load reflected it. The major weapon system of the Gear was the SRWI TLX-12 82 mm back-mounted rocket rack. Although unguided, these high-explosive rockets could reach targets over a kilometer away and be fired over intervening targets. For precision targeting, the *Python* was also equipped with a TA-12 60 mm guided mortar system, with a similar range. Direct-fire and shorter-range punch was provided by a MR60 autocannon and a FSRP-36 shoulder-mounted rocket pod. A HLB-16 anti-personnel grenade launcher was also added to the *Python* design to protect the Gear again infantry. The offensive capabilities of the Gear made it a valuable addition to Gear regiments, allowing it to provide mobile medium-range fire-support for soldier Gears.
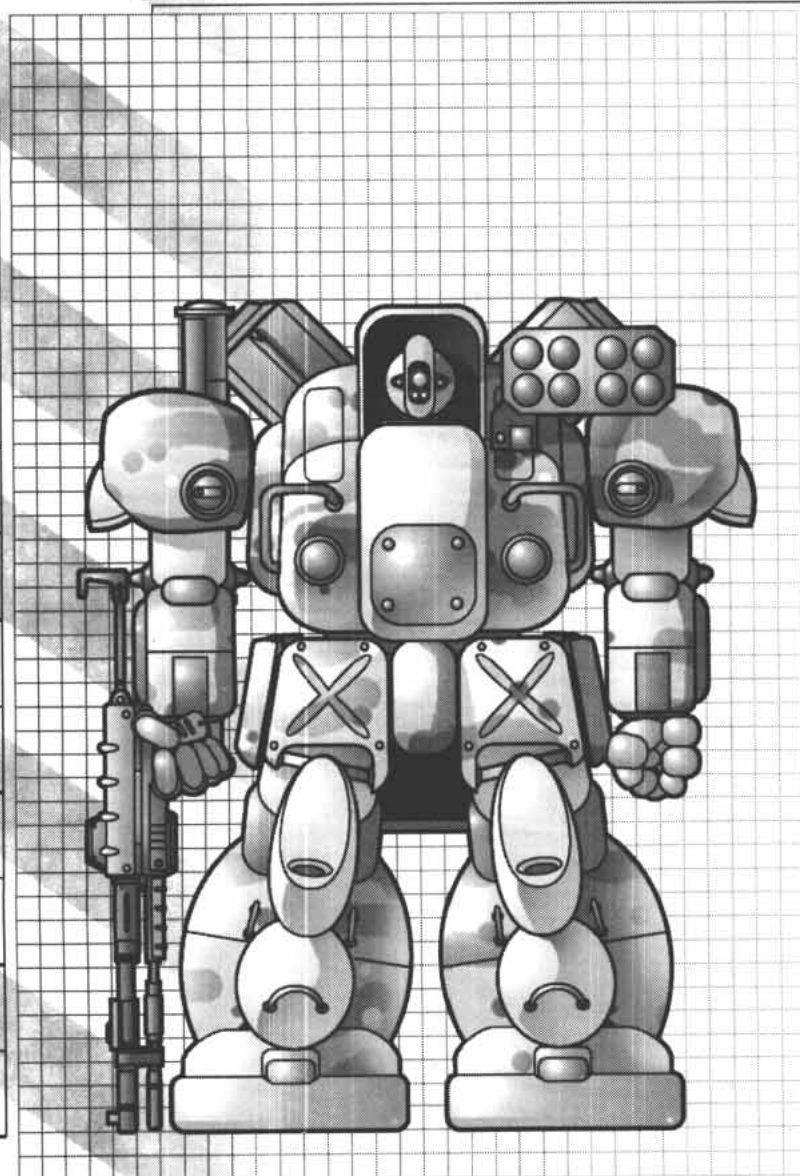
Vehicle Specifications

Code name:	Python
Production code:	OACS-3H/FS
Production type:	Mass Production
Cost:	465,429 dinars
Manufacturer:	Mandeers Heavy Industries
Use:	fire support Gear
Height:	4.8 meters
Width:	3.7 meters
Average armor thickness:	74 mm
Armor material:	armoplast
Standard operational weight:	8356 kg
Primary Movement Mode:	Walk (36 kph)
Secondary Movement Mode:	Ground (59 kph)
Deployment Range:	400 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-486 V-engine
Horsepower:	750 Hp

Weapon Payload

Name	Ammunition Payload
MR60 autocannon	30 shells
TA-12 60 mm guided mortar	15 laser-guided shells
SRWI TLX-12 82 mm rocket rack	24 rockets
FSRP-36 rocket pod	18 rockets
HLB-16 anti-personnel grenade launcher	6 grenades

- ## SERVICE RECORD

Despite its shortcomings, the *Python* stayed in service for more than 87 cycles after its release in TN 1805 and was only decommissioned when the *Spitting Cobra* appeared. During the whole of the nineteenth century, the *Python* remained the standard fire-support vehicle for Southern Gear regiments and came to be looked upon affectionately by its pilots. The Gear went through a few minor updates over its career and its general performance in terms of mobility remained acceptable up until its retirement. The sensor system of the *Python* — a troublesome package developed in-house by Mandeers Heavy Industries — was never perfected. Mandeers was rumored to be preparing a sensor upgrade package when the Southern military announced in TN 1892 that the *Python* was to be phased out from active duty. The Mandeers manufacturing plant for the Gear closed down soon thereafter. Many observers believe that the *Python* was pushed off the market thanks in large part to the political power of Territorial Arms, the manufacturer of the *Spitting Cobra*. Indeed, Mandeers' Gear was removed from active service in record time, leading to a massive injection of powerful Gears into second-line units and almost immediately into the black market.

In the last 30 cycles, the *Python* has had an active second career in the Badlands and among bandits of the Southern Hemisphere. While a good number of the Gears are still in the hands of second-line units, city militias or the Mekong Peacekeepers, an alarming number are fielded by two-bit desert dictators and rover bands. Several of the large bandits armies of the Mekong jungles use *Pythons* and the Peacekeepers and MILICIA have both struggled to stop the flow of the machines into the black market. The MILICIA military police has recently begun a crack-down on spare parts smuggling and theft, hoping to cut off the vital supplies that keep bandit Gears in operational order. Several savannah and desert principalities which have recently signed accords with the Allied Southern Territories have bitterly complained about this crackdown, however. These communities depend on the black market to supply them with the hardware necessary to defend themselves against rovers and are afraid that they will become vulnerable to attack long before the bandits do.

General Stats

Threat Value:	724
Offensive:	1808
Defensive:	274
Miscellaneous:	90
Size:	7
Original Default Size:	9
Indv. Lemon Dice:	3
Crew:	1
Bonus Actions:	0

Movement

Primary Movement Mode:	Walk
Combat Speed:	3
Top Speed:	6
Secondary Movement Mode:	Ground
Combat Speed:	5
Top Speed:	10
Maneuver:	-1

Electronics

Sensors:	0
Communications:	0
Fire Control:	0

Armor

Light Damage:	19
Heavy Damage:	38
Overkill:	57

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	Unlimited
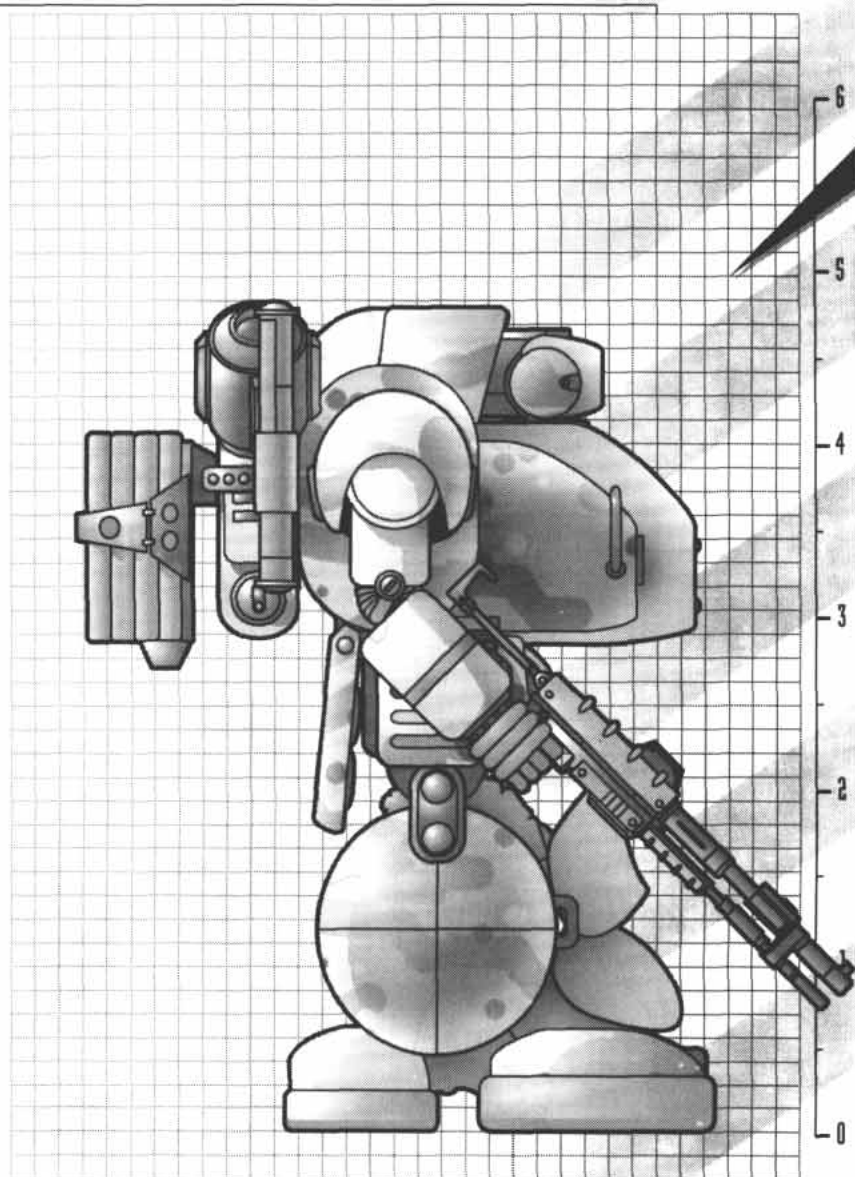
SOUTHERN COMBAT VEHICLES

Weapons Summary

Name	Code	Fire Arc	Qty	Ammo
MR60 autocannon	HAC	Forward	1	30
TA-12 60 mm guided mortar	LGM	Forward	1	15
SRWI TLX-12 rocket rack	HRP/24	Forward	1	24
FSRP-36 rocket pod	MRP/18	Forward	1	18
HLB-16 AP grenade launcher	APGL	Fixed Forward	1	6

Perks

Name	Rating	Game Effect
Hostile Environment Protection	-	Desert
Manipulator Arm x 2	7	Can punch

Flaws

Name	Rating	Game Effect
Annoyance	-	Cramped cockpit hatch
Defective Active Sensors	1	Active Sensors "blink" on a roll of 1
Large Sensor Profile	1	Easier to detect

Defects

Name	Rating	Game Effect
None	-	-

Optional Equipment

Name	Modified Threat Value
Jungle Fighter (Camo Netting, Smoke Launcher w/10 shots)	731
Add Deployable Pack Gun (30 shots)	745
Add one grenade	727
Add two Medium Panzerfausts	744
Add vibroblade	729

Weapons Location Diagram

A	MR60 autocannon
B	TA-12 60 mm guided mortar
C	SRWI TLX-12 82 mm rocket rack
D	FSRP-36 rocket pod
E	HLB-16 AP grenade launcher

Typical Camouflage

Desert 1   Desert 2   Pattern-Breaker 1
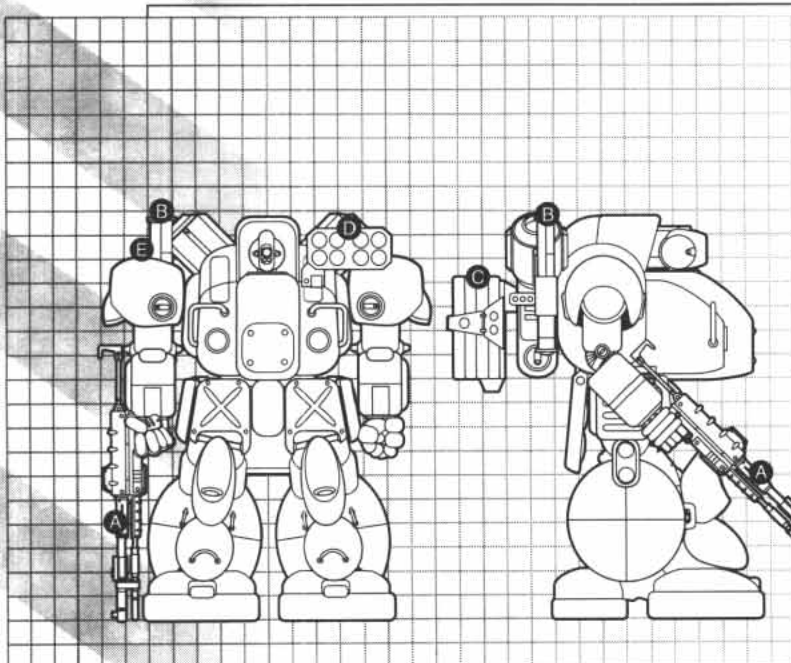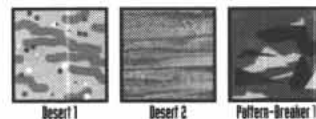
4.13.1 OACS-3H/FS-A BADLANDS PYTHON

The *Python* is infamous in the south for being the "black market's biggest export." A good number of the *Pythons* replaced by *Spitting Cobras* (starting in the TN 1890s) simply went missing, and several pilots and supply officers were prosecuted for theft and black-marketeering. Many other Gears ended up in the hands of independent merchants like Nemmelworth's Gear and Merchandise, who were less than scrupulous about the clientele to which they sold surplus vehicles. While no experienced pilot will compare the *Python* favorably with the *Spitting Cobra*, the elder machine remains a dangerous and powerful Gear. Petty dictators, rovers and revolutionaries now swear by it, still one of the more powerful Gears available on the "independent market." It has a strong, heavy frame ideal for carrying whatever support weapons are available; its size also makes the *Python* quite intimidating, a definite asset for bandits and raiders of all stripes. Most importantly of all, the Gear was once in extremely wide production and replacement parts are still easy to come by, especially in the junk-heaps of the southern Badlands.

While a staggering variety of *Python* configurations can be seen on the black market, one particular unofficial variant has become popular. The so-called *Badlands Python* is a simple refitting of old *Pythons* for the need of rovers and local militias. The complex weaponry of the standard *Python* — the TA-12 60 mm guided mortar and the SRWI TLX-12 82 mm rocket rack — are eliminated and replaced by a simpler back-mounted Paxton FM-24 field mortar that lobs simple explosive shells. Other weapons can be replaced by Paxton models if need be. The armoplast ballistic plastic which comprises the armored sheath of the standard *Python* can be difficult to replace and several plates are typically replaced by steel alloy in the *Badlands Python*. Most rovers also add additional plates to the sensor pods and fragile autocannon to protect the valuable targeting electronics of the Gear. These modifications reduce the overall effective protection of the Gear and often lead to unexpected technical difficulties, but make spare parts easier to find.

Vehicle Specifications

Code name:	Badlands Python
Production code:	OACS-3H/FS-A
Production type:	Mass Production
Cost:	451,286 dinars
Manufacturer:	Mandeers Heavy Industries
Use:	black market Gear
Height:	4.8 meters
Width:	3.7 meters
Average armor thickness:	74 mm
Armor material:	armoplast w/alloy
Standard operational weight:	8345 kg
Primary Movement Mode:	Walk (36 kph)
Secondary Movement Mode:	Ground (59 kph)
Deployment Range:	400 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-486 V-engine
Horsepower:	750 Hp

Modifications

Add:	MFM (F, 12 rnds), Reinforced Location Armor: Fire Control (Rating 2), Problem Prone (Rating 2)
Remove:	LGM, HRP
Change:	Downgrade Base Armor to 18
Modified Threat Value:	702
Offensive:	1768
Defensive:	249
Miscellaneous:	90

Vehicle Availability

Availability Threshold:	4
Maximum Number of Units in the Field:	Unlimited

4
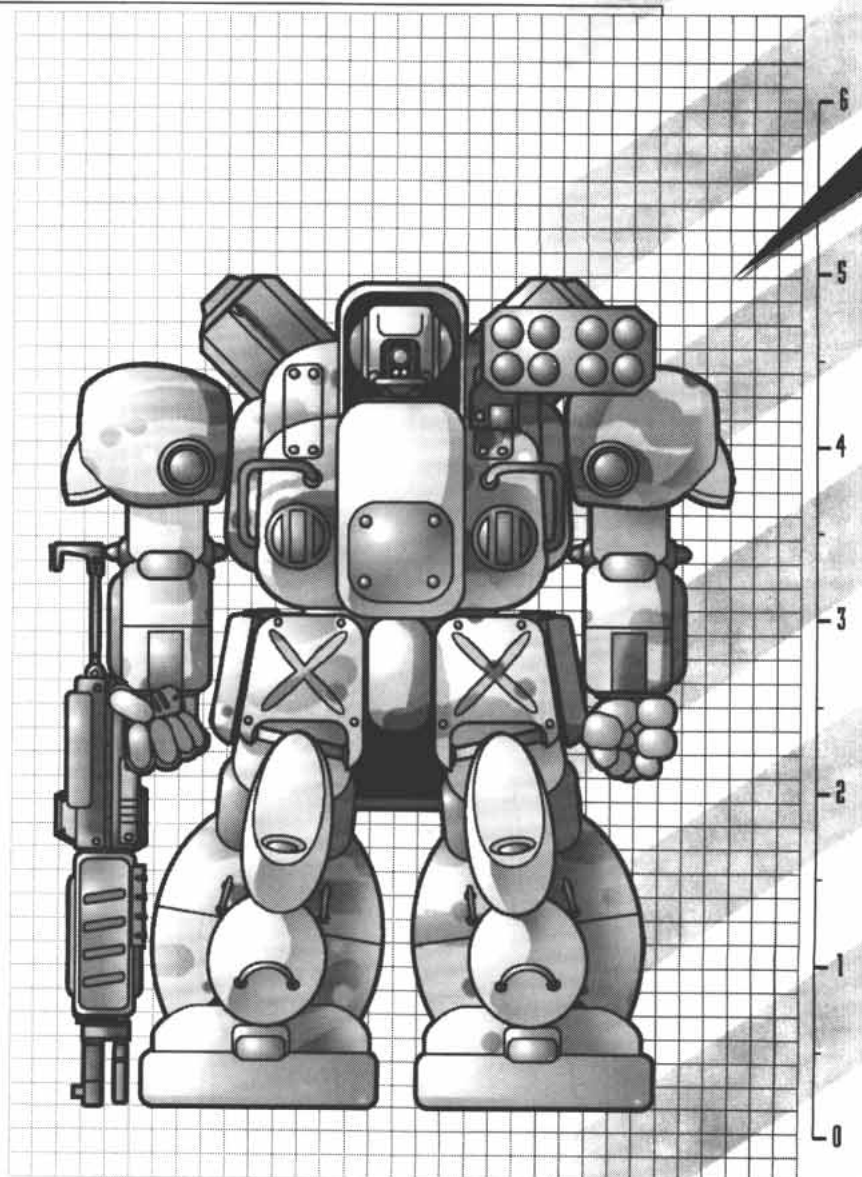
4.14 OACS-06M/SU RATTLESNAKE

The AV-2 *Rattlesnake* was the first Southern Gear to appear alongside the *Jäger* and the first of the successful "serpent" family developed by Territorial Arms. While the *Jäger* — for the most part — was a testament to the skill and power of SRID, the *Rattlesnake* was an announcement of the technical proficiency of the Antarctic in the new field of Gear design. Not lifted from Northern drawing boards, the *Rattlesnake* was (for its time) an effective and worthwhile companion to the *Jäger*. The *Rattlesnake* was designed to be a general-purpose Gear that was particularly effective at hit-and-run or guerrilla warfare. It had become obvious to Southern commanders that most warfare with the North would consist of low-level engagements and campaigns of harassment, and they wanted a Gear that could give them an edge. Territorial Arms introduced the use of armoplast ballistic plastic as the main armor material of their new design in a successful effort to reduce overall weight; this then allowed them to increase the Gear's speed and maneuverability significantly beyond the capabilities of the first-generation of *Jägers*. Speed was paid for with the reduced effective armor, but the price was thought to be worth paying for a rapid strike Gear.

The *Rattlesnake*'s greatest innovation, however, was its fire-control computer, the TA Ciblix-250. The system improved combat accuracy (and hence efficiency) as compared to the *Jäger*'s, though the new system did have trouble handling multiple targets. The Ciblix-250 system involves the use of a large bank of holoscreens in the Gear cockpit, so the Gear's head had to be larger than that of the *Jäger*. The turret-like assembly featured a sensor pod on a sliding rail as well as a large vision slit for a true view of the battlefield. In general, the *Rattlesnake*'s weapon load was largely the same as the *Jäger*'s, notably in the use of a RS20 autocannon and HLB-12 grenade launcher. The *Rattlesnake*, however, featured a powerful shoulder-mounted FSRP-12 rocket pack. Although carrying only 9 rockets, the FSRP-12 gave the Gear improved hitting power, enabling it to rapidly take out armored targets.
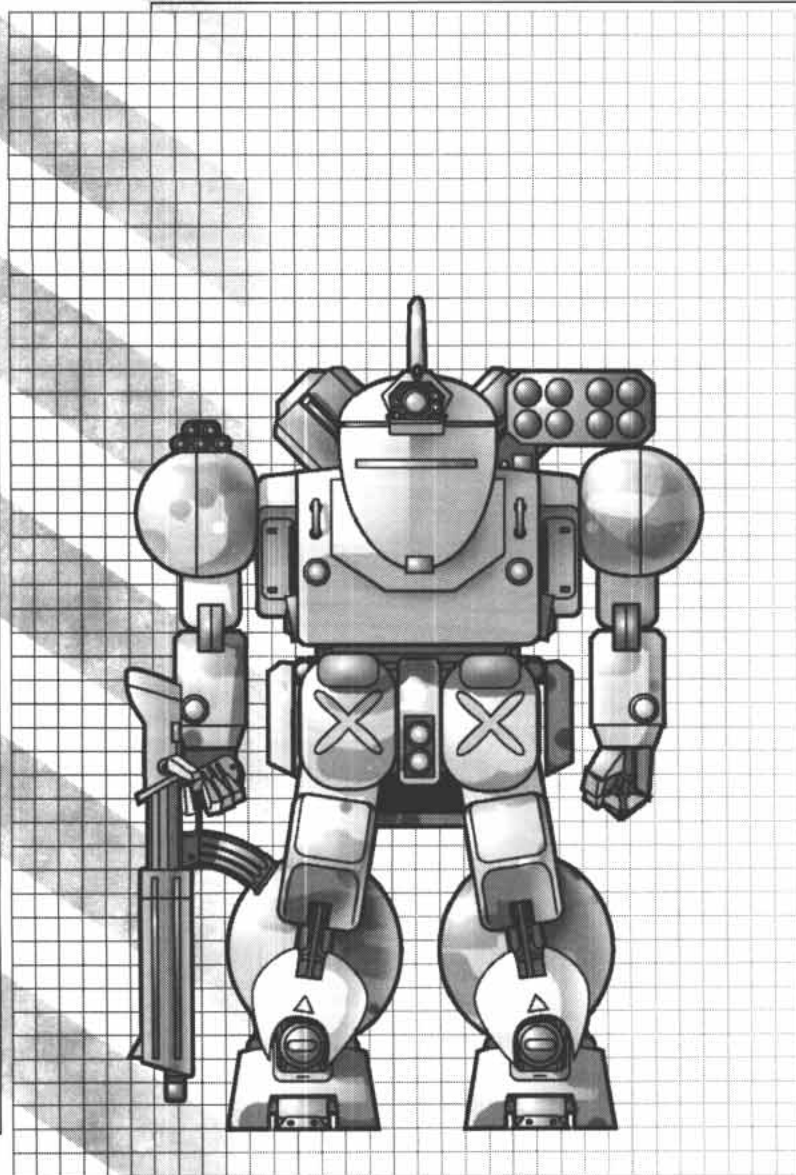
Vehicle Specifications

Code name:	Rattlesnake
Production code:	OACS-06M/SU
Production type:	Mass Production
Cost:	184,917 dinars
Manufacturer:	Territorial Arms
Use:	general purpose Gear
Height:	4.4 meters
Width:	3.0 meters
Average armor thickness:	42 mm
Armor material:	armoplast w/alloy
Standard operational weight:	6235 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (68 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-300C/Aq V-engine
Horsepower:	435 hp

Weapon Payload

Name	Ammunition Payload
RS20 autocannon	60 shells
FSRP-12 rocket pack	9 rockets
HLB-12 grenade launcher	6 grenades
VU-9 vibroknife	-

SERVICE RECORD

The *Rattlesnake* served with distinction from the time of its release in TN 1731 all the way until the beginning of the next century. The speed and accuracy of the Gear made it a valuable addition to the battlefield and, despite its reduced armor, it was popular with pilots. The inclusion of reinforced armor plates around the cockpit for additional pilot safety was a strong point in its favor as far as soldiers were concerned. In the TN 1750s the Gear gained a great deal of notoriety in the South with the so-called Barrington Campaign. This prolonged series of North-South skirmishes lasted from TN 1749 to TN 1754, sometimes flaring into an approximation of actual warfare, but usually simply claiming the lives of soldiers far from home. The Southern MILICIA *Silicone Serpents* regiment (now defunct) was the most celebrated of the units involved in the campaign and they used *Rattlesnakes* almost exclusively. Although newer Gears existed, the association with the regiment made the *Rattlesnake* the most glamorous war machine in the Southern Republic at the time. Several trideo movies would eventually be made about the *Silicone Serpents* and *Rattlesnake* merchandise has became a mainstay of many memorabilia collections.

The introduction of the Territorial Arms *Copperhead* and the Mandeers Heavy Industries *Desert Viper* would eventually drive the *Rattlesnake* into retirement. Although it performed very well for its time, the Gear was never updated with the care it should have been. Territorial Arms recommitted itself to the *Jäger* and true scout machines such as the ill-fated *Anolis*, while the *Desert Viper's* firepower eventually proved more convincing than the *Rattlesnake's*. By the time the *Basilisk* was introduced in TN 1838, the *Rattlesnake* was a second-line unit. The Gear still has a legacy, however: the Territorial Arms/Dynamic Systems *Sidewinder* uses many concepts from the *Rattlesnake*, including the matching of speed and fire-power. The development of the *Black Adder*, based on the *Sidewinder*, also owes a debt to the old Gear. The *Rattlesnake* can still be found in active service in Badlands militias, rover gangs and a few civil defense forces in the South and served in several of the rag-tag units of the Peace River Army during the War of the Alliance.

General Stats

Threat Value:	317
Offensive:	608
Defensive:	236
Miscellaneous:	107
Size:	6
Original Default Size:	7
Indv. Lemon Dice:	3
Crew:	1
Bonus Actions:	0

Movement

Primary Movement Mode:	Walk
Combat Speed:	4
Top Speed:	7
Secondary Movement Mode:	Ground
Combat Speed:	6
Top Speed:	11
Maneuver:	0

Electronics

Sensors:	-1
Communications:	-1
Fire Control:	0

Armor

Light Damage:	13
Heavy Damage:	26
Overkill:	39

Vehicle Availability

Availability Threshold:	5
Maximum Number of Units in the Field:	5
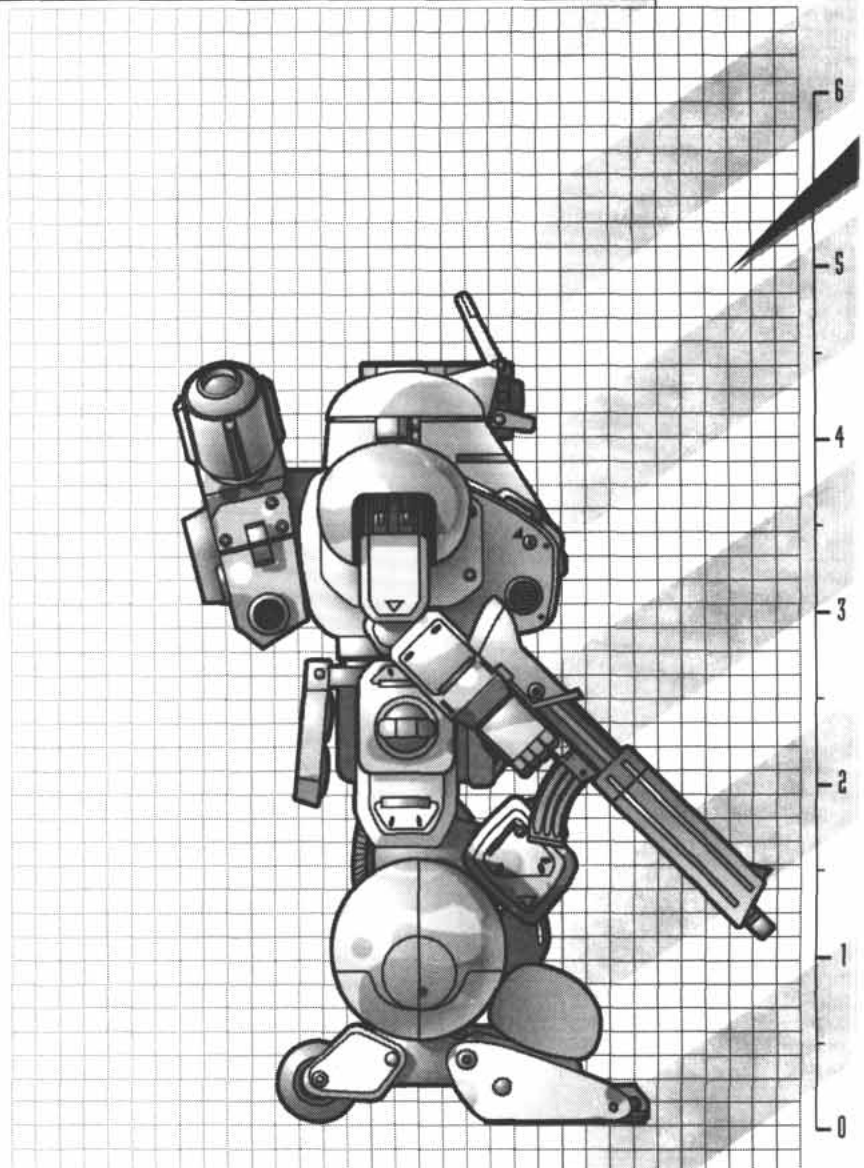
Weapons Summary

Name	Code	Fire Arc	Qty	Ammo
RS20 autocannon	LAC	Forward	1	60
FSRP-12 rocket pack	MRP/9	Forward	1	9
HLB-12 grenade launcher	APGL	Fixed Forward	1	6
VU-9 vibroknife	VB	Forward	1	-

Perks

Name	Rating	Game Effect
Hostile Environment Protection	-	Desert
Manipulator Arm x 2	5	Can punch
Reinforced Location Armor	1	Crew

Flaws

Name	Rating	Game Effect
Inefficient Combat Computer	-	-1 on second and subsequent attacks per round

Defects

Name	Rating	Game Effect
None	-	-

Optional Equipment

Name	Modified Threat Value
Add 2 Light Panzerfausts	326
Add 3 hand grenades	328
Add Camouflage Netting and Smoke Launchers (10 shots)	321
Replace LAC with LBZK (F, 20 shots)	360
Replace LAC with MFL (F, 20 shots)	299
Replace LAC with MRF (F, 30 rnds)	337
Replace MRP with LRP/32 (F, 32 rockets)	259

Weapons Location Diagram

A	RS20 autocannon
B	FSRP-12 rocket pack
C	HLB-12 grenade launcher
D	VU-9 vibroknife (not shown)

Typical Camouflage
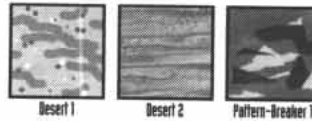
Desert 1   Desert 2   Pattern-Breaker 1
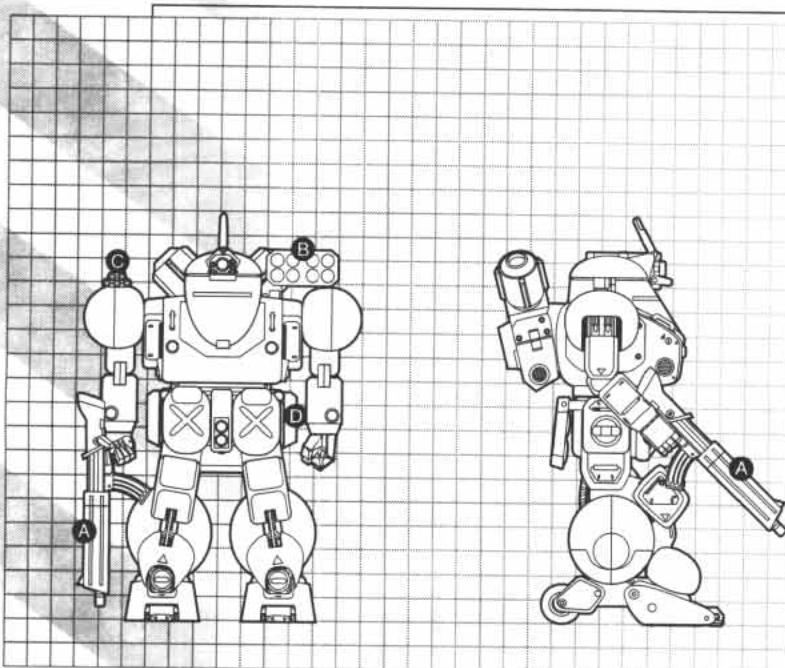
4.14.1 OACS-06M/SW SWAMP SNAKE

The *Swamp Snake*, the most important variant of the venerable *Rattlesnake*, was Terra Nova's first truly amphibious Gear. Designed for swamp warfare, the *Snake* was an ingenious machine that pushed the outer envelope of Gear engineering in the eighteenth century. The basic objective established for the Gear was to be able to fight with little hindrance in the dense swamps of the South and lie in ambush within them by resting underwater and emerging only to attack its prey. This profile required a significant remodeling of the *Rattlesnake*, beginning with making every joint and seal on the Gear water-tight. This design required the addition of rubberized sheaths on all articulations and reinforcing the crew compartment with double seals to prevent leaks. To keep the *Swamp Snake*'s air-breathing, combustion engine operational, a snorkel was necessary to supply oxygen while submerged. Secondary sonar/thermograph-imaging aquatic sensors were added to the standard sensor suite for underwater observation. The question of observing the surface while submerged led to the development of a sensor "periscope," which was eventually merged with the engine snorkel to allow the Gear to stay submerged in wait for enemy units. The pilot's own oxygen supply came mainly from mechanical gills and air-recyclers, supplemented by the snorkel when necessary. The weapon systems of the *Swamp Snake* reflected its role: a water-tight Rucker 30 mm fragmentation cannon, perfect for close range ambushes, and two TA Hammerhead self-contained torpedoes to strike at enemy ships from under water.

The *Swamp Snake* was not without its problems, however. Although it performed well, it was a technically complex machine that proved to be temperamental. The added sensor systems and underwater apparatus were all vulnerable to damage and the Gear as a whole was plagued by glitches throughout its career. Ultimately, the Territorial Arms *Wasserjäger* and Mandeers *Water Viper* would completely supplant the *Swamp Snake*. The Gear does remain in a sort of service, however: it is quite popular with the better-equipped class of Mekong bandit raider.

Vehicle Specifications

Code name:	Swamp Snake
Production code:	OACS-06M/SW
Production type:	Mass Production
Cost:	182,000 dinars
Manufacturer:	Territorial Arms
Use:	Swamp/jungle warfare Gear
Height:	4.4 meters
Width:	3.0 meters
Average armor thickness:	42 mm
Armor material:	armoplast w/alloy
Standard operational weight:	6200 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (68 kph)
Deployment Range:	450 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-300C/Aq V-engine
Horsepower:	435 Hp

Modifications

Add:	FGC (F, 20 rnds), 2 x LPZ (underwater ammo), CR, 3 x HG, Aquatic Sensors (single purpose), Back-up Sensors, Hostile Environment Protection: Underwater, Annoyance (stale air), Exposed Auxiliary Systems, Problem Prone (Rating 1)
Remove:	LAC, MRP
Change:	Upgrade Sensors to 0/2 km, downgrade Deployment Range to 450 km
Modified Threat Value:	312
Offensive:	576
Defensive:	236
Miscellaneous:	124

Vehicle Availability

Availability Threshold:	4
Maximum Number of Units in the Field:	5
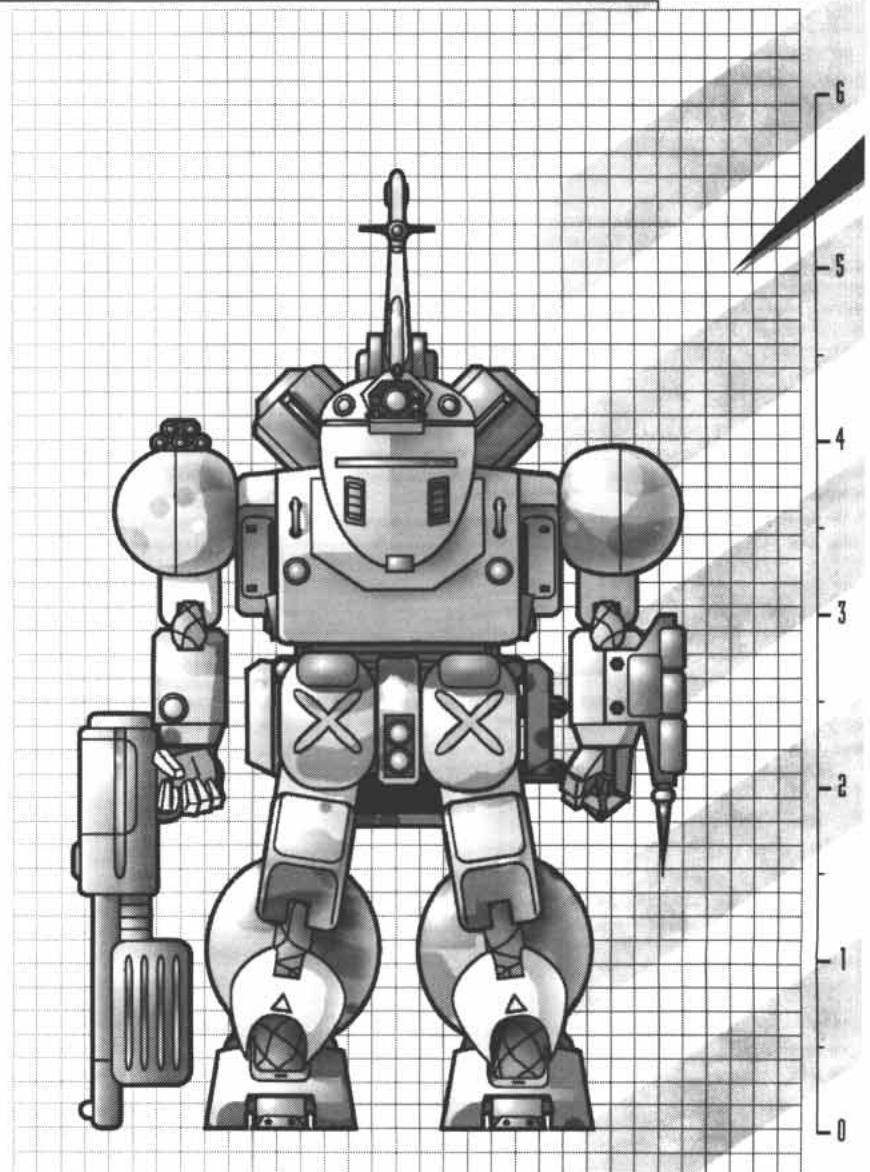
4.15 OACS-04M/SU SIDEWINDER

The TN 1880s were a period of impressive achievements for Territorial Arms. Long thought of as maintaining their dominance of the Gear market through sheer political might TA finally proved that it had the design skills to match its size and power. The release of the *Iguana* in TN 1879 and the *Spitting Cobra* a few cycles later secured the industrial giant a place of prominence in the scout and fire-support Gear markets, areas where it had floundered in the past. TA's next step was to consolidate its hold on the general purpose market and a new soldier-model was called for. In TN 1887, TA signed an agreement with Dynamic Systems to design a new model; the engineers resurrected the venerable *Rattlesnake* and its flaws, which had been nearly insoluble a hundred cycles before, were corrected. By the end of the design process, the new Gear bore only a passing resemblance to its forefather, but they shared many internal design concepts.

The *Sidewinder* was designed during the so-called "safety minded" period, when the survival of its carefully trained Gear pilots was deemed vital 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. In the event of a cockpit breach, an automated medical pack ensured that the pilot not only survived the wound but remained conscious and able to fight. Using molecular steel alloys and a powerful WV-733TC/d engine, the new Gear was able to have both increased armored protection and excellent speed. Like the *Rattlesnake*, the *Sidewinder* was given heavier weapons than the *Jäger*, including a PR-50 autocannon and a FSRP-42N rocket pod. The FSRP-42N, developed by the Rucker Group, was a low-maintenance system using one 18-rocket pod on top of another. This configuration made replacement parts easier to find, although it did require a tighter firing angle. A HLB-16 anti-personnel grenade launcher was also included in the *Sidewinder* design for infantry defense. The new Gear's electronics were also improved as compared to other general-purpose Gears, with the principle sensors and communications array fitted into a head with a distinctive crest.
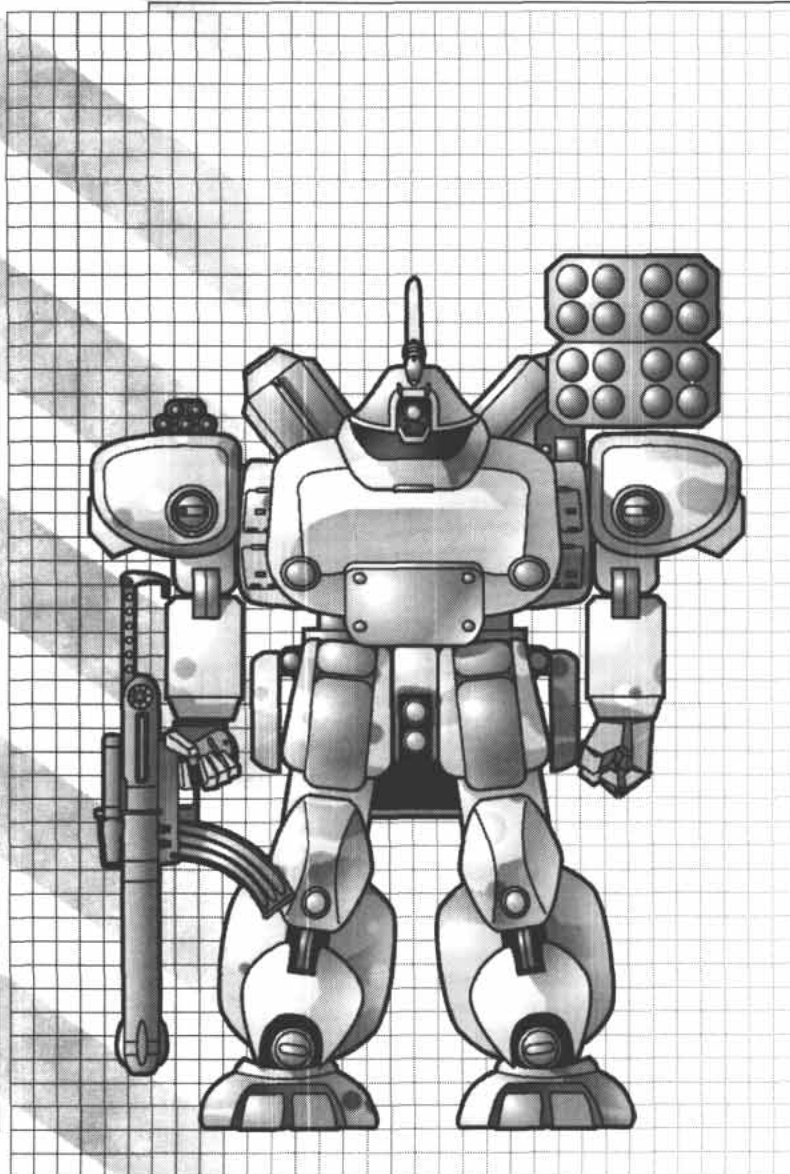
Vehicle Specifications

Code name:	Sidewinder
Production code:	OACS-04M/SU
Production type:	Mass Production
Cost:	225,750 dinars
Manufacturer:	Territorial Arms/Dynamic Systems
Use:	general purpose Gear
Height:	4.4 meters
Width:	3.0 meters
Average armor thickness:	51 mm
Armor material:	molecular steel alloy
Standard operational weight:	6950 kg
Primary Movement Mode:	Walk (47 kph)
Secondary Movement Mode:	Ground (77 kph)
Deployment Range:	550 km
Sensor Range:	60 hexes/3 km
Communication Range:	240 hexes/12 km
Powerplant:	WV-733TC/d V-engine
Horsepower:	580 Hp

Weapon Payload

Name	Ammunition Payload
PR-50 Autocannon	40 rounds
FSRP-42N Rocket Pod	36 rockets
HLB-16 AP Launcher	6 grenades

• SERVICE RECORD

The *Sidewinder* was not designed simply as a next-generation soldier Gear. Rather, Territorial Arms decided to produce a machine both for the Republican Army and for export to the Badlands, where Paxton Arms had long enjoyed a nigh-exclusive market. The TN 1889 release of the *Sidewinder* was accompanied by a concerted marketing effort in the equatorial desert which bore fruit. By the middle of the TN 1890s many of the various local militias and petty armies of the Badlands counted some *Sidewinders* in their arsenal. The Republican Army made significant purchases as well, often for border units where the *Sidewinder* was assigned to strike cadres and occasionally served as a makeshift command unit. The MILICIA was not targeted by Territorial Arms' initial sales plan, but by the time of the War of the Alliance many regiments had at least a few examples of the model in their ranks. Distribution of the *Sidewinder* was made difficult by a bitter corporate rivalry which developed between TA and Dynamic Systems, each accusing the other of theft of intellectual property. After many legal battles, TA was left with the model but Dynamic Systems won the right to use its design in the development of their own Gear, the *Black Adder*. Rumor holds that some Territorial Arms executives argued for an early retirement of the Gear to protect themselves from further legal entanglements.

Sidewinders were extremely popular assignments for pilots. The machine's layers of special protection for the pilot, good speed and impressive firepower made it a very competent fighter. Of course, the Gear was not perfect, being less maneuverable than scout units and carrying lighter firepower than fire-support units, but it spent several decades as a prestige as combat vehicle. During the War of the Alliance, the *Sidewinder* served with distinction in both the Republican Army and the Peace River Army, but it was already being eclipsed in the public eye by TA's new *Black Mamba*. The arrival of the *Mamba* sounded the death knell for both the *Desert Viper* and the *Sidewinder* as the standard Gears of the southern military, but both continue a fruitful career as export models to the Badlands and as vehicles for second-line units. Pilots who continue to use the *Sidewinder* consider themselves privileged.

General Stats

Threat Value:	387
Offensive:	564
Defensive:	347
Miscellaneous:	250
Size:	6
Original Default Size:	7
Indv. Lemon Dice:	3
Crew:	1
Bonus Actions:	0

Movement

Primary Movement Mode:	Walk
Combat Speed:	4
Top Speed:	8
Secondary Movement Mode:	Ground
Combat Speed:	7
Top Speed:	13
Maneuver:	0

Electronics

Sensors:	0
Communications:	0
Fire Control:	0

Armor

Light Damage:	16
Heavy Damage:	32
Overkill:	48

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	5
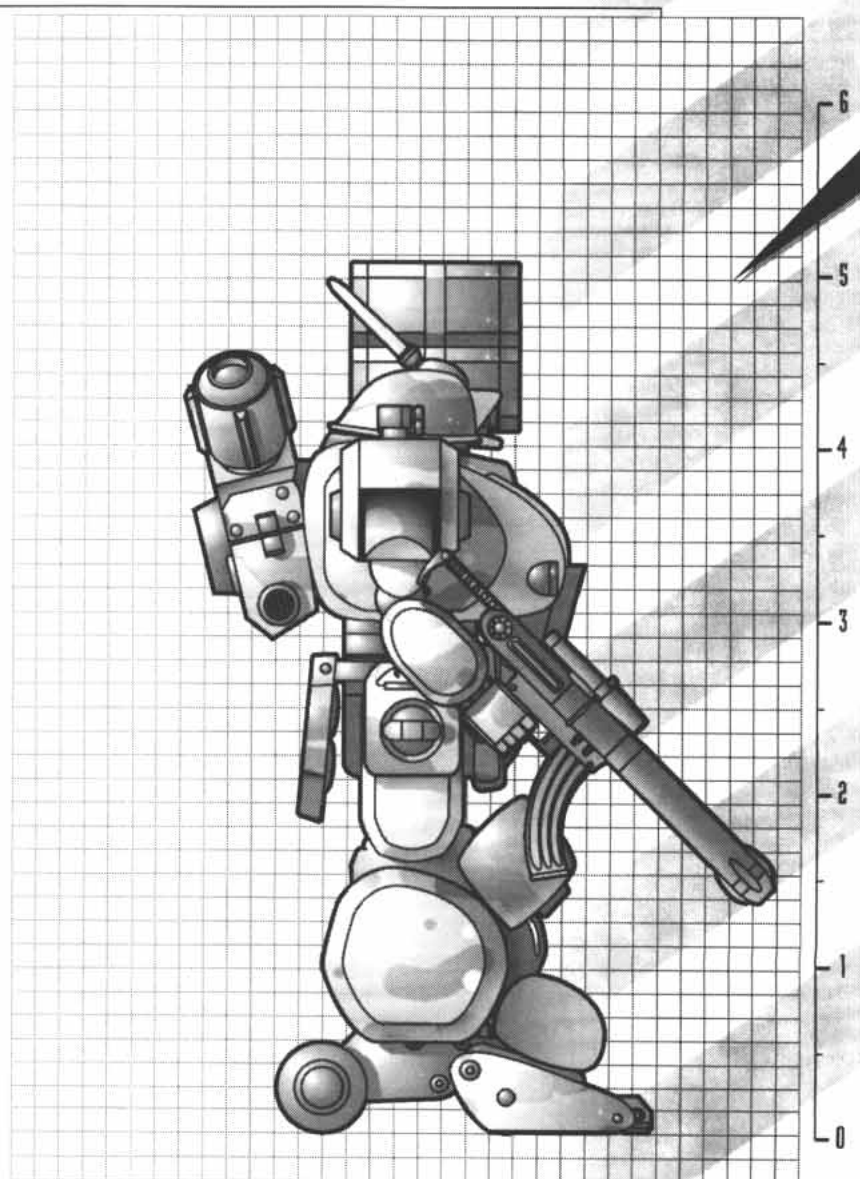
Weapons Summary

Name	Code	Fire Arc	Qty	Ammo
PR-50 Autocannon	MAC	Forward	1	40
FSRP-42N Rocket Pod	MRP/36	Fixed Forward	1	36
HLB-16 AP Launcher	APGL	Fixed Forward	1	6

Perks

Name	Rating	Game Effect
Emergency Medical	-	Absorbs one "crew stunned" result
Hostile Environment Protection	-	Desert
Manipulator Arm x 2	6	Can punch
Reinforced Crew Compartment	-	Absorbs first "Crew" damage

Flaws

Name	Rating	Game Effect
None	-	-

Defects

Name	Rating	Game Effect
None	-	-

Optional Equipment

Name	Modified Threat Value
Add 2 Heavy Panzerfausts	424
Add 3 hand grenades	398
Add vibroblade	392
Jungle equipment (add Camo Netting and Smoke Launchers, 10 shots)	403
Replace MAC with FGC (F, 20 rnds)	396
Replace MAC with SC (F, 3 shots)	502
Add APGL (F, 6 shots)	397

Weapons Location Diagram

A	PR-50 Autocannon
B	FSRP-42N Rocket Pod
C	HLB-16 AP Launcher

Typical Camouflage

Desert 1   Desert 2   Pattern-Breaker 1
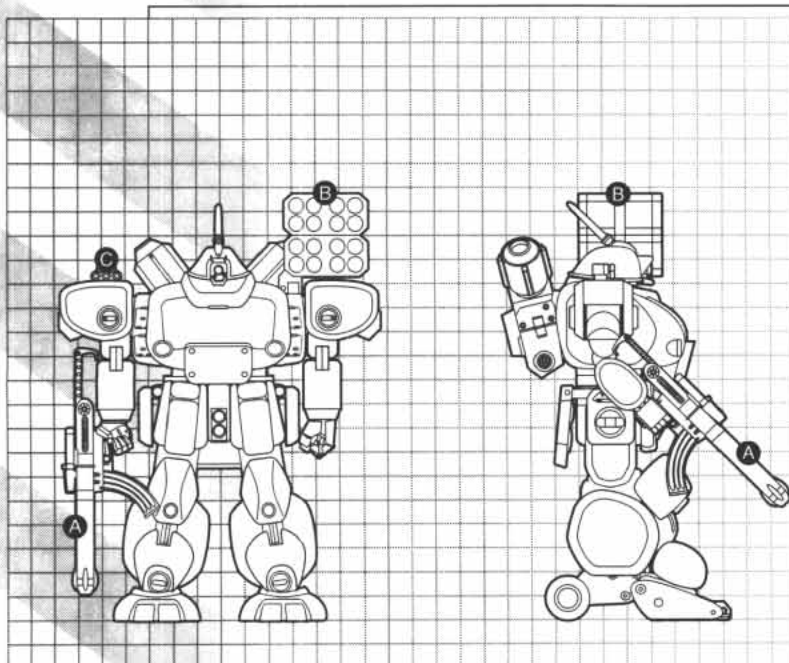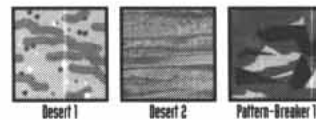
4.15.1 OACS-04M/OU COMMAND SIDEWINDER

The bad blood between Territorial Arms and Dynamic Systems aborted plans to produce a line of variants based on the *Sidewinder* to serve alongside the basic model. Even with most legal battles resolved by the dawn of the twentieth terranovan century, Territorial Arms was reluctant to commit further investment into a design they feared would only lead to greater legal troubles. A few of the models sketched out during the *Sidewinder* design process were brought to fruit, however; the *Command Sidewinder* in particular retained the special touches which make Dynamic designs so popular. Unlike other officer-use machines, the *Command Sidewinder* was not just a basic model with improved communications. Rather it was given a different weapons configuration as well to deal with desert conditions. In the dunes of the Badlands, visibility can range from clear skies for kilometers to blinding sandstorms. To help support the units they were leading, officers piloting the *Sidewinder Command* were equipped with a Rucker RF-12 rifle and a SRWI DR-9 90 mm field mortar. The rifle provided supporting fire at good range, while the mortar gave excellent support for troops in need when visibility was poor. Several PKSF-65 panzerfausts were also included for close range anti-armor work, compensating for the removal of the standard rocket pod. Emergency autofire capabilities were provided by a pack gun, which could also be passed to a cadre-mate who may have lost his weapon. An augmented communications array was housed in a specially armored head based on the *Jäger Command* design.

The *Command Sidewinder* was generally successful with MILICIA and Republican units stationed in the Badlands, but some officers complained that the distinctive outer appearance of the variant made identification of officers too easy for enemy units. Some officers requested that their *Commands* be refitted with standard weaponry, allowing them to blend in with their troops. Like the basic *Sidewinder*, the *Command* variant is now most common in the Badlands, although it was never produced in the same numbers as the basic model and so is somewhat less prevalent.

Vehicle Specifications

Code name:	Command Sidewinder
Production code:	OACS-04M/OU
Production type:	Mass Production
Cost:	320,000 dinars
Manufacturer:	Territorial Arms/Dynamic Systems
Use:	officer use Gear
Height:	4.4 meters
Width:	3.0 meters
Average armor thickness:	51 mm
Armor material:	molecular steel alloy
Standard operational weight:	6925 kg
Primary Movement Mode:	Walk (47 kph)
Secondary Movement Mode:	Ground (77 kph)
Deployment Range:	550 km
Sensor Range:	60 hexes/3 km
Communication Range:	300 hexes/15 km
Powerplant:	WV-733TC/d V-engine
Horsepower:	580 hp

Modifications

Add:	MRF (F, 40 rnds), DPG (F, 30 rnds), LFM (FF, 20 shells), 2 x MPZ, Back-up Communications
Remove:	MAC, MRP/36
Change:	Upgrade Communication to +1/15 km
Modified Threat Value:	480
Offensive:	705
Defensive:	347
Miscellaneous:	388

Vehicle Availability

Availability Threshold:	7
Maximum Number of Units in the Field:	1
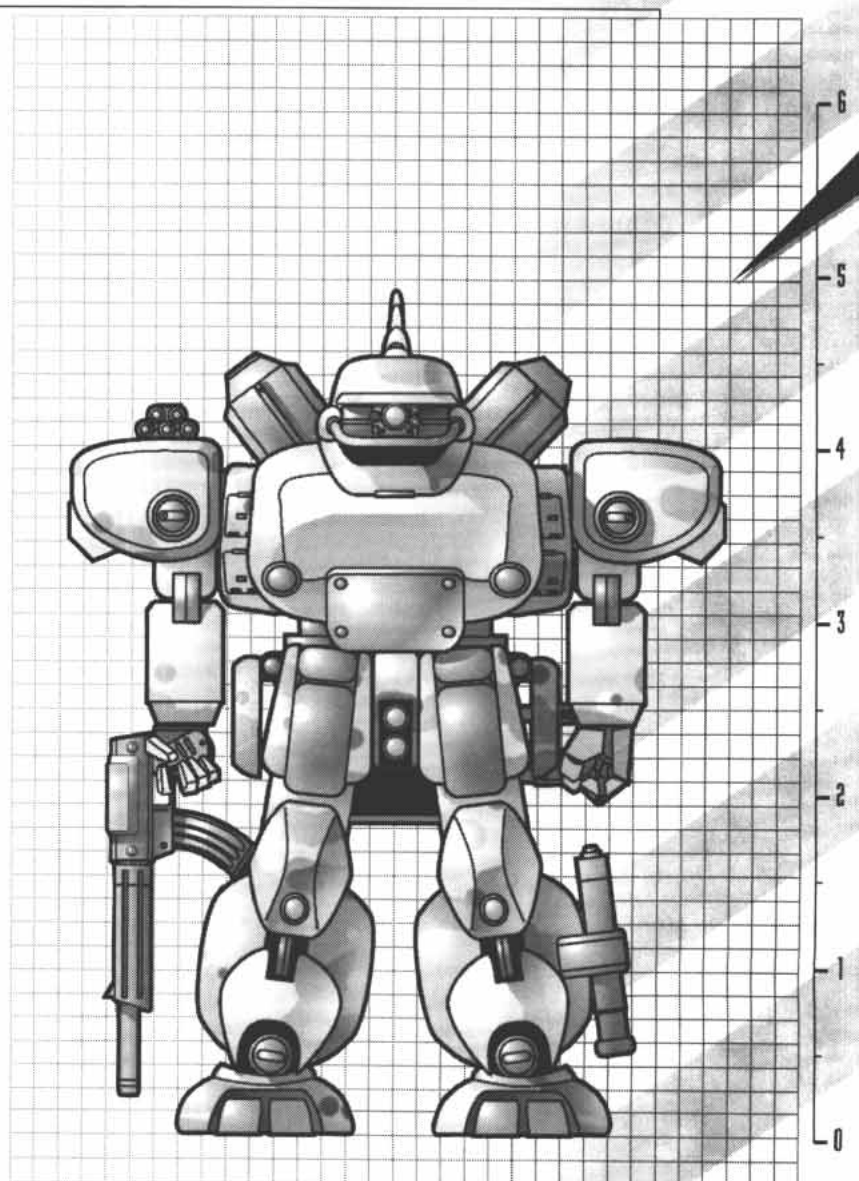
4.16 OWCS-01AS NAGA

The *Naga* has been designed primarily as a high firepower, rapid intervention unit designed to exploit breakthroughs in the line and lend medium range heavy support to friendly units in trouble. Though a strider may seem an odd choice for such mission requirements, only a large chassis could handle the packs of guided missiles. The *Naga* is fast enough and carries enough armor to get to the hot zone in time to relieve beleaguered friendlies, and its powerful anti-tank missiles ensure that at least eight of the enemy vehicles will likely not survive the battle. The *Naga* is crewed by two persons, with the pilot/commander in the back and the gunner/system operator in the front, just above the autocannon mounts. The higher position of the pilot gives him a better view of his surrounding. In a pinch, the pilot can double as a gunner, though the overall combat performances of the unit will be reduced.

The *Naga* is surprinsingly maneuverable for a walker of its size. Like a smaller Heavy Gear, it can use both its legs and feet-mounted wheels to move about faster than it can walk. Its legs have been designed to fold backward underneath the main chassis, turning the unit into a slightly squatter "urban tank". While not strictly a transformation, since no component changes place or function, the ground mode does lower the profile and place lower wear on the machine's gyroscopes and actuators. Three tiny arms bear sensor pods, allowing the *Naga* to look over corners and walls without exposing itself. Its weapon systems are centered around the twin Pilum guided missile launchers placed on each shoulder. Each quad-launcher is a fully independent unit with its own fire control director and databus. Early prototypes had only one central launcher with eight missiles to save on production costs, but the current redundant configuration is less likely to be knocked out by a single hit. A single chin-mounted, twin-barrel rotating autocannon, belt-fed from a large, armored drum mounted underneath the torso, is available for use against soft and lightly-armored targets. Its ample supply of 30 mm caliber ammunition means that suppressive fire can be used more effectively, and the drum can be replaced by a fresh one in minutes by an engineering Gear or even a forklift.
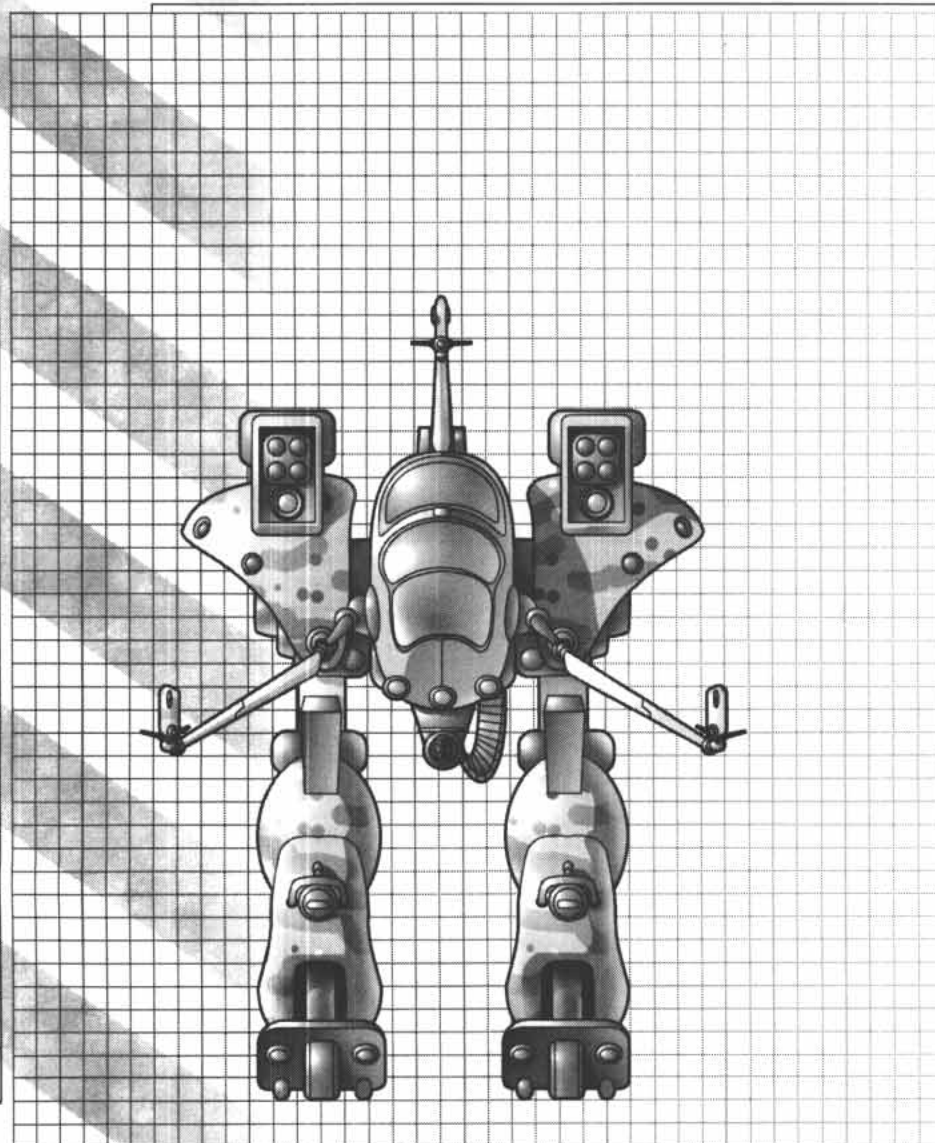
Vehicle Specifications

Code Name:	Naga
Production code:	OWCS-01AS
Production type:	Mass Production
Cost:	1,233,750 dinars
Manufacturer:	Republican Heavy Industries
Use:	rapid deployment assault strider
Height:	6.4 meters (7.1 meters w/sensors)
Width:	4.7 meters (5.2 w/sensors)
Average armor thickness:	106 mm
Armor material:	armoplast w/alloy webbing
Standard operational weight:	15,340 kg
Primary Movement Mode:	Walk (42 kph)
Secondary Movement Mode:	Ground (72 kph)
Deployment Range:	400 km
Sensor Range:	80 hexes/4 km
Communication Range:	240 hexes/12 km
Powerplant:	gas turbine x 2
Horsepower:	910 Hp x 2

Weapon Payload

Name	Ammunition Payload
MT-30 Autocannon Rifle	200 rounds
Pilum-VI Missile Launcher	4 missiles
Pilum-VI Missile Launcher	4 missiles

SERVICE RECORD

The *Naga* is the main strider unit of the Republican forces, and is the basis for many current specialized vehicles. It is not very strongly armored for its size, and as such is rarely seen locked in close combat. A cornered *Naga* crew will likely prefer to flee rather than fight a frontal battle. The most often used *Naga* tactic is to team it up with a squad of Gears, at least one of which can designate for the strider's anti-tank missiles. The strider then relies on its mobility and sensor booms to escape the attention of enemy units while using its missiles to eliminate as many opponents as possible, taking out problematic targets before they can become a threat to the Gears. Once its missile bins run dry, the *Naga* speeds to base for resupplying. *Naga* crews are trained not to waste their expensive missiles on "unworthy" targets — better to use the autocannon instead. In the heat of battle, the training is sometimes forgotten and a spectacular overkill explosion will be seen by all. Pilots who prove to be repeatedly trigger-happy with the strider's expensive missiles will likely find themselves piloting a desk before long — or worse.

The *Naga* is the best-known strider produced by Republican Heavy Industries. It is widely associated with the Republic itself, its ostrich-like form being featured quite often in Republican propaganda works. Everyone remembers the famous advertisement campaign of TN 1930, with the holovision ads that featured a darting *Naga*, surrounded by Gears, skipping a desert dune while letting loose two of its eight guided missiles. The wide desert shark grin painted on the snout of the machine's hull had been reprinted in many recruitment posters afterward, though it has since faded from view (no doubt because of the popularity of the Gears themselves). The *Naga* is currently in service in all southern forces, though each army has its own specific variants. Most of the latter involve simply switching many of the components to locally-produced ones, reducing the *Naga* overall cost and maintenance requirements while retaining the same levels of performance. This procedure also increases the chance of production defects, since not all manufacturers are as careful with quality control as Republican Heavy Industries is (RHI still assembles all of the basic *Naga* chassis in one of its three plants located in the Republic).

General Stats

Threat Value:	1645
Offensive / Defensive:	4490 / 301
Miscellaneous:	144
Size:	8
Original Default Size:	12
Indv. Lemon Dice:	3
Crew:	2
Bonus Actions:	1

Movement

Primary Movement Mode:	Walk
Combat Speed:	4
Top Speed:	7
Secondary Movement Mode:	Ground
Combat Speed:	6
Top Speed:	12
Maneuver:	-2

Electronics

Sensors:	0
Communications:	0
Fire Control:	0

Armor

Light Damage:	23
Heavy Damage:	46
Overkill:	69

Vehicle Availability

Availability Threshold:	6
Maximum Number of Units in the Field:	Unlimited
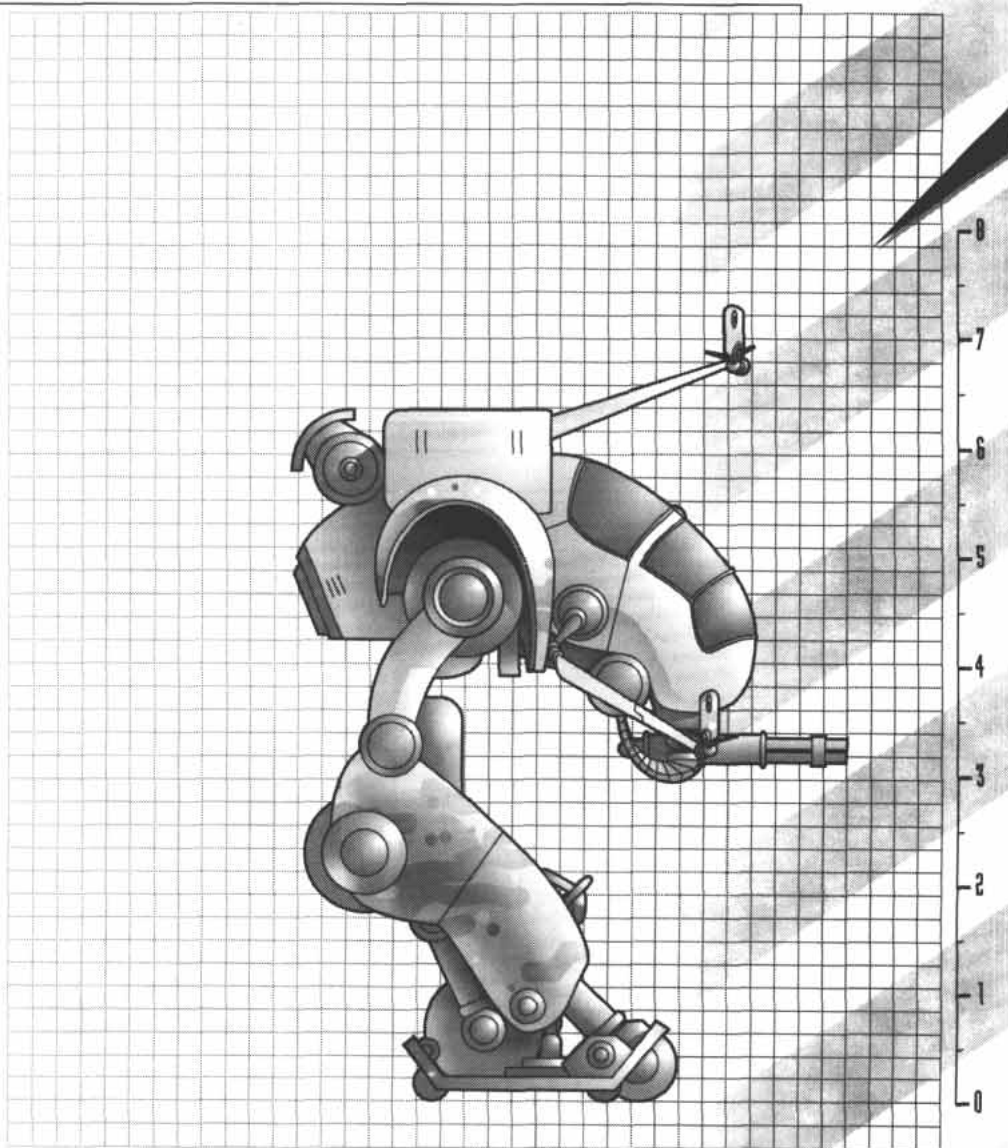
SOUTHERN COMBAT VEHICLES

Name	Code	Fire Arc	Qty	Ammo
MT-30 Autocannon	MAC	Forward	1	200
Pilum-VI Missile Launcher	ATM	Forward	2	4 each

Perks

Name	Rating	Game Effect
HEAT-resistant Armor	2	Add to Armor against HEAT attacks
Hostile Environment Protection	-	Desert
Target Designator	1	Designate targets for guided weapons
Tool Arm x 3	1	Cannot punch, sensor pods

Flaws

Name	Rating	Game Effect
Large Sensor Profile	1	Easier to detect

Defects

Name	Rating	Game Effect
None	-	-

Optional Equipment

Name	Modified TV
Add Camo Netting and Smoke Launchers (10 rounds)	1657
Leg armor (Reinforced Location Armor 1: Movement)	1651
Add APGL (FF, 20 grenades)	1651
Additional armor (Reinforced Armor 3, Front, Sensor Dependent)	1632
Replace MAC by HAC (F, 100 rounds)	1653
Upgrade Target Designator to Rating 3	1657
Replace one ATM for AGM (F, 8 missiles)	1233
Replace MAC with HFL (F, 50 shots)	1606
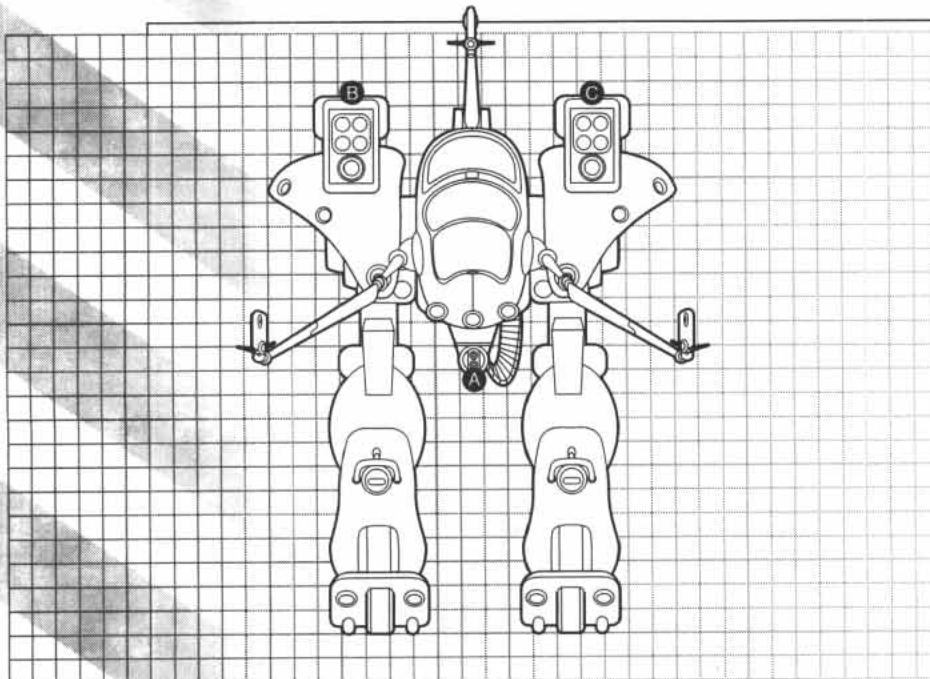
Weapon Location Diagram

A	MT-30 Autocannon Rifle
B	Pilum-VI Missile Launcher
C	Pilum-VI Missile Launcher

Typical Camouflage

Mountain 1   Mountain 2   Pattern-Breaker 1
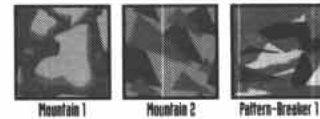
4.16.1 OWCS-010U COMMAND NAGA

Mobility is the key to desert warfare and maneuver groups need to be able to coordinate their efforts in order to be effective. Most current command vehicles are based either on ground vehicles (which have speed but lack mobility) or Gears (which lack the power to carry significant amount of C³ equipment, and can carry only one overworked man), neither of which are fully effective. This led to the development of command striders, which filled in nicely when neither ground vehicles nor Gears were fully up to the task. The *Command Naga* is probably the best known southern command strider. Like its name indicates, it is based on the chassis of the popular *Naga* strider and shares up to 85% of its components with it. The field commander normally takes the position of the gunner while the rear seat is occupied by the pilot. The commander's station features multiple tactical screen and communication control equipment, enabling him to take the battlefield in at a glance. Field studies have shown that electronic warfare signals can be transmitted through the multiple antenna areas of the strider, making the *Command Naga* marginally effective for makeshift jamming. Its main strength, however, is its ability to penetrate heavy jamming fields so that the targeting systems of the commander provide the signal by which the rest of the group will guide their missiles along.

The 121st Armoured Regiment, "*Bert's Barnabies*", was one of the first units to field-mount captured satellite dishes, antennas and processors onto a half dozen *Nagas*. The relayed information provided the command staff with up to the second situation reports used to coordinate long range missile salvos and counterpushes. This gave the *Barnabies* their now-legendary ability to coordinate their attacks even when under the most powerful ECM umbrella, and still swarm in on unexpecting targets, during the many desert conflicts that followed the St. Vincent's War. Though the equipment and arrays that were used on these refitted machines were quite primitive and prone to system failures (often at the most inopportune time), the experiment did prove the viability and usefulness of such a design. Later, the *Barnabies* technicians' primitive engineering was copied in factories and evolved to the current design.

Vehicle Specifications

Code name:	Command Naga
Production code:	OWCS-010U
Production type:	Mass Production
Cost:	902,200 dinars
Manufacturer:	Republican Heavy Industries
Use:	field command strider
Height:	6.4 meters (7.1 meters w/sensors)
Width:	4.7 meters (5.2 meters w/sensors)
Average armor thickness:	106 mm
Armor material:	armoplast w/alloy webbing
Standard operational weight:	15,340 kg
Primary Movement Mode:	Walk (42 kph)
Secondary Movement Mode:	Ground (72 kph)
Deployment Range:	400 km
Sensor Range:	80 hexes/4 km
Communication Range:	600 hexes/30 km
Powerplant:	gas turbine x 2
Horsepower:	910 Hp x 2

Modifications

Add:	Backup Communications, ECM 2, ECCM 3, Satellite Uplink
Remove:	Starboard ATM
Change:	Increase Communication to +2/30 km
Modified Threat Value:	1312
Offensive:	2377
Defensive:	301
Miscellaneous:	1256

Vehicle Availability

Availability Threshold:	8
Maximum Number of Units in the Field:	1
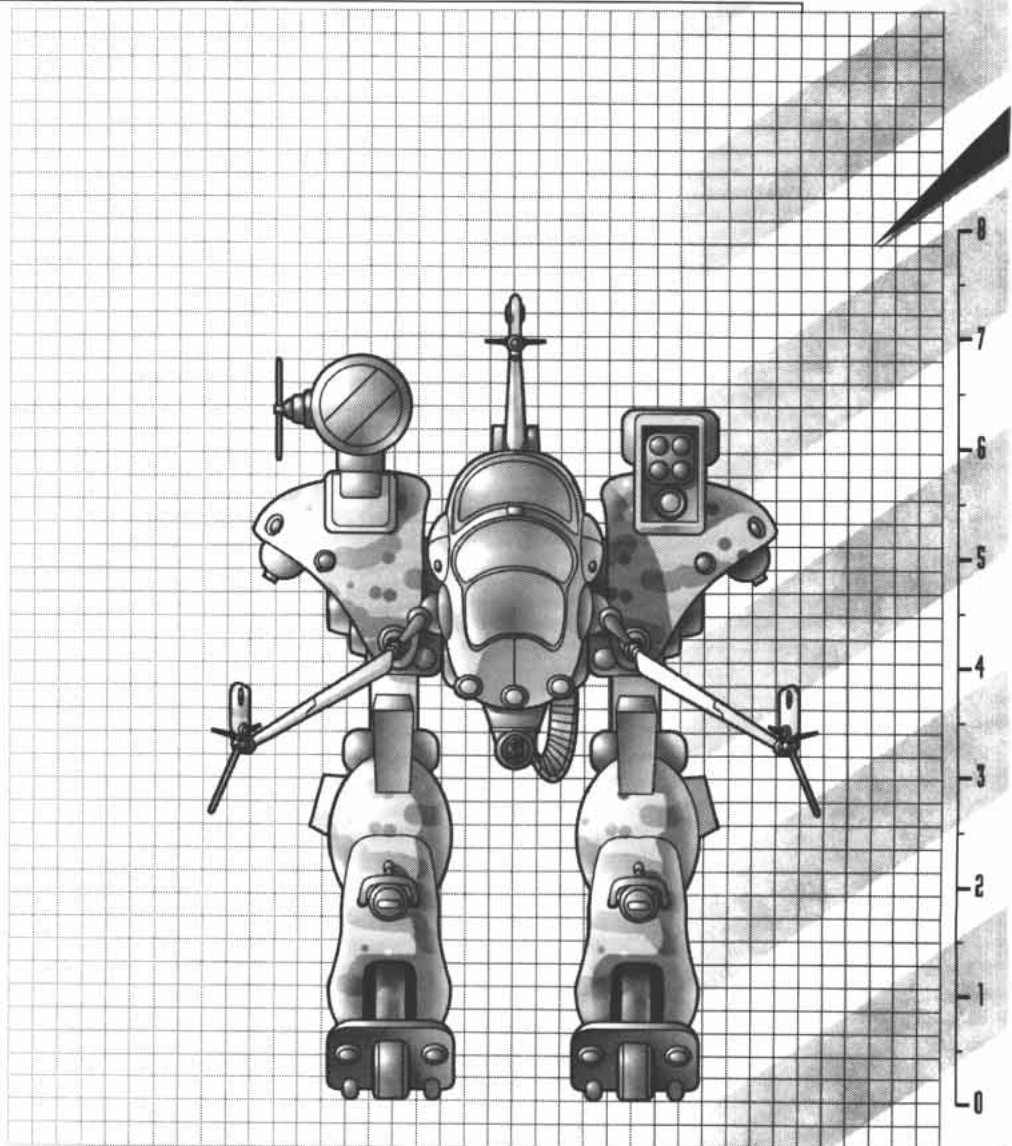
4.16.2 OWCS-01FS LONG FANG NAGA

The *Naga* strider is widely associated with the Republic itself as it is often featured in various Republican propaganda works. The *Long Fang* variant is used to provide deadly fire support to units in the field, no matter the environment. To this end, the *Naga* has been equipped with twin SRWI Thunder 90 mm guns, which have a longer range than the anti-tank missiles usually carried by the basic machine. Both guns are fed by cylindrical magazines which can be quickly replaced by fresh ones by a field engineering unit such as the *Stone Mason*. The weight and volume of the field guns have impaired the otherwise good maneuverability and speed of the *Naga*, but since it is not expected to close in with the enemy this is not considered a fatal flaw. The legs still fold underneath the main chassis of the strider, turning the unit into a squatter wheeled "urban tank" for ground movement. Even with the extra recoil compensators and gyro-scopes installed in the legs and gun mounts, the use of this configuration is required to fire the guns, less the recoil knocks the strider on its back each time it fires. Three tiny arms placed on the main body bear sensor pods, allowing the *Naga* to look over prepared positions without exposing its hull to enemy fire. If a forward spotter is available, the *Long Fang Naga* need not even do this, since both guns have indirect fire capacity (though they do not benefit from forward laser designating, unlike the *Naga's* usual guided missiles, without requiring expensive guided shells).

Long Fang Nagas are not very common among southern ranks, primarily because they are complex to build and maintain. They happen to use the same weapon system as the standard Republican light field artillery unit — a much favored, inexpensive weapon for static defense, perfect for small towns and cities. Conflicts often arise as to which factory is going to get the meager production run of Thunder 90 mm cannons, and missed deadlines are common. Southern Republic Weapon Industries does not currently have the resources required to increase its production of this particular weapon system, and so they are actively looking for new sub-contractors for parts to shoulder some of the burden.
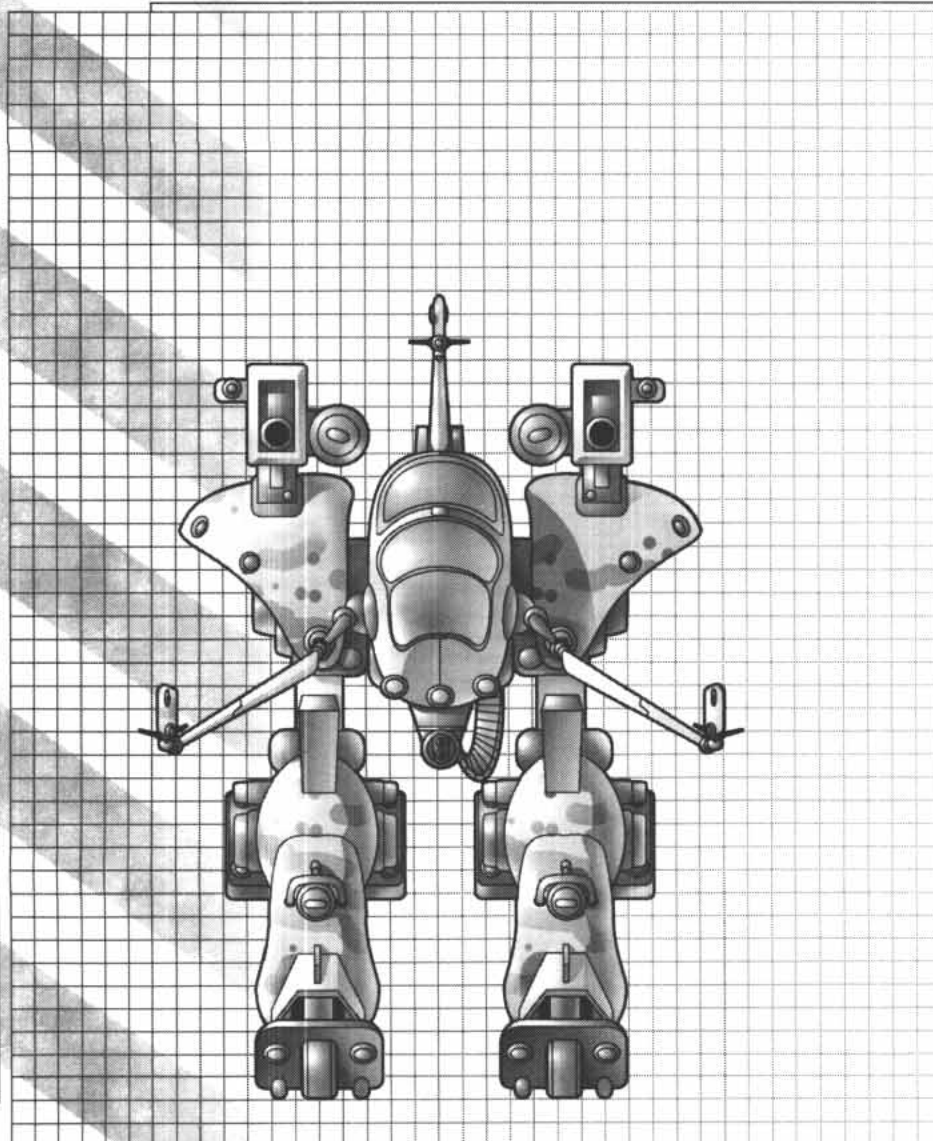
Vehicle Specifications

Code name:	Long Fang Naga
Production code:	OWCS-01FS
Production type:	Mass Production
Cost:	492,750 dinars
Manufacturer:	Republican Heavy Industries
Use:	fire support strider
Height:	6.4 meters (7.1 meters w/sensors)
Width:	4.7 meters (5.2 meters w/sensors)
Average armor thickness:	106 mm
Armor material:	armoplast w/alloy webbing
Standard operational weight:	15,340 kg
Primary Movement Mode:	Walk (42 kph)
Secondary Movement Mode:	Ground (72 kph)
Deployment Range:	400 km
Sensor Range:	80 hexes/4 km
Communication Range:	240 hexes/12 km
Powerplant:	gas turbine x 2
Horsepower:	910 Hp x 2

Modifications

Add:	2 x LFG (FF, 12 rounds each), 2 x Stabilizer Mount (LFG), Annoyance (gun barrels cumbersome)
Remove:	both ATMs
Change:	n/a
Modified Threat Value:	651
Offensive:	1451
Defensive:	301
Miscellaneous:	219

Vehicle Availability

Availability Threshold:	8
Maximum Number of Units in the Field:	2

4.16.3 OWCS-O1AQ SEA NAGA

The *Sea Naga* is a low-production, very specialized aquatic variant of the standard *Naga* chassis designed to operate in wetland and swamp terrains. To this end, the vehicle receives extensive modifications to its hull and motive systems, and though it is still readily recognizable as a *Naga* strider, none would mistake its unusual capabilities. The two most obvious differences are the replacement of the ground movement system with caterpillar underwater drive units and the streamlining of the shoulder-mounted missile pods. The former modification, coupled with the installation of hidden ballasts within the hull, allows the vehicle limited under water mobility. The latter gives the *Sea Naga* two shoulder-mounted vertical launch bins for subroc guided missiles. For maximum impact during ambushes, a pressured-air system launch the heavy missiles to the surface where their normal jets take over, allowing the *Sea Naga* to fire without leaving its watery hiding place. Another, more subtle modification is the replacement of the forward autocannon by a Grendel-XVI microtorpedeo launcher, whose warheads are quite capable of cracking any civilian grade hulls. Although the Grendel is mounted on the *Naga* autocannon hardpoint, the length of its main tube and feed cables hobbles its rotation and restricts its arc of fire to a safe 20° cone in front of the vehicle.

Most of the *Sea Nagas* in existence belong to the "Swamp Rats", a strider unit currently stationed in Marabou. During the War of the Alliance, the "Swamp Rats" adopted deadly ambush tactics to eliminate advanced Terran combat groups attempting to break through the southern wetlands. In the first engagement, an entire Earth hovertank platoon was shattered from attacks launched from underneath the placid waters of the Yolanda swamps. After the war, the unit was relocated to Lake Esperance to join the Southern Underwater and Scuba Training Center. Strider crews graduating in the use of *Sea Nagas* receive a "Swamp Rat" emblem to affix to their uniforms. The *Swamp Rats* are sometimes sent in missions outside the immediate territory of the city-state, their gleaming green-brown *Nagas* hauled on large hovertrucks, surrounded by grinning '*Rats* working on their tan.

Vehicle Specifications

Code name:	Sea Naga
Production code:	OWCS-O1AQ
Production type:	Limited Production
Cost:	11,610,000 dinars
Manufacturer:	Republic Heavy Industries
Use:	wetland support strider
Height:	6.4 meters (7.1 meters w/sensors)
Width:	4.7 meters (5.2 meters w/sensors)
Average armor thickness:	106 mm
Armor material:	armoplast w/alloy webbing
Standard operational weight:	7525 kg
Primary Movement Mode:	Walk (42 kph)
Secondary Movement Mode:	Submarine (36 kph)
Deployment Range:	350 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	gas turbine x 2
Horsepower:	950 Hp x 2

Modifications

Add:	LRP/16 (FF, 16 Rockets w/Underwater ammo), Aquatic Sensors (single purpose), Hostile Environment: Underwater, Submarine movement 36 kph
Remove:	MAC, Ground movement
Change:	Upgrade ATM ammunition to Subroc, reduce Deployment Range to 350 km
Modified Threat Value:	3096
Offensive:	8825
Defensive:	285
Miscellaneous:	178

Vehicle Availability

Availability Threshold:	9
Maximum Number of Units in the Field:	3
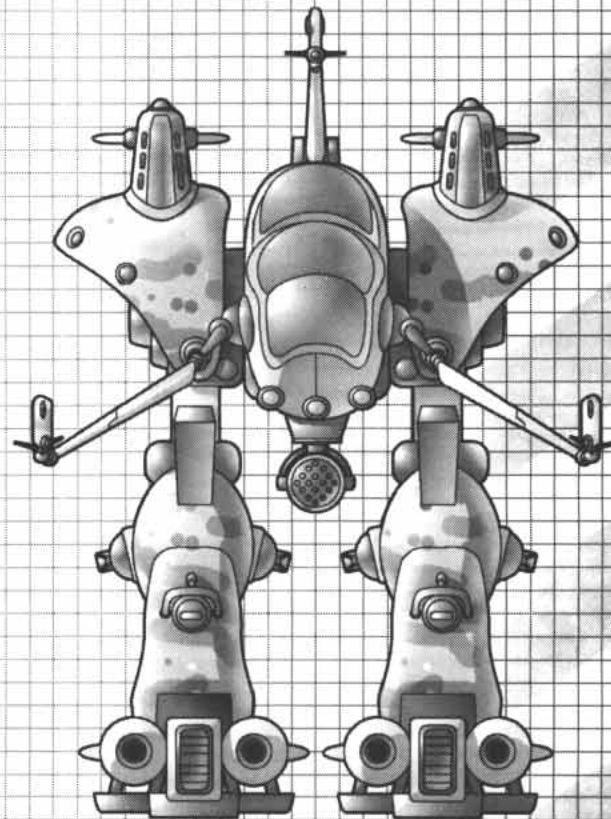
4.16.4 OWCS-01TE SNIPER NAGA

Naga combat units quickly outpaced conventional air-defense units, leaving them vulnerable to attacks from aircraft. Sous-Commandant Harold Dussra, then procurement officer for the Republican Army's Ordinance Corps, requisitioned laser systems meant for *Visigoth* main battle tanks and had them fitted onto two squadrons of specially rebuilt *Nagas*. When the technicians were done with their work, a pair of shoulder mounts now displayed symmetrical Obelisk Technologies O-65 8 MW laser turrets, each with enough capacitor arrays to fire 30 shots before recharging. A large heatsink, placed behind the turret and capacitor housing, ensured that both would remain cool in combat. Enhanced targetting, using advanced "look-to-kill" AI routines, downloaded from a research group in Port Oasis, made it easier to pick targets and shoot them down, even when the hostile was visible only for a few seconds. Unfortunately, the fire control modules and the capacitors did not have the bulk of a main battle tank to shield them this time and prove quite vulnerable to sudden energy discharges, serving as pathways to other systems. The problem was never resolved, but it was considered a minor flaw (given the small number of weapons that could affect it). To further improve the vehicle, additional layers of ceramite armor where laminated in some of the existing armor panels; new ankle protectors were also installed to further protect the delicate movement system.

Not only are the *Sniper Nagas* quite good at shooting at aircraft, they have also proven themselves adept at wounding the enemy's elite troops. Their successes can be attributed both to the advanced targetting systems and on the high skills possessed by the strider crew. Indeed, the rare *Sniper Nagas* assigned to hunt down enemy combat groups are practically always operated by veteran crews, for whom they are a very popular (and honorable) assignments — some epic fistfights were started over a place in a *Sniper Naga* cockpit. What started out as yet another field project turned out to be one of the most popular and successfull *Naga* variants. The cost and limited availability of the O-65 lasers and GFD-58 processors have limited the number of *Snipers* in existence, though, and thus only a few units can field them.
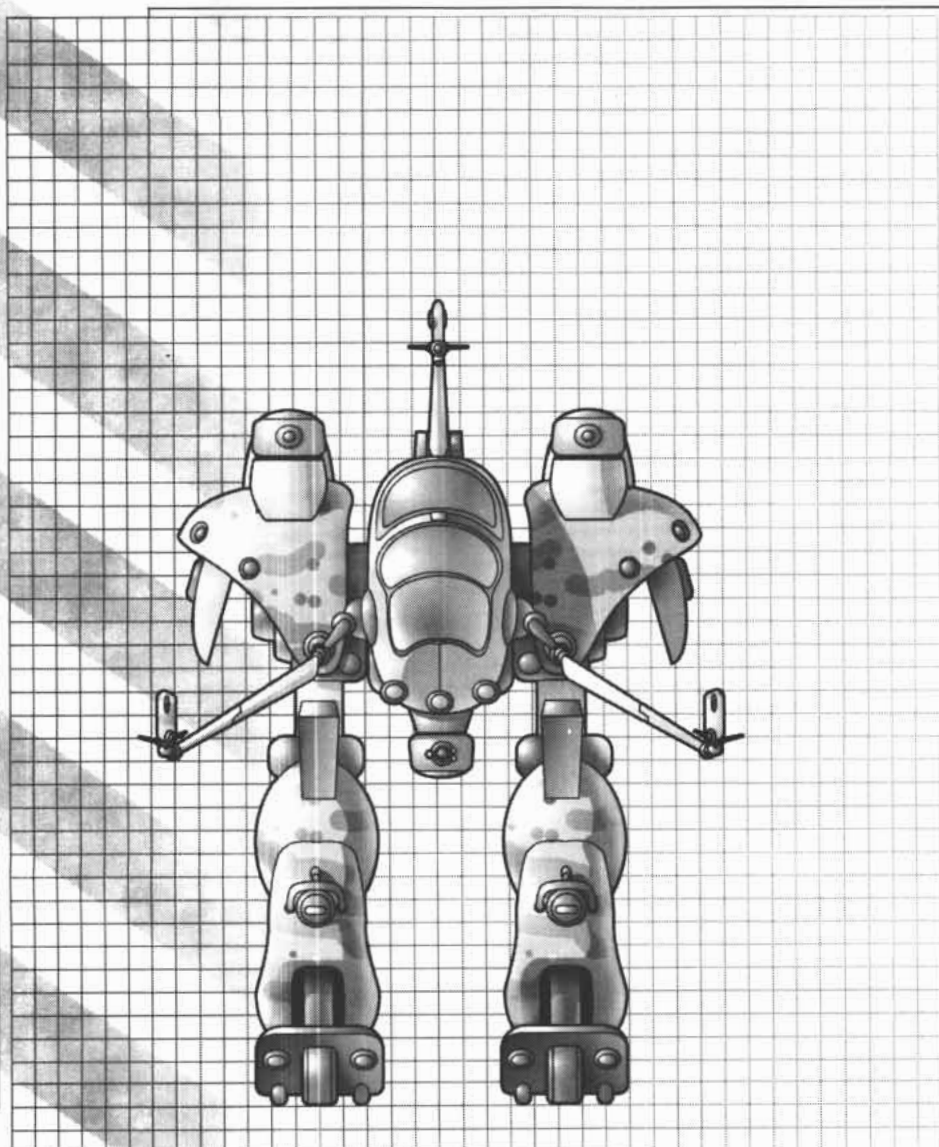
Vehicle Specifications

Code name:	Sniper Naga
Production code:	OWCS-01TE
Production type:	Mass Production
Cost:	364,500 dinars
Manufacturer:	Republican Heavy Industries
Use:	precision fire support vehicle
Height:	6.4 meters (7.1 meters w/sensors)
Width:	4.7 meters (5.2 meters w/sensors)
Average armor thickness:	106 mm
Armor material:	armoplast w/alloy webbing
Standard operational weight:	7525 kg
Primary Movement Mode:	Walk (42 kph)
Secondary Movement Mode:	Ground (72 kph)
Deployment Range:	400 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	Gas turbine x 2
Horsepower:	950 Hp x 2

Modifications

Add:	2 x LLC (F, 30 shots each), Automation 2, Sniper System (both LLC), Vulnerable to Haywire
Remove:	all weapons
Change:	Upgrade HEAT-Resistant Armor to Rating 3
Modified Threat Value:	648
Offensive:	1082
Defensive:	301
Miscellaneous:	561

Vehicle Availability

Availability Threshold:	9
Maximum Number of Units in the Field:	2

4.16.5 OWCS-01HAS TUSKED NAGA

Facing hardened or dug-in targets is always a headache for the beleaguered field commander. The *Tusked Naga*, one of the standard factory variants evolved during the conception period of the *Naga*, provides the simplest answer — you need more offensive punch. The *Tusked Naga* designers upgraded the *Naga*'s regular Pilum VI anti-armor missiles to the much more powerful Matterhorn-VII laser-guided missile system. Because of the weight and power requirements of the Matterhorn-VII, the *Tusked Naga* carries four missiles only on its right shoulder hardpoint, the left being occupied by the Matterhorn search radar/ladar and fire control equipment. This makes the design somewhat top-heavy and unbalanced toward its right side, leading pilots to complain about its tendency to roll and lurch sideway during tight turns. The backblast of the missiles proved so strong during the first live-fire tests that the bracing plates and stabilizer system originally mounted on the vehicle had to be enlarged to ensure a safe launch period for both missile and firing unit. The final stabilizers shared some components with the similar system found on the *Long Fang Naga*, though it was never as efficient. The rugged hydraulics were found to be slow to release and retract, making the firing unit vulnerable to close assault once it had launched its missiles and was trying to get back on its feet to move away.

During the final battles of the War of the Alliance, *Tusked Nagas* were used as virtual siege hammers to smash through Earth fortifications with their powerful Matterhorn-VIIs, opening breaches that lighter and more mobile units could exploit. In one spectacular incident, a CEF transport shuttle was even brought down by a *Tusked Naga* before the strider was overrun by GREL infantry. The long range and indirect fire capabilities of the missile system kept the *Tusked Naga* mostly out of harm's way, and though it was never produced in great numbers, almost all vehicles survived unscathed from the conflict. Field officers need to be careful when deploying this vehicle. While powerful, its missiles are too expensive to be used against smaller combat units, and thus it needs to be properly supported against hostile infantry and Gears by other units.

Vehicle Specifications

Code name:	Tusked Naga
Production code:	OWCS-01HAS
Production type:	Mass Production
Cost:	923,300 dinars
Manufacturer:	Republican Heavy Industries
Use:	heavy fire support vehicle
Height:	6.4 meters (7.1 meters w/sensors)
Width:	4.7 meters (5.2 meters w/sensors)
Average armor thickness:	106 mm
Armor material:	armoplast w/alloy webbing
Standard operational weight:	15,525 kg
Primary Movement Mode:	Walk (42 kph)
Secondary Movement Mode:	Ground (72 kph)
Deployment Range:	350 km
Sensor Range:	60 hexes/3 km
Communication Range:	240 hexes/12 km
Powerplant:	Gas turbine x 2
Horsepower:	950 Hp x 2

Modifications

Add:	HATM (FF, 4 missiles), Stabilizer Mount (HATM), Unstable, Annoyance (Must spend one turn to recall stabilizer before moving)
Remove:	both ATMs
Change:	Reduce Deployment Range to 350 km
Modified Threat Value:	1343
Offensive:	3586
Defensive:	301
Miscellaneous:	142

Vehicle Availability

Availability Threshold:	8
Maximum Number of Units in the Field:	3
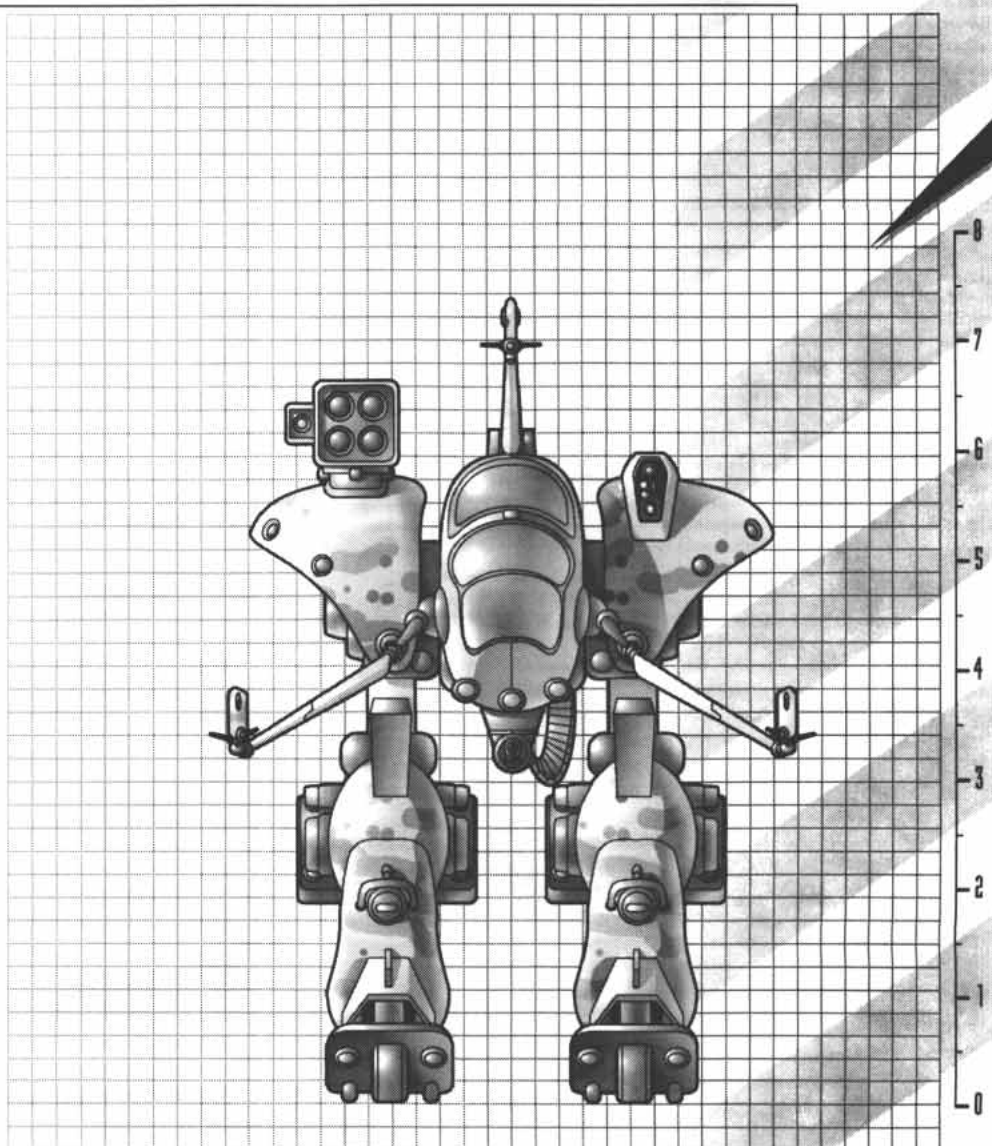
4.17 OWCS-04FS FIRE DRAGON

The *Fire Dragon* close support vehicle was originally a Humanist Alliance design that was adopted by the armies of the South after the formation of the Allied Southern Territories. The *Fire Dragon* was conceived as a mobile support vehicle, capable of handling both civil and military missions in very different environments. The early versions of the strider used large rubber wheels for movement in urban landscapes, but the military ones have since replaced them with sturdy treads designed to carry the vehicle over the roughest ground. Although it does not have the armor protection of a battle tank, its armoplast hide, supplemented by belts of bonded ceramite armor, can deflect many small to medium battlefield weapons.

The armament of the *Fire Dragon* is light but serviceable. All of its weapons were designed expressively for the vehicle, though many components were adapted from existing items in order to keep production costs to a reasonable level. A large boxy turret on the *Dragon's* broad, flat back holds forty-eight launch tubes for the Dragonsclaw 90 mm anti-armor rocket, a simple yet reliable missile weapon. The tubes are protected from accidental detonation by a large blow-away armor panel. The rocket launcher is backed up by a pair of Dragonsfang 20 mm chainguns placed on either side of the hull, each chaingun covering the entire lateral arc. Each is fed through a separate magazine mounted in the main hull. The final weapon in the *Fire Dragon's* arsenal is the one that gave the vehicle its name: a wicked Dragonsbreath flamer is placed in a turreted chin mount at the front of the strider. The flamer can be used for many tasks, such as clearing a path through deep vegetation or keeping hostile infantry at bay. The *Fire Dragon* can also hold its own defensively. An anti-missile system, located in a small turret mounted under the main rocket launcher, helps to reduce the odds of a missile trying to test the armor. The system can swing freely under the launcher housing, and that location affords considerable protection to the delicate actuators of the AM system, shielding them with the bulk of the rocket launcher. All of the *Dragon's* weapons are well-served by an extremely sophisticated fire control computer which give the machine a deadly accuracy in combat.
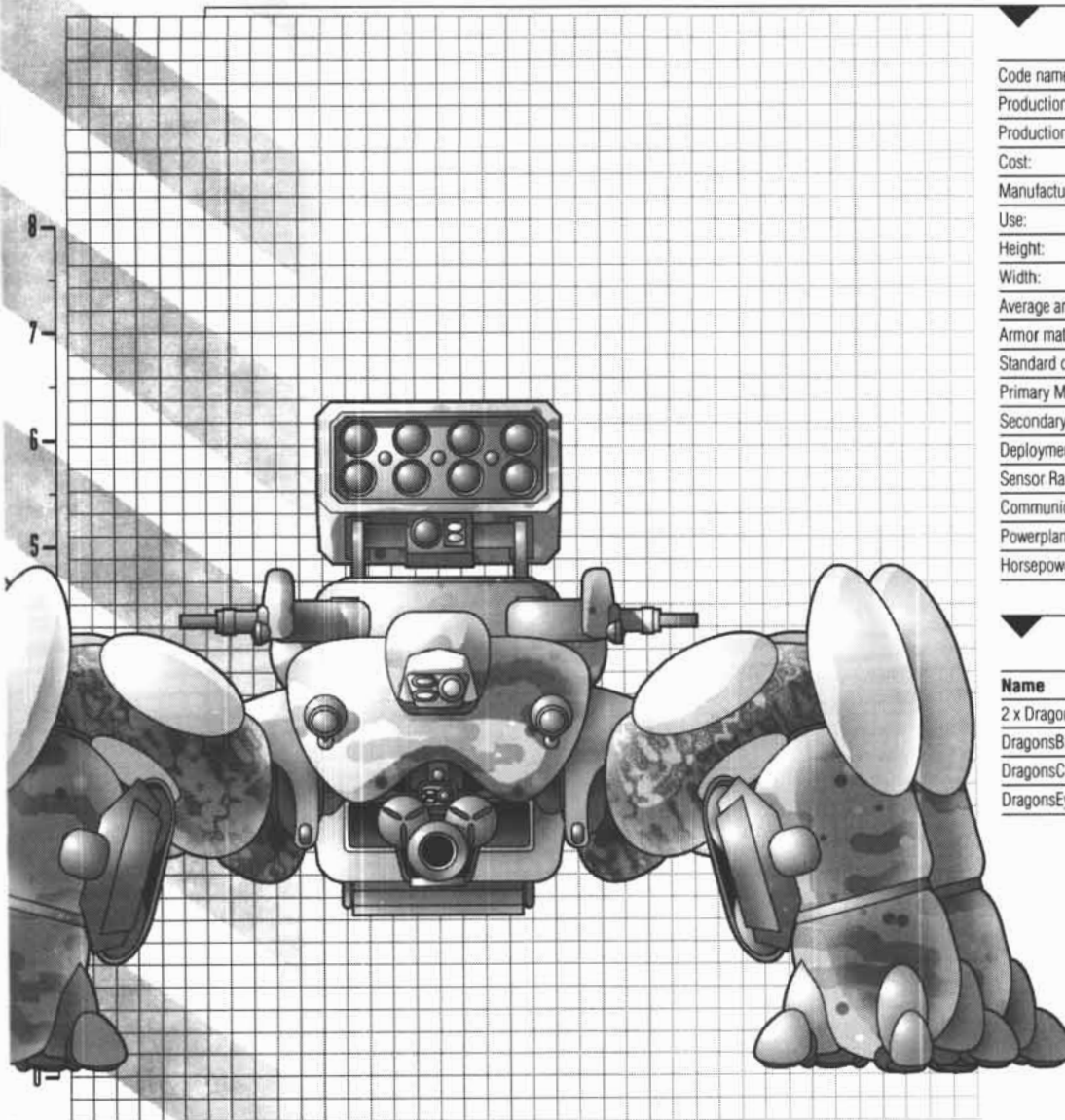
Vehicle Specifications

Code name:	Fire Dragon
Production code:	OWCS-04FS
Production type:	Limited Production
Cost:	3,682,901 dinars
Manufacturer:	HA Armor Werks
Use:	fire support strider
Height:	4.8 meters (6.3 w/HRP)
Width:	11.8 meters
Average armor thickness:	156 mm
Armor material:	armoplast w/bonded ceramite
Standard operational weight:	33,890 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (53 kph)
Deployment Range:	320 km
Sensor Range:	40 hexes/2 km
Communication Range:	300 hexes/15 km
Powerplant:	Gas turbine x 3
Horsepower:	900 hp x 3

Weapon Payload

Name	Ammunition Payload
2 x DragonsFang 20 mm chaingun	160 shells each
DragonsBreath medium flamethrower	200 shots
DragonsClaw 90 mm Rocket Launcher	48 rockets
DragonsEye 7 mm Point Defense System	5000 rounds

SERVICE RECORD

The *Fire Dragon* is unusual for its three-man crew, all of whom are located in a large combat chamber in the center of the vehicle. The entire upper frontal armor plate is lifted off on large hydraulic jacks to permit ingress and egress. Its position, when open, makes access difficult for the rear crew station, which is at the far back of the cockpit tub and faces the rear of the vehicle. To reach it, one must step over the previous two seats and squeeze in, avoiding both controls and the heavy armored hatch looming above. It is the main gunnery station, where the missiles are directed. They can also be fired by the commander (middle station) or pilot (front), if required. The commander generally handles at least one of the chainguns, along with the sensors and communication. Because of the cramped quarters at the rear, the smallest member of the crew is often the gunner. This had led to an inordinate number of female gunners on duty with *Fire Dragon* units. There are many who say that the accuracy of the *Dragon*'s rockets are due not to its advanced control system but the female touch that guides them. Most female gunners just smile and graciously accept the compliment.

The *Fire Dragon*, although not very powerful for its size, is a good, reliable machine. For this reason, many were assigned to Humanist Alliance regiments serving with the Southern MILICIA, where they provide deadly accurate fire support to the front lines. Many *Fire Dragons* also serve as peace-keeping units, where their immense silhouette serves them well. The brutish appearance, which recalls a monstrous beast of mythology — right down to the fiery breath — is useful to inspire a crowd to calm down. Most striders serving in that capacity have their ammunition replaced by equivalent-sized non-lethal rounds, while the flamer is turned into a powerful water cannon by the addition of a few spare parts. Unfortunately, a panicked crowd has no way of knowing which is which, since they have exactly the same general outward appearance. For some, this is a good thing, since it tend to accelerate the dispersal of the crowd at the cost of a few more casualties; other government services have a more humane view of things and have their crowd-control machines sport special identification flag above their hull. While this (slightly) reduce the fear of the rioters, it in no way reduces the machine's capacity to drown them in knock-out gases or hurl them down with a powerful water jet.
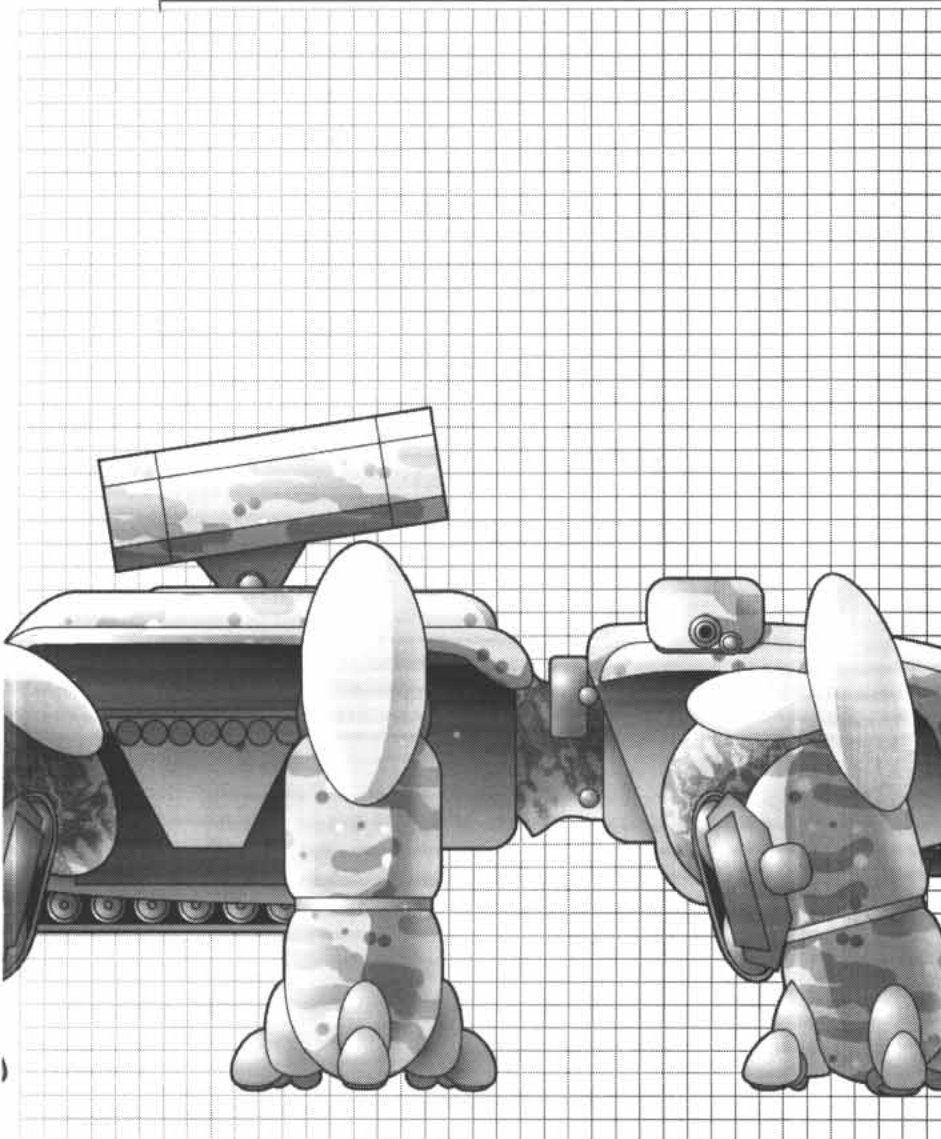
General Stats

Threat Value:	1688
Offensive / Defensive:	3222 / 420
Miscellaneous:	1422
Size:	11
Original Default Size:	12
Indv. Lemon Dice:	2
Crew:	3
Bonus Actions:	1

Movement

Primary Movement Mode:	Walk
Combat Speed:	4
Top Speed:	7
Secondary Movement Mode:	Ground
Combat Speed:	5
Top Speed:	9
Maneuver:	-2

Electronics

Sensors:	+1
Communications:	+1
Fire Control:	+1

Armor

Light Damage:	28
Heavy Damage:	56
Overkill:	84

Vehicle Availability

Availability Threshold:	8
Maximum Number of Units in the Field:	2

Weapons Summary

Name	Code	Fire Arc	Qty	Ammo
DragonsFang 20 mm chaingun	LAC	Left	1	160
DragonsFang 20 mm chaingun	LAC	Right	1	160
DragonsBreath flamethrower	MFL	Forward	1	200
DragonsClaw 90mm Rockets	HRP/48	Turret	1	48

Perks

Name	Rating	Game Effects
Anti-missile System	1	Used against missiles; 50 shots
Automation	2	Acts as two crewmen
Back-up Sensors	-	Absorbs first "Sensor" hit
HEAT-resistant Armor	6	Add to Armor versus HEAT weapons
Hostile Environment Protection	-	Desert
Improved Off-road	-	Walker; -1 MP cost per hex, min. cost 1
Sniper System	-	HRP +1 to hit at Long and Extreme Range

Flaws

Name	Rating	Game Effects
Large Sensor Profile	2	Easier to detect
Sensor Dependent	-	Extremely small vision slits

Defects

Name	Rating	Game Effects
Annoyance	-	Rear crew station is hard to get into

Optional Equipment

Name	Modified Threat Value
Add Smoke Launchers (10 shots)	1713
Upgrade both LACs to MACs (50 shots each)	1736
Upgrade MFL to HFL (F, 50 shots)	1719

Weapons Location Diagram

A	DragonsFang 20 mm chainguns
B	DragonsBreath medium flamethrower
C	DragonsClaw 90 mm Rocket Launch System
D	DragonsEye 7 mm Point Defense System

Typical Camouflage

Jungle 1　　Jungle 2　　Pattern-Breaker 1
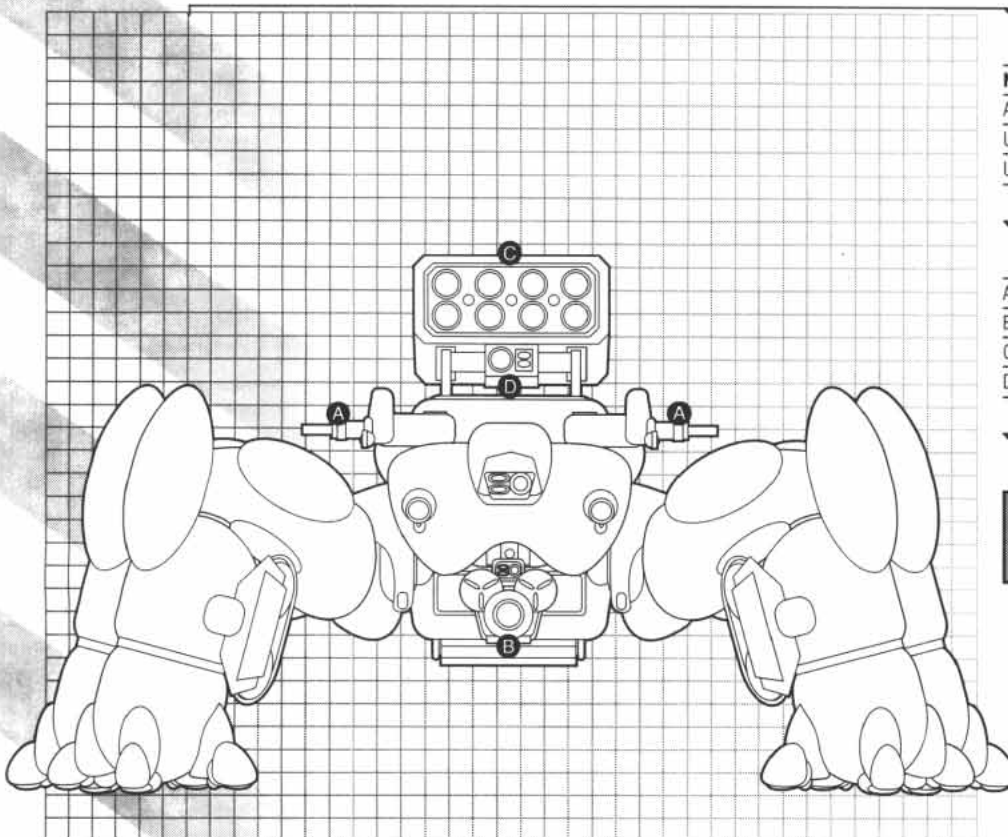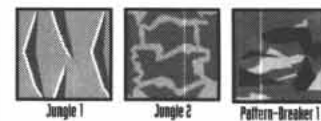
4.17.1 OCWS-04AS WATER DRAGON

The *Water Dragon* has been developped as a specialized version of the *Fire Dragon* capable of operating in the wetlands common to the southern hemisphere. It must not be confused with the modified *Fire Dragons* which are used for crowd control duties: those are often nicknamed *Water Dragons* because of their water cannons. This *Water Dragon* is much more dangerous, and in some ways it surpasses even the original design. It certainly boasts more offensive firepower, and while it has lost some of its mobility through the removal of the tread system, it has gained other abilities. The cockpit area has been completely redesigned to become water-proof, and a life support system is housed in the space formely occupied by the anti-missile system's ammunition bin. This, coupled with modifications to the strider's hull, make the entire vehicle completely water-proof up to a depth of a few dozens meters.

Though it cannot move as fast as other striders, principally because it lacks a secondary movement system, the *Water Dragon* makes up for it in sneakiness and reach. The unusual tread movement system of the base model was removed because it did not perform well in the swampy jungle and marsh terrains where the *Water Dragon* was intended to operate. The waterproof hull allows it to lay underwater for extended periods of time, waiting until its prey comes close to rise out like a monster from the deep. Projectiles from its nose-mounted snub cannon can seriously damage the largest tank or walker and take apart any smaller vehicle. Though the gun is close-ranged, combat in the jungle or swamp generally takes place at very close quarters anyway and so this has never been considered a liability. The *Water Dragon* is not forced to wait for its preys to blunder close, however. The strider's usual rocket launcher is replaced by a sturdy turret which contain two large field mortars, mounted side by side. Each has its own tracking motors, allowing it to be fired at a separate target, but they can be slaved together if need be. They usually fire powerful explosive shells designed for maximum area coverage, though they can fire other types of ammunition if required. Because it is not likely to be attacked by rocket swarms or guided missiles, the *Fire Dragon'* anti-missile system was not carried over on this model.

Vehicle Specifications

Code name:	Water Dragon
Production code:	OWCS-04AS
Production type:	Limited Production
Cost:	15,034,182 dinars
Manufacturer:	HA Armor Werks
Use:	close assault wetland vehicle
Height:	4.6 meters
Width:	8.7 meters
Average armor thickness:	156 mm
Armor material:	armoplast w/bonded ceramite
Standard operational weight:	33,890 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	n/a
Deployment Range:	300 km
Sensor Range:	60 hexes/3 km
Communication Range:	300 hexes/15 km
Powerplant:	Gas turbine x 3
Horsepower:	900 hp x 3

Modifications

Add:	2 x HFM (T, 12 rounds each), SC (F, 30 rnds), Hostile Environment Protection: Underwater, Limited Life Support, Weapon Link (HFM)
Remove:	HRP/48, MFL, AMS, Ground Movement system
Change:	Upgrade Sensors to +2/3 km, downgrade Deployment Range to 300 km
Modified Threat Value:	4864
Offensive:	12991
Defensive:	394
Miscellaneous:	1207

Vehicle Availability

Availability Threshold:	8
Maximum Number of Units in the Field:	1
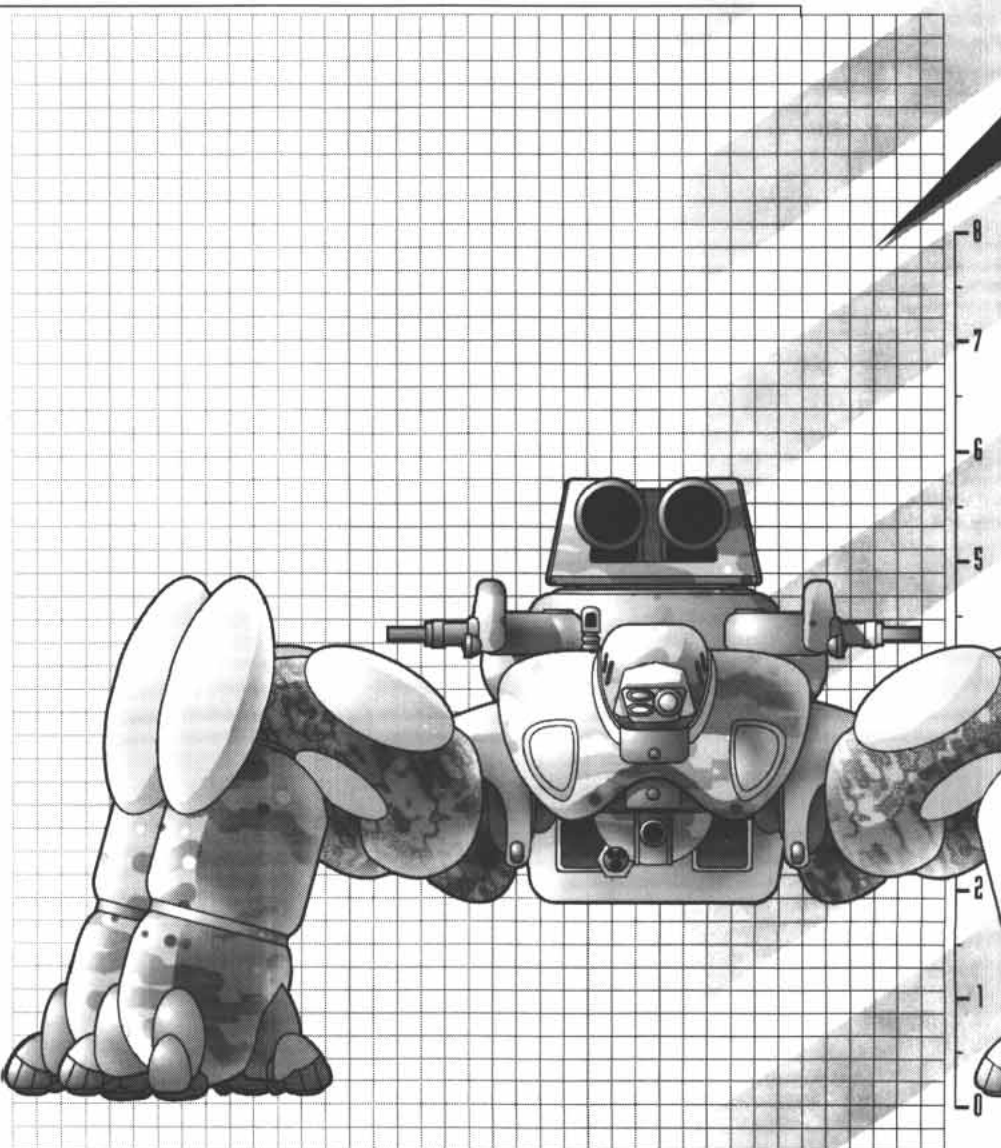
4.18 OWCS-54X SAGITTARIUS

The *Sagittarius* is one of the most recent strider designs developed by the preceptors assigned to weapon research in the Humanist Alliance. An unusual bipedal strider chassis, the *Sagittarius* is intended to provide heavy long range support to very mobile armored forces. The strider is quite agile and fast for a vehicle of its size (in great part because of its unstable two-legged design), but suffers from overly fragile lower body actuators and long maintenance downtime. The main weakness of the legs are the overexposed actuators, which require more room than usual in order to function and are thus relatively easy to damage. As the *Sagittarius* is not intended to directly confront hostile units, this was not termed a decisive weakness and is still present on the pre-production models presently in testing. This is more than offset by the speed and maneuverability of the machine, which allows it to follow Gears in rough terrain and enables mixed groups to be posted in sectors so rough that opposing forces would never suspect an enemy battery might be placed there. The mobility also comes in handy to avoid counter-battery fire, an ever-present threat for support units.

The *Sagittarius*, thanks to advanced drive and fire control computers, can be operated by just two persons. The pilot and the system operator sit side-by-side in the large pod-like main body. A large clamshell-type armored hatch provides excellent protection, though it forces the crew to rely on the vehicle's sensor apparatus (which is otherwise excellent) for vision. The *Sagittarius'* nickname comes from the rack of eight Spiculum hyper-velocity artillery missiles carried atop the main hull. Each carries eight sub-munition warheads that can be set for grouped or wide dispersion, depending on the requirement of the fire mission. A light autocannon and a heavy machinegun round out the close-in defense armament of the vehicle, although the *Sagittarius* is not expected to have to face direct enemy fire. Both are mounted side by side in an underslung turret on standard modular mount for easy removal (they can even be exchanged to suit the pilot's preferences). They are present to give the crew something to fight with should they encounter hostile infantry or light vehicles. Any opposants heavier than a Gear will defeat a lone *Sagittarius* with ease.
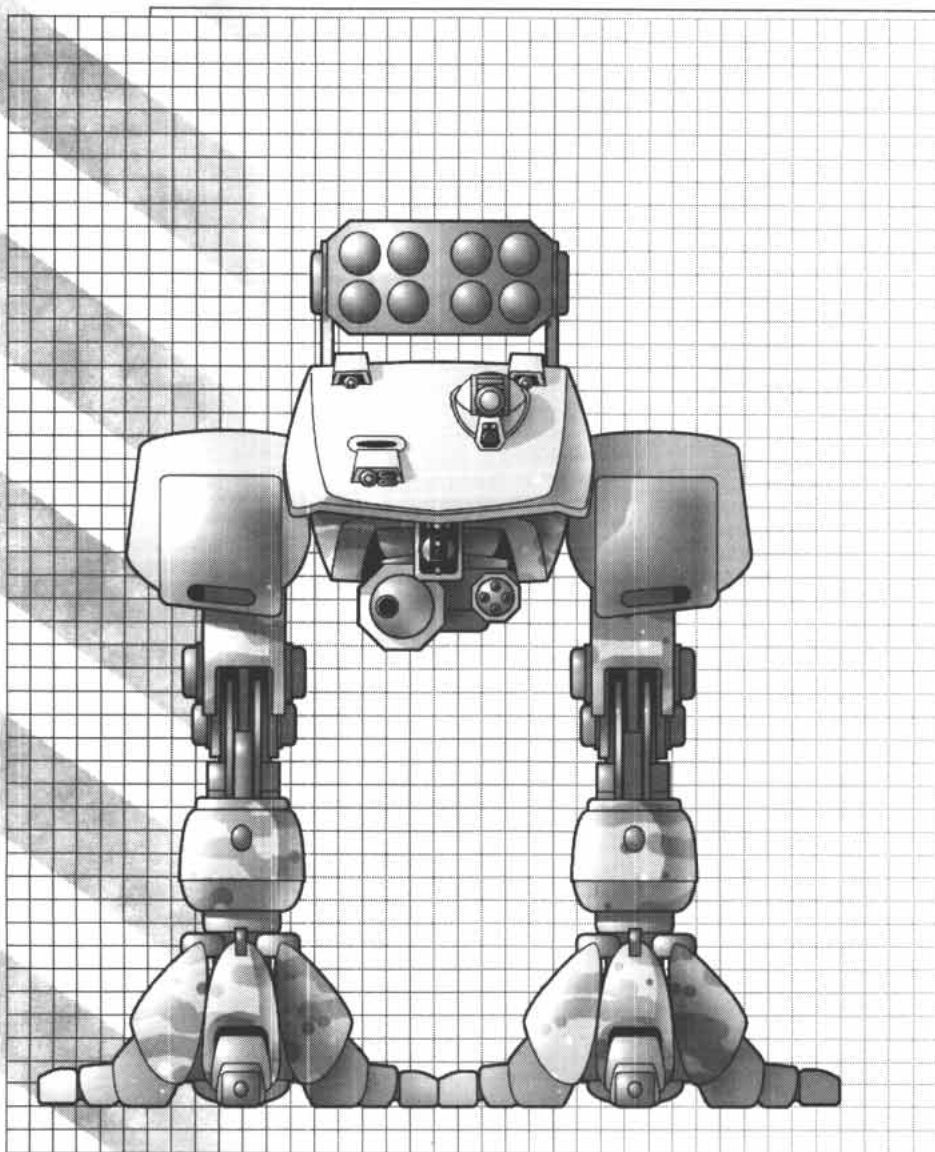
Vehicle Specifications

Code name:	Sagittarius
Production code:	OWCS-54X
Production type:	Early Production
Cost:	2,338,667 dinars
Manufacturer:	Allied Defense Works
Use:	fire support vehicle
Height:	7.8 meters
Width:	4.3 meters
Average armor thickness:	202 mm
Armor material:	armoplast, ceramic alloy
Standard operational weight:	24,790 kg
Primary Movement Mode:	Walk (60 kph)
Secondary Movement Mode:	n/a
Deployment Range:	500 km
Sensor Range:	80 hexes/4 km
Communication Range:	240 hexes/12 km
Powerplant:	Gas turbine x 2
Horsepower:	760 hp x 2

Weapon Payload

Name	Ammunition Payload
PW20 20 mm autocannon	160 shells
PW987 12 mm machinegun	500 belted shells
Spiculum Artillery Launch System	8 missiles

• SERVICE RECORD

The *Sagittarius* has begun limited distribution to front line Alliance units under the watchful eye of the Republican military observers. Because the strider is a completely new design, not based on or even derived from an existing chassis, all systems and components were tested for several thousands of hour in the computers before being crafted. As such, they are no "true" prototypes for the vehicle, the first twenty models built being the early production version. Still, the preparations paid off and the first completed *Sagittarius* walked off the Thebes assembly line last cycle without a hitch. The crew were immediately impressed by the sheer physical size of the vehicle, which towers nearly eight meters above the ground on two spindly backward-canted legs. Early live-fire tests are extremely promising, with the missiles flying true on target every time. Though the vehicle cannot fire its missiles on the run, it has demonstrated good aptitudes for hit-and-scamper artillery bombardments by making extensive use of hard cover. Pilots were quick to program special macros allowing them to "squat" their machines at will, cutting its height to a more respectable 5.5 meters. Other than the random minor glitches of a new vehcile type, the testing program is going extremely well. Crews from the 28th Provisional Protector Groups are having a field day, lobbing scores of blue-painted inert Spiculum missiles at polymer and fiberglasss targets, both mobile and immobile, on the experimental artillery testing range on the outskirt of Thebes' territory. Despite the vehicle's design weaknesses (such as short ammunition supplies and fragile legs), the crews have been quite enthusiastic about it.

As part of the Weapon Exchange Program initiated during the War (and continued to this day), the Republic has already received two brand new *Sagittarius* for field testings and evaluation. The Republican testing group is currently unaware that the vehicles they received were downgraded models with sub-average subsystems; it seems likely that the poor performances of the fire control computers and the often-crashing interface between the various sensor systems are simply chalked up to bugs that have to be worked out of the design rather than attempts by the Alliance to keep their new design a secret. How long the Alliance's Protectors can keep the /*Sagittarius* to themselves (and why) is anybody's guess.

General Stats

Threat Value:	1754
Offensive / Defensive:	4429 / 519
Miscellaneous:	314
Size:	9
Original Default Size:	12
Indv. Lemon Dice:	3
Crew:	2
Bonus Actions:	1

Movement

Primary Movement Mode:	Walk
Combat Speed:	5
Top Speed:	10
Secondary Movement Mode:	n/a
Combat Speed:	-
Top Speed:	-
Maneuver:	-2

Electronics

Sensors:	+1
Communications:	0
Fire Control:	0

Armor

Light Damage:	32
Heavy Damage:	64
Overkill:	96

Vehicle Availability

Availability Threshold:	10
Maximum Number of Units in the Field:	2
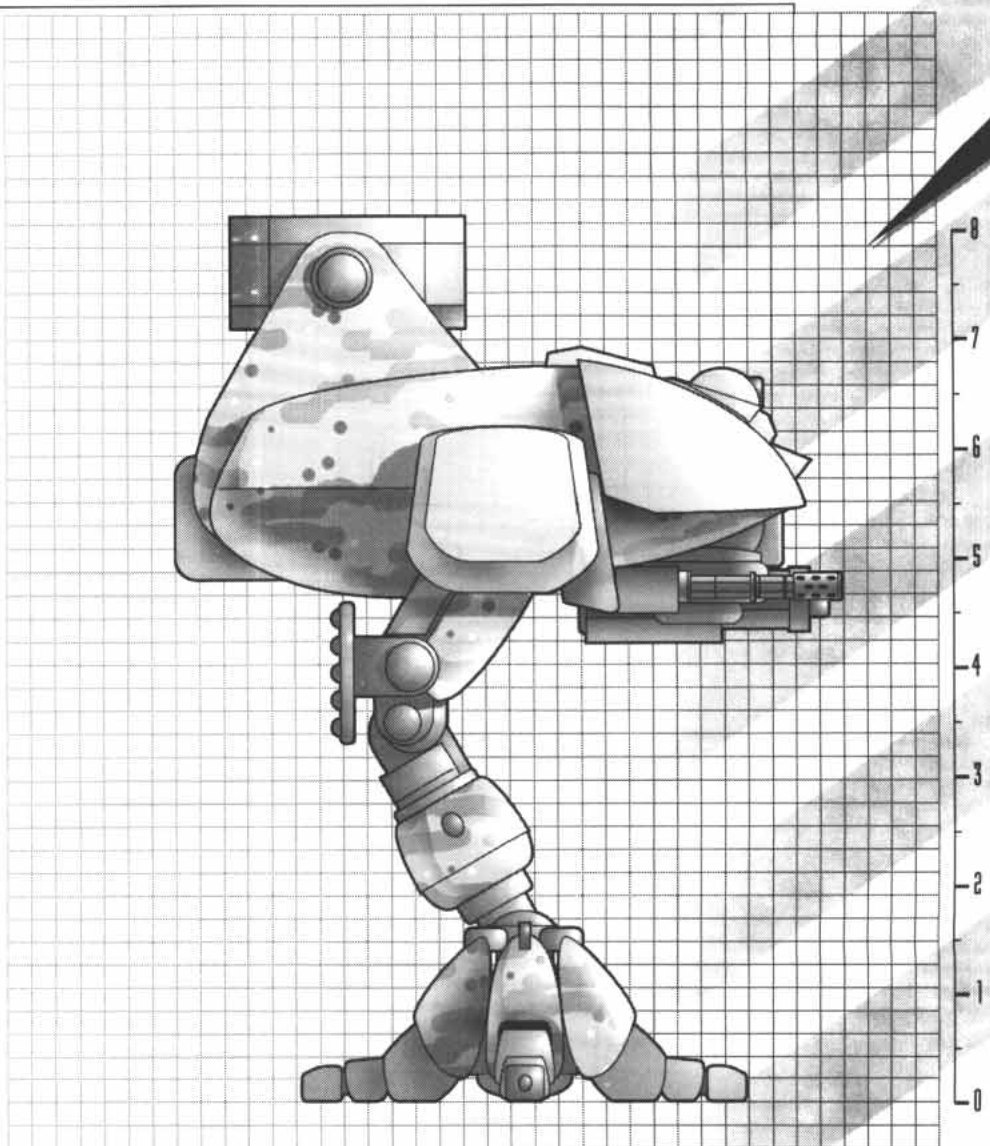
Weapons Summary

Name	Code	Fire Arc	Qty	Ammo
PW20 20 mm autocannon	LAC	Forward	1	160
PW987 12 mm machinegun	HMG	Forward	1	500
Spiculum Artillery Launch System	LAM	Fixed Forward	1	8

Perks

Name	Rating	Game Effects
ECM	2	Offensive electronic warfare equipment
HEAT-resistant Armor	5	Add to Armor versus HEAT weapons
Hostile Environment Protection	-	Desert
Improved Off-road	-	-1 MP cost for hexes with cost 2+
Sniper System	-	Artillery Missiles
Stabilizer Mount	-	Stabilizer for artillery missiles

Flaws

Name	Rating	Game Effects
Difficult to Modify	-	-1 to repair and Modify rolls
Exposed Movement System	-	"Movement" hits are one step worse

Defects

Name	Rating	Game Effects
Annoyance	-	Varies according to individual vehicle
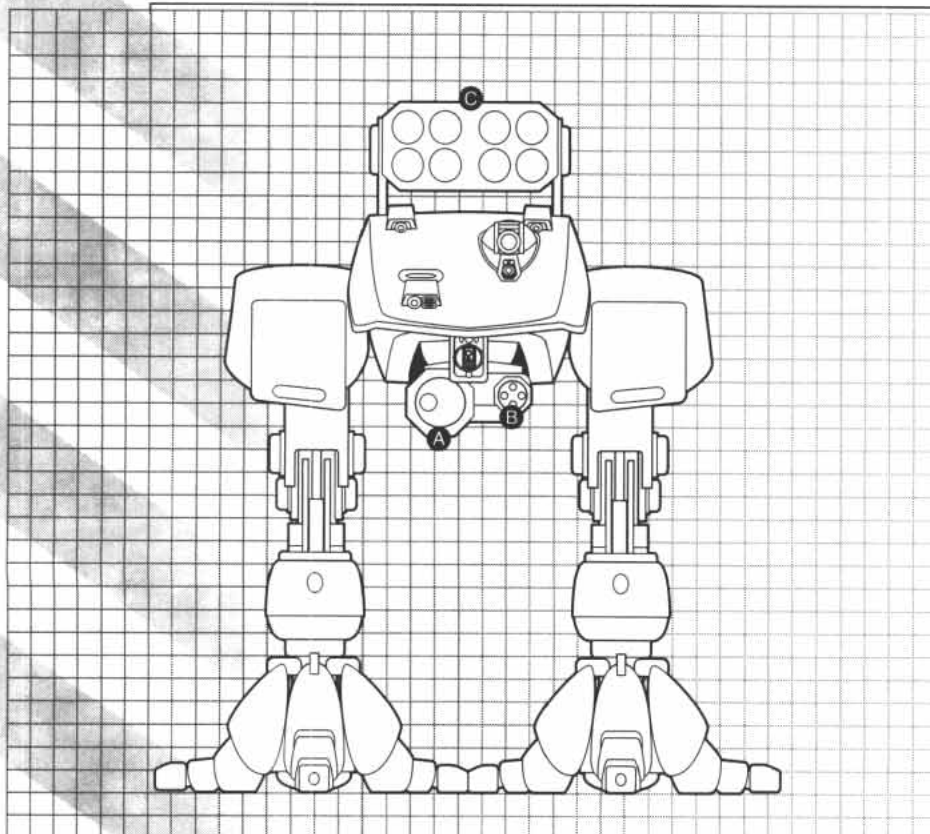
Optional Equipment

Name	Modified Threat Value
Republican model (-1 FC, -1 Sensors, -1 MP)	998
Add Smoke Launchers (10 shots)	1763
Command type (Satellite Uplink, Back-up Sensors)	1969
Improved frame (+2 Armor)	1776

Weapons Location Diagram

A	PW20 20 mm autocannon
B	PW987 12 mm machinegun
C	Spiculum Artillery Launch System

Typical Camouflage

Broken Ground   Woodland   Pattern-Breaker 1
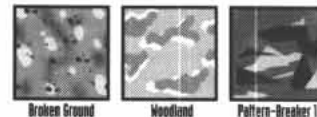
4.18.1 OWCS-54X/UA VENOMOUS SAGITARIUS

The *Venomous Sagittarius* is an experimental strider designed for close combat in confined environments such as an urban landscape or a deep jungle. Infantry and Gears are normally the prefered combat units in these kinds of environment, but only a strider has both the mobility and the muscle-power to carry the amount of ordinance and armor required by the *Venom* program. As its name and code indicates, the machine is based on the chassis of the *Sagittarius*, an artillery support strider presently undergoing field testing in the Humanist Alliance. The *Sagittarius*'s main weakness, its fragile leg actuators and articulations, has been corrected with the addition of heavy composite armor plates. New articulations, made of a more resilient alloy, and better concealed power feedlines are also much less prone to damage from random shrapnel. These reinforcements have reduced the strider's running speed slightly, but the designers feel that the trade-off is worth eliminating a dangerous weakness. The *Venomous*'s main weapon is the triple set of short range missiles mounted atop and on the side of its hull. Each armored box contains an array of 18 launch clusters, each tube fitted with eight micro-rockets in a ring configuration. The fire control computers are linked to a single databus, allowing them to be fired *en masse* at a given target or zone. A modified chin turret houses an additional anti-personnel grenade launcher to take care of infantry squads straying too close — the machinegun is now slung under the turret.

Many were surprised when the preceptors in charge of the *Sagittarius* project answered the call for bids on the assault strider project codenamed "Venom." Few could see how a machine developped for fire support could be used in close combat, but the machine's exceptional mobility made it a good vehicle to start with. The current experimental doctrine calls for the *Venomous Sagittarius* to be deployed in pair for shock value and mutual support. So far, the *Venomous Sagittarius* has seen only limited field trials in the services of the Humanist Alliance, though officials of the Southern Republic keep a close eye on the proceeding to ensure that there will be no unpleasant surprises later on.

Vehicle Specifications

Code name:	Venom Sagittarius
Production code:	OWCS-54X/UA
Production type:	Early Production
Cost:	2,342,667 dinars
Manufacturer:	Allied Defense Works
Use:	close assault vehicle
Height:	7.8 meters
Width:	4.3 meters
Average armor thickness:	202 mm
Armor material:	armoplast, ceramic alloy
Standard operational weight:	24,790 kg
Primary Movement Mode:	Walk (54 kph)
Secondary Movement Mode:	n/a
Deployment Range:	450 km
Sensor Range:	80 hexes/4 km
Communication Range:	240 hexes/12 km
Powerplant:	gas turbine x 2
Horsepower:	760 hp x 2

Modifications

Add:	3 x VLRP/128 (FF, 144 rockets each), APGL (F, 5 rnds), Weapon Link (VLRPs)
Remove:	LAM, Exposed Movement System
Change:	Downgrade Walk Top Speed to 9 (54 kph), downgrade Deployment Range to 450 km
Modified Threat Value:	598
Offensive:	696
Defensive:	517
Miscellaneous:	583

Vehicle Availability

Availability Threshold:	10
Maximum Number of Units in the Field:	2
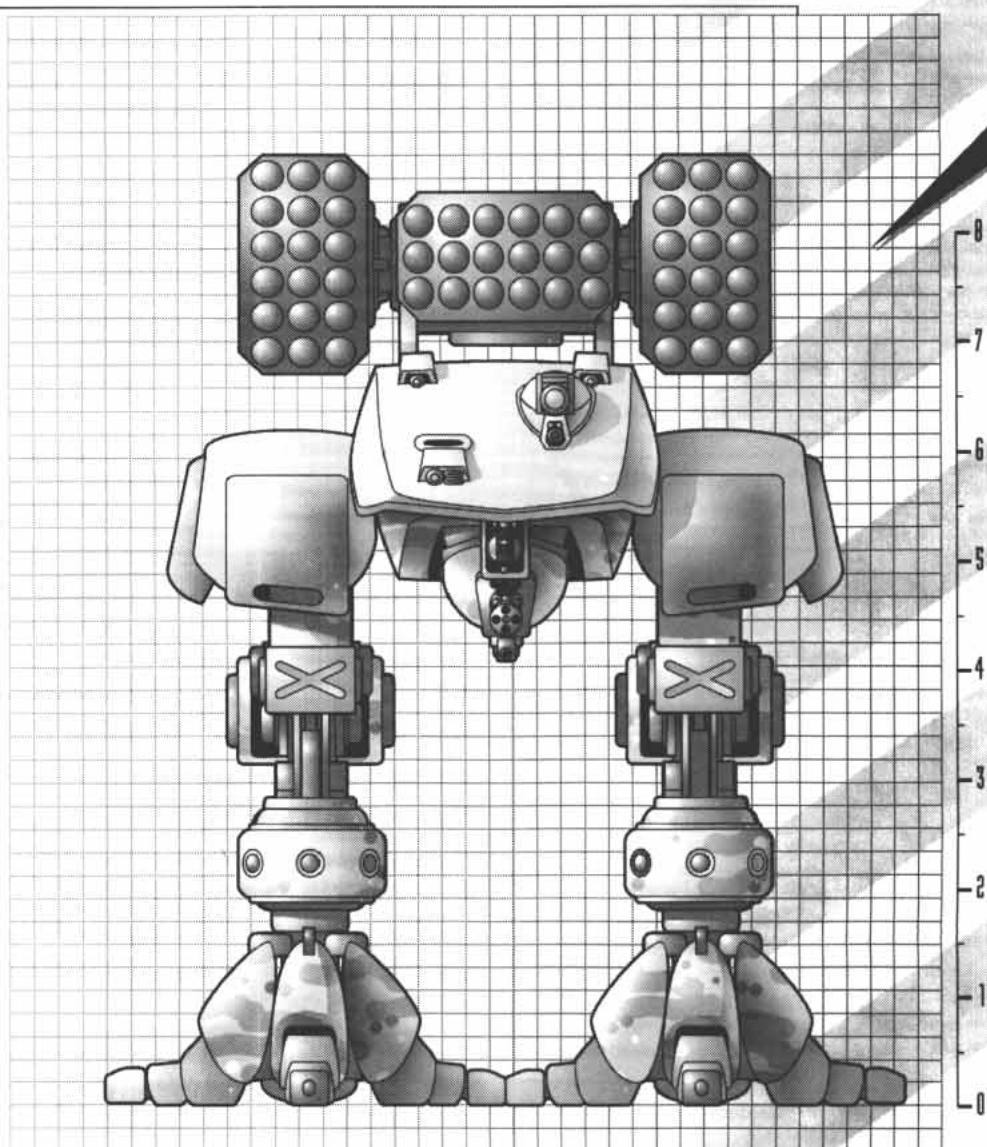
MISSING IN ACTION

The huge hangar doors opened slowly with a low rumbling noise punctuated by a high shriek of metal on concrete. Glints of metal outlined the silhouettes of two dozen Gears in the semi-darkness. Lieutenant Charles Haro reached for the light panel near the entry and switched it on, setting off the spotlights and fluorescent overheads in the hangar. "This way, Commandant. Watch your step."

"Thank you, Lieutenant." Commandant Arelène Fauchet took a look around. The hangar wasn't quite as neat as she would have liked, but then again repair facilities rarely were. "So these are new arrivals?"

"Yes, ma'am." Haro seemed to relax, talking about what he knew best. "Over here you have some *Dartjägers*. They're a rapid intervention version of the *Jäger*." He walked over to the closest of the *Darts* and kicked one of its large off-road tires.

"Aren't these somewhat out-of-date?" Fauchet looked the junior officer in the eye and watched him flinch. "I've heard that the *Iguanas* are far superior."

"That depends on the operational role, Commandant." Haro pointed to the next row. "We have several *Iguanas* as well, all ready for scout and reconnaissance duties. The *Darts* are easier to maintain and do much better over rough ground."

"Fascinating!" said the Commandant. She had never been a Gear pilot, transferring to the Heavy Gear branch after rising through the ranks in Infantry, but the large metal warriors had always fascinated her. They had grace and power, two qualities she admired greatly. "These are *Black Mambas*, if I'm not mistaken."

"That's right, ma'am, *Long Fangs*. We badly needed these around, if I may say so." The brigade had faced rough opposition from rebels and bandits and the fire power of the *Long Fangs* would be a great help.

The Lieutenant kept walking until he reached a pair of huge Gears. Each had a massive multi-barreled cannon under one arm and a small artillery piece on its back. "How about those Junglemower autocannons, eh? I wouldn't want to be on the receiving end of that baby!"

The Commandant gave Haro a stern look for his familiarity. He was obviously nervous and not up to the tasks assigned him. While she made a mental note, somewhere in the hangar, a door opened. Two men were arguing.

The lieutenant feigned not to hear. "And this way we have my favorite —"

The Lieutenant stopped dead in his tracks. There was an empty spot at the end of the row. The argument could be heard more clearly now. The Lieutenant looked to his superior, at loss for words. The arguing technicians rounded the corner and came face to face with the officers. The Lieutenant made an embarrassed grin.

"Excuse me for a moment." He must have realized that she wasn't very impressed.

He dragged them into a small office. He came out a few minutes later, visibly shaken.

"Well Lieutenant? You may not realize this, but I have a regiment to run."

"It seems we've run into some... problems with the *Chameleon*." Haro was sweating, accompanied by some mild trembling.

"The stealth unit? What kind of problem?" Fauchet's voice became cold and icy.

Biting his lips, the Lieutenant held back his tears. "Well, apparently, we, um...we can't find it, ma'am."

The Commandant stared at the Lieutenant for a long time, then shrugged.

"Well, at 1,500,000 dinars apiece, you should be able to pay it back in, oh...a mere 90 cycles?" she said casually. "That is if you ever get out of the brig. Or past the firing squad."

5.1 OVERVIEW

The Southern Republic has long understood the importance of technical development. Born in a time of strife and from several cycles of bloody conquest, the Republic owes its very shape to the fact that the city-state of Marabou (the birthplace of the Republic) could wield better and more numerous tanks than its neighbors. That the Republic would go on to dominate the other leagues of the hemisphere is similarly tied to the technological edge they could bring to the battlefield. Gears are perhaps the most obvious example of this understanding, since the first generation of *Jägers* appeared as the Republic went to war with the neighboring leagues and played a key role at the end of the conflict. The theft of the design of United Mercantile Federation *Hunter* as the basis of the *Jäger* only proves the lengths to which the Republic is willing to go in order to acquire technological superiority in a critical field.

The drive to superiority continues to this day. The War of the Alliance pushed forward Southern Gear design as never before. The CEF assault proved that enemies with new and different military technology could appear at any moment, while the alliance with the Confederated Northern City-States provided Republican commanders with the opportunity to see that their ancestral Northern enemies were on the verge of opening a dangerous technological gap. As the production facilities of the AST recovered after the war, an imperative to bridge the gap was felt by most engineers and commanders. In response, the *Black Mamba* came into full-scale production, while new and deadly variants of established machines were developed. By TN 1933, the South has more than bridged the gap with the North, whose military production slowed rather than accelerated in the aftermath of the War of the Alliance.

This advancement has come at price, however. Territorial Arms has cemented its historical stranglehold on the Southern Gear market during the last 15 cycles of development. Its *Black Mamba*, *Iguana* and *Spitting Cobra* have been the instruments through which Southern technical advancement (in the Gear market) has been assured. TA's competitors have been driven into near-obscurity, successful only with low-production specialist models such as the *Water Viper* (by Mandeers Heavy Industries) and *Fer-de-Lance* (by Dynamic Systems). TA is currently supervising the development of a new generation of Gears, including updated versions of all its basic chassis. Some fear, however, that the conglomerate is running out of creative steam. Instead of opening up new avenues of development, TA seems content to rest on its laurels and refine present designs. While few Terranovans question the continued use of reliable machines, some military historians point out that it was just such a lack of innovation which allowed the North to leap ahead before the war.

Strider manufacturing has historically been more diversified than Gear production, leading to a wide variety of designs on the market. The Republican Heavy Industries *Naga* and its family of variants remain at the core of the market, but others such as the RHI *Hydra* and Humanist Alliance Armor Werks *Fire Dragon* are also in significant distribution. The future of strider development has most recently been influenced by the introduction of the Allied Defense Works *Sagittarius*, an artillery platform being prepared for wider distribution. Like the *Fire Dragon*, the *Sagittarius* is a Humanist design and more advanced models are rumored to exist deep somewhere in the Alliance. RHI is currently preparing their *Spitting Naga* strider for production, an area saturation/fire-support model that incorporates several technical improvements that could become standard in the *Naga* family. Most notably, the *Spitting Naga* is rumored to be able to match the maneuverability of most fire-support Gears, making it a dangerous foe for the slower Northern *Mammoth*.
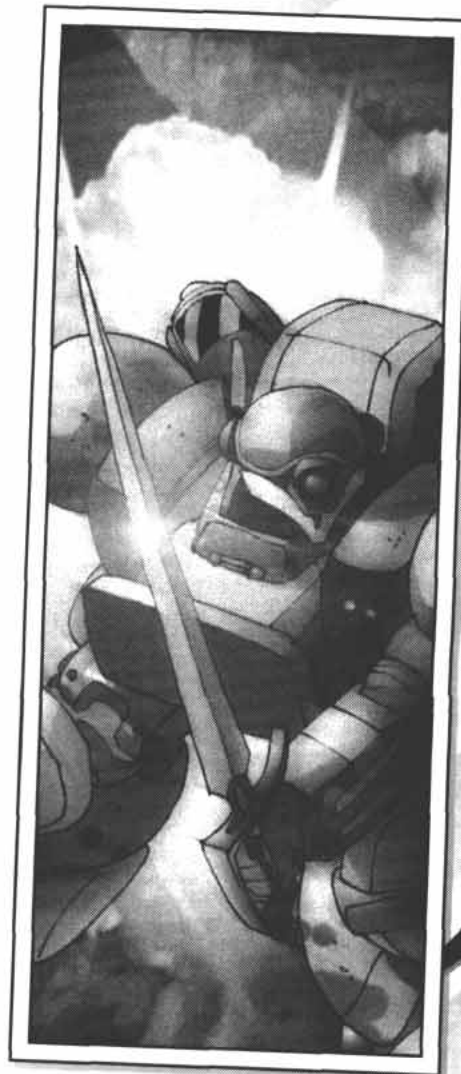
Commandant Arlène Olagun

Military technology is of great importance to the powerful leaders of the South and the Southern Republic maintains a large number of people trying to make their already impressive might even more devastating. As in most aspects of military development, the Republican Army is well ahead of the Southern MILICIA in this department, developing and receiving new weapons before its conscription-based "cousin." Arlène Olagun, commander of the Gear Development Division of the SRA's Advanced Technology Corps (itself a division of the Technical Services Branch), is the officer most directly responsible for maintaining this edge in the public eye. While Gears may not be the most powerful weapons on a modern battlefield, they are the SRA's greatest propaganda tool and, in consequence, Commandant Olagun is given ample resources.

Olagun is a native Wildlander, born in the hamlet of Potriollo in the Esperance Basin region of the Republic. Traveling to Newton for an education, Olagun became determined to take charge of her life and not end up "back on the farm." As much to escape her family as to serve her nation, she signed up for military service after obtaining an engineering degree at Sir Isaac Newton University; her diploma helped her get into officer training and she soon found herself a sous-lieutenant in the Technical Services Corps. Life as a military officer suited Olagun, the sense of discipline and order harmonizing with her rebellion against her disorderly upbringing, and the need for pragmatism and resourcefulness making her Wildlander nature useful. A skilled engineer, she was made head of the Gear Development Division in TN 1930.

Commandant Olagun now has to deal more with politics than engineering. A dyed-in-the-wool pragmatist, she has very little time for the egos she is forced to contend with. She has made more than a few enemies in her three cycles of service, including several executives at Territorial Arms. Olagun makes no secret of her concern that TA's stranglehold on Gear development is a dangerous weakness. The top echelons of TA are beginning to lose patience with Olagun and have started to exert political pressure. The Commandant is up for review and TA has begun to demand that the military board reprimand her; meanwhile, Rémonn Leloup, Olagun's husband, has found the financing for his business cut-of thanks to TA pressure on the local bank. Thus far, Olagun has refused to bow to pressure.

5.2 T-CX15-32 BRAHMIN COBRA

In TN 1917, near the end of the Earth invasion, after realizing that the Earth forces were more easily defeated in rugged terrain, Southern high command decided to equip many of its officers with a Gear that would sport heavy communication and detection equipment. C³ vehicles, while better equipped, were lacking in combat on mountaneous or rugged terrain, and too many valuable officers were lost this way. At the time, the *Black Mamba* was deemed the best solution for this problem. Its "Glass Back" flaw, unfortunately, proved to be the cause of many officers' deaths. A few weeks after the destruction of Baja, Southern high command decided to launch multiple Research & Development programs to create a powerful officer Gear. One of those programs was the *Brahmin Cobra*, a projected revamping of the *Spitting Cobra* which was quickly abandoned because the electronic components required to make it an efficient C³ machine could not be easily fitted into the chassis. Three cycles ago, however, with some of the breakthroughs made thanks to the CEF technology gleaned from renegade Isaac-class GRELs, the brass decided to revive the *Brahmin* program and to give it one more chance.

Intended to be piloted by front line officers with some experience, the *Brahmin Cobra* is a combination of C³ and assault Gear based loosely upon the *Spitting Cobra*. Equipped with the maximum amount of firepower that could reasonably fit on the frame, and loaded with high tech communications systems, the *Brahmin Cobra* is the master of all it surveys. The basic chassis is much the same as the other members of the *Cobra* series, the only visible difference is the added satellite uplink on the right shoulder. The MR60 heavy autocannon has been downgraded to a light PR-25 autocannon rifle, but this is largely compensated by the addition of a SRWI 90 mm assault gun. For weight considerations, the combination of FSRP-36 and FLRP-98 rocket pods was replaced by the FSRP-42 71 mm rocket pod. This severely limits the long range capacity of the Gear, but it is assumed that because the *Brahmin* is piloted by officers, these will often lead the charge of their soldiers into the fray, and will seldom require very long range weapons.
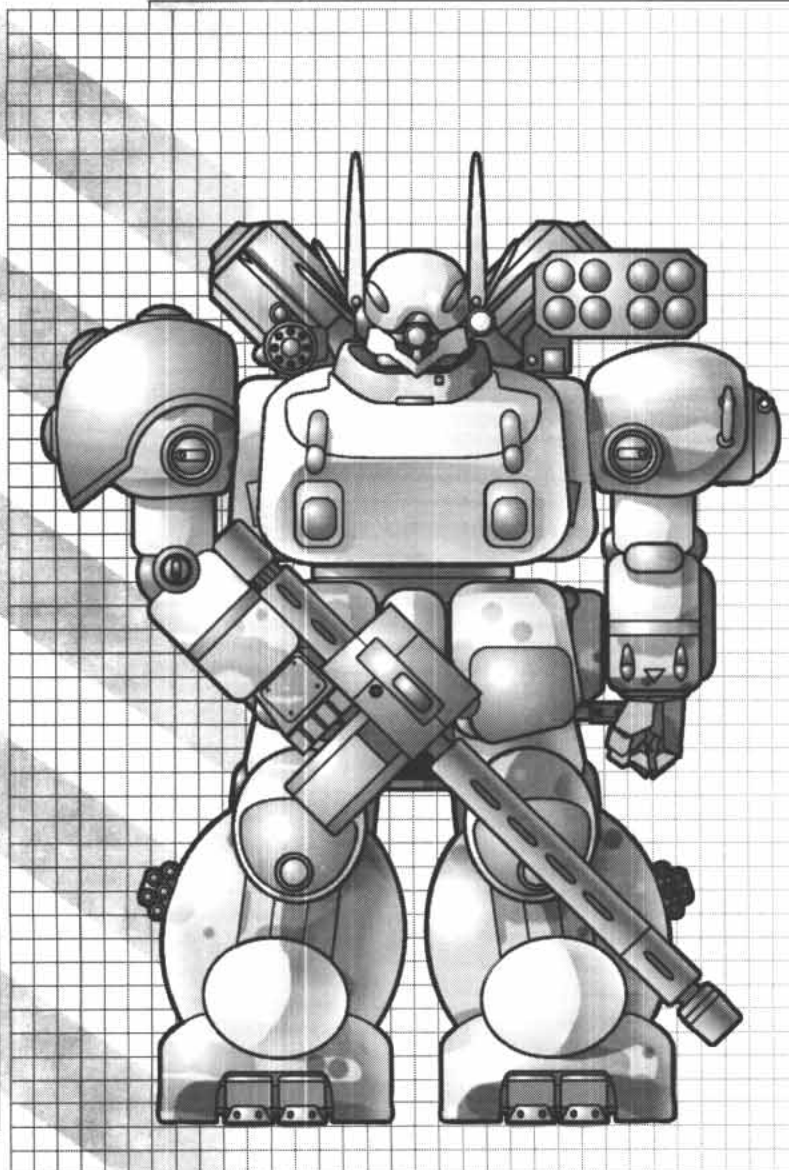
Vehicle Specifications

Code Name:	Brahmin Cobra
Production Code:	T-CX15-32
Production Type:	Testbed Prototype
Cost:	186,057,143 dinars
Manufacturer:	Territorial Arms SW
Use:	C³ Assault Gear
Height:	5.2 meters
Width:	3.7 meters
Average Armor Thickness:	88 mm
Armor Material:	armoplast w/alloy and ceramic
Standard Operational Weight:	9140 kg
Primary Movement Mode:	Walk (36 kph)
Secondary Movement Mode:	Ground (63 kph)
Deployment Range:	400 km
Sensor Range:	60 hexes/3 km
Communication Range:	400 hexes/20 km
Powerplant:	WV-1800TD/H V-Engine
Horsepower:	995 Hp

Weapons Payload

Name	Ammunition Payload
SRWI 90 mm assault gun	12 rounds
FSRP-42 71 mm rocket pod	36 rockets
SRWI G-1120 mm gatling cannon	100 shells
PKSF-65 Panzerfaust	3 panzerfausts
HLB-16 AP launcher (x 2)	6 grenades ea.
KCS-1 vibroblade	-

- ## SERVICE RECORD

The first prototype of the *Brahmin* was created in TN 1916, but was stored away when the project was cancelled later that cycle. It was pulled out when work on the project began, but the long neglect made its performances inaccurate at best. The second prototype was finished twelve weeks ago and is still undergoing tests. While it has performed in most areas to the satisfaction of the design group, a few problems have surfaced. During weapons testing, a synchronicity problem between the improved electronics and the combat computer seems to have caused a firing malfunction. Whenever the test pilot attempted to track and fire several different weapon systems in rapid succession, targeting on successive shots was more difficult. Project engineers are working on two solutions, one that would involve new neuralware for the NNet, the other a redesign of the synchronization modules. Another problem emerged during full combat loadout tests, where it was revealed that because of the heavier weaponry on the Gear, its chassis was more vulnerable to stress-related damage. When asked by executives, embarassed engineers admitted to have been forced to reduce by 15% their normal safety margin to meet the demanding criteria of the design committee. There are rumors among test pilots that a few heads might roll for this mistake, although few choose to voice that opinion out loud. The design committee has yet to decide if this flaw could cripple the *Brahmin Cobra*'s effectiveness in combat, but many pilots tend to believe so.

On the brighter side, however, the machine's overall capabilities and performance have been more than encouraging. While this has not been tested in actual combat, the capacity of the *Brahmin Cobra* to enter combat and scramble the enemy's communications, as well as its capacity to call in artillery or orbital strikes, is sure to terrify Northern forces when they encounter it. Also, while the machine is not invulnerable, its emergency medical system, improved rear defense and reinforced crew compartment ensure pilot survivability. Furthermore, test pilots have expressed great joy at the sight of its ram plate, confident that the mere sight of such a large machine ramming a smaller opponent will give them a morale advantage.

General Stats

Threat Value:	993
Offensive:	1314
Defensive:	493
Miscellaneous:	1172
Size:	7
Original Default Size:	10
Indv. Lemon Dice:	2
Crew:	1
Bonus Actions:	0

Movement

Primary Movement Mode:	Walk
Combat Speed:	4
Top Speed:	6
Secondary Movement Mode:	Ground
Combat Speed:	6
Top Speed:	11
Maneuver:	0

Electronics

Sensors:	+1
Communications:	+1
Fire Control:	0

Armor

Light Damage:	21
Heavy Damage:	42
Overkill:	63

Vehicle Availability

Availability Threshold:	12
Maximum Number of Units in the Field:	1

Weapons Summary

Name	Code	Fire Arc	Qty	Ammo
SRWI 90 mm assault gun	SC	Forward	1	12
FSRP-42 71 mm rocket pod	MRP/36	Forward	1	36
SRWI G-1120 mm gatling cannon	LAC	Fixed Forward	1	100
PKSF-65 Panzerfausts	MPZ	Forward	1	3
HLB-16 AP launcher	APGL	Forward/Rear	2	6 each
KCS-1 vibroblade	VB	Forward	1	-

Perks

Perks	Rating	Game Effect
Backup Communications System	-	Absorbs first "Communication" hit
ECCM	2	Defensive electronic warfare equipment
ECM	2	Offensive electronic warfare equipment
Emergency Medical	-	Absorbs one "Crew Stunned" result
Hostile Environment Protection	-	Desert
Improved Rear Defense	-	Reduces penalty for rear defense
Manipulator Arms x2	7	Can punch
Ram Plate	-	Front arc
Reinforced Crew Compartment	-	Absorbs first "Crew" hit
Satellite Uplink	-	Orbital communications

Flaws

Flaws	Rating	Game Effect
Difficult to Modify	-	-2 to repair and modify rolls
Large Sensor Profile	1	Easier to detect

Defects

Defects	Rating	Game Effect
Fragile Chassis	-	Add 1 to rolls on Structural Damage Table
Inefficient Combat Computer	-	-1 to hit for weapons fired after the first

Weapons Location Diagram

A	SRWI 90 mm assault gun
B	FSRP-42 71 mm rocket pod
C	SRWI G-1120 mm gatling cannon
D	PKSF-65 Panzerfaust
E	HLB-16 AP launcher
F	KCS-1 vibroblade (not shown)

Typical Camouflage

Mountain 1 Mountain 2 Woodland Pattern-Breaker 1
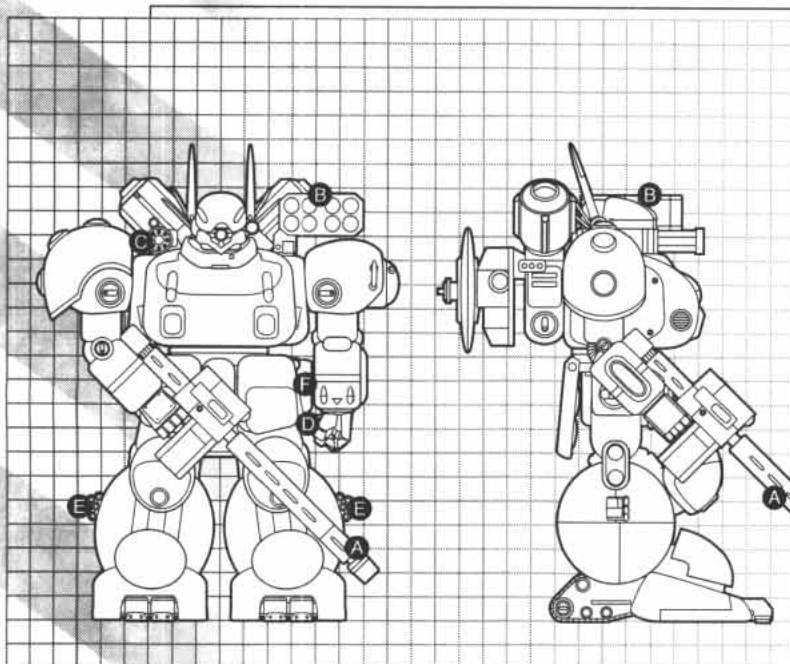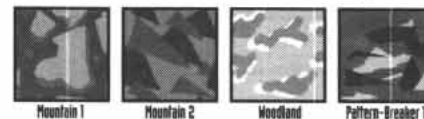
5.2.1 T-CX15-32/2 BRAHMIN COBRA PROTOTYPE

The *Brahmin*'s main flaw has caused great concern among the design committee. After much consideration and lobbying, funds were allocated to start a second, parallel design group which would use the findings and results from the first group to improve the machine and solve problems with a fresh mind. The second team was created a mere two weeks ago and put under the direction of François-Albert Brochet, the project director who worked on the *King Cobra*. The group has already begun suggesting potential solutions to the *Brahmin*'s problems. Simulations are in progress and the virtual prototype built shows promise. Some of the suggestions, however, are not to the original design team's liking, and there have been some frictions between the two groups.

It was determined that in order to keep the *Brahmin* as close to its original design parameters as possible while still repairing the prototype's errors, the reinforcement structures to the pilot's compartment redesigned and their weight reduced. The result is not expected to be as safe for the pilot as it was originally intended, but it makes the machine slightly more durable. The extra weight allowance will be used up in repairing the weak chassis by adding minor actuator reinforcements and improving its resistance in high stress areas. Brochet firmly believes that the combat computer error stems from the limited multi-tasking abilities of the processors and the incompatible data buses used to synchronize them. He would far prefer to use system installed on the *King Cobra*, one which has demonstrated its ability to handle rapid weapon use without developing problems. Aside from these system errors, the most important problem is the logistical problem of the snub cannon's small ammunition payload. Because it can only hold twelve shots, the officer must disengage from battle and get reloaded too often to be effective. Brochet is worried that the *Brahmin* will be too severely limited in range if it remains as it is. He has asked his team to remove the SRWI 90 mm assault gun by a LRB-25 bazooka with 30 shells. This modification alone has caused some mild arguments between the original designers and Brochet himself.

Vehicle Specifications

Code Name:	Brahmin Cobra Prototype
Production Code:	T-CX15-32/2
Production Type:	Testbed Prototype
Cost:	164,714,286 dinars
Manufacturer:	Territorial Arms SW
Use:	C³ Assault Gear
Height:	5.2 meters
Width:	3.7 meters
Average Armor Thickness:	88 mm
Armor Material:	armoplast w/alloy and ceramic
Standard Operational Weight:	9018 kg
Primary Movement Mode:	Walk (36 kph)
Secondary Movement Mode:	Ground (63 kph)
Deployment Range:	400 km
Sensor Range:	60 hexes/3 km
Communication Range:	400 hexes/20 km
Powerplant:	WV-1800TD/H V-Engine
Horsepower:	995 Hp

Modifications

Add:	Reinforced Chassis, HBZK (F, 30 shots)
Remove:	Reinforced Crew Compartment, SC, Defect: Fragile Chassis
Change:	n/a
Modified Threat Value:	1153
Offensive:	1534
Defensive:	493
Miscellaneous:	1431

Vehicle Availability

Availability Threshold:	12
Maximum Number of Units in the Field:	1
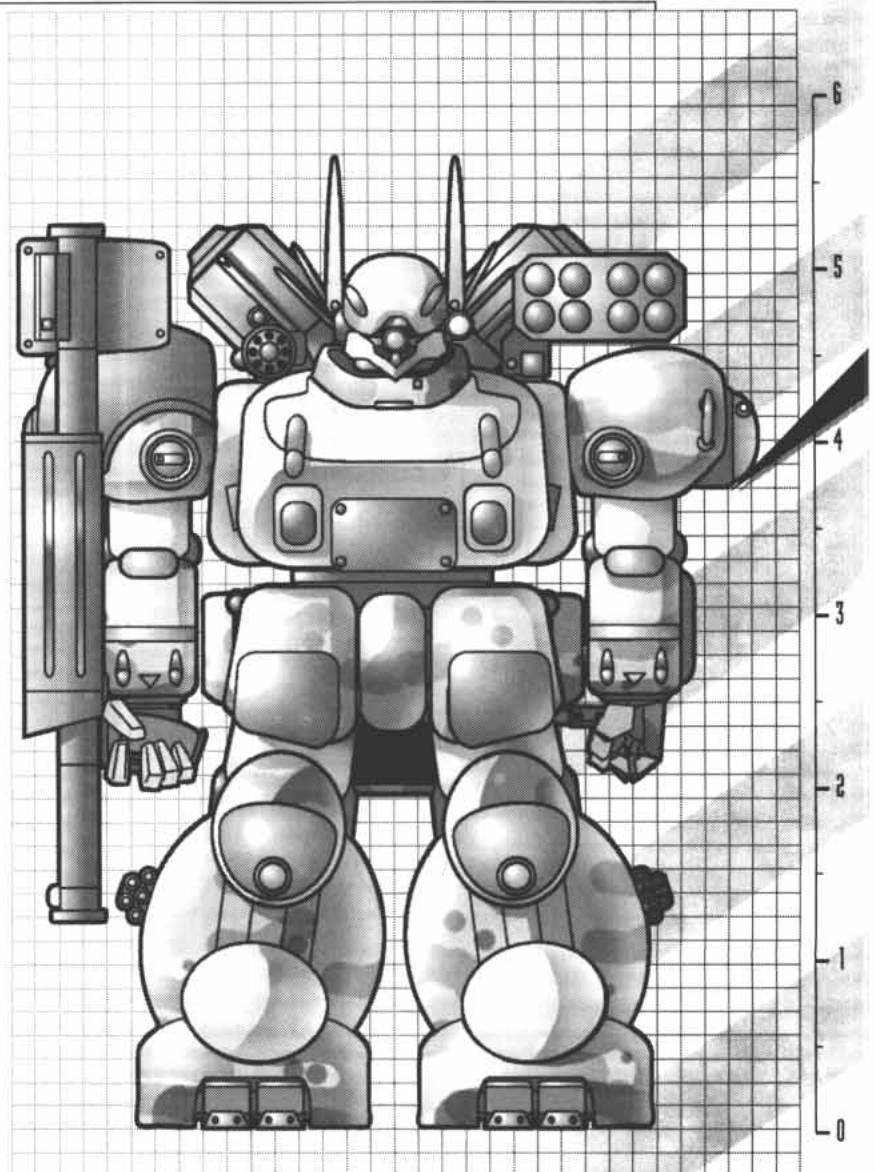
5.3 T-XM1500 ROCK MAMBA

The Southern Republic is currently interested in expanding its ability to dominate the mountainous areas of Terra Nova in general and of the Badlands in particular. Since the weather on the planet is frequently violent — especially in the Badlands — an airborne insertion in many of these areas is not always possible and a specialized strike team is often required. Also, while this is somewhat unavowed, the *Rock Mamba's* abilities would prove invaluable in dislodging Northern forces from their defensive locations in the mountains should a North-South conflict occur. For that very reason, a special emphasis has been placed on the *Rock Mamba's* ability to travel the rough terrain native to the mountaneous areas. The *Black Mamba*, as one of the best Gears of the South, seemed the perfect subject to modify.

Territorial Arms has invested a great deal of time and resources in the *Rock Mamba* project to remove the infamous "glass back" of the standard *Black Mamba*. Not only was it a fatal flaw on the original design, but it was considered a problem which could prove particularly costly (and fatal) on a Gear intended to climb mountains. Such a task would regularly expose the machine's back to sniper fire and would severely limit the longevity of the pilot-machine team. The *Rock Mamba's* movement systems have been modified to perform better in the rough terrain of the mountains than in flat areas. The designers willingly sacrificed flat land stability to greatly improve climbing and rough terrain movement. They also reinforced the legs and made the Gear airdroppable. It was deemed necessary since few pilots and vehicles would be willing to land in mountainous areas. The sensor system is essentially the same as the *Black Mamba's*, with only a few obsolete components replaced by more modern (and durable) versions. The engineers thought of increasing the sensors' range, but that suggestion was rejected because the Gear was meant to be used in mountaneous terrain. A satellite uplink was considered instead, but the proposition was quickly dropped because the power drain would have been too substantial on the engine and more energy had to be allocated to the improved off-road movement systems.
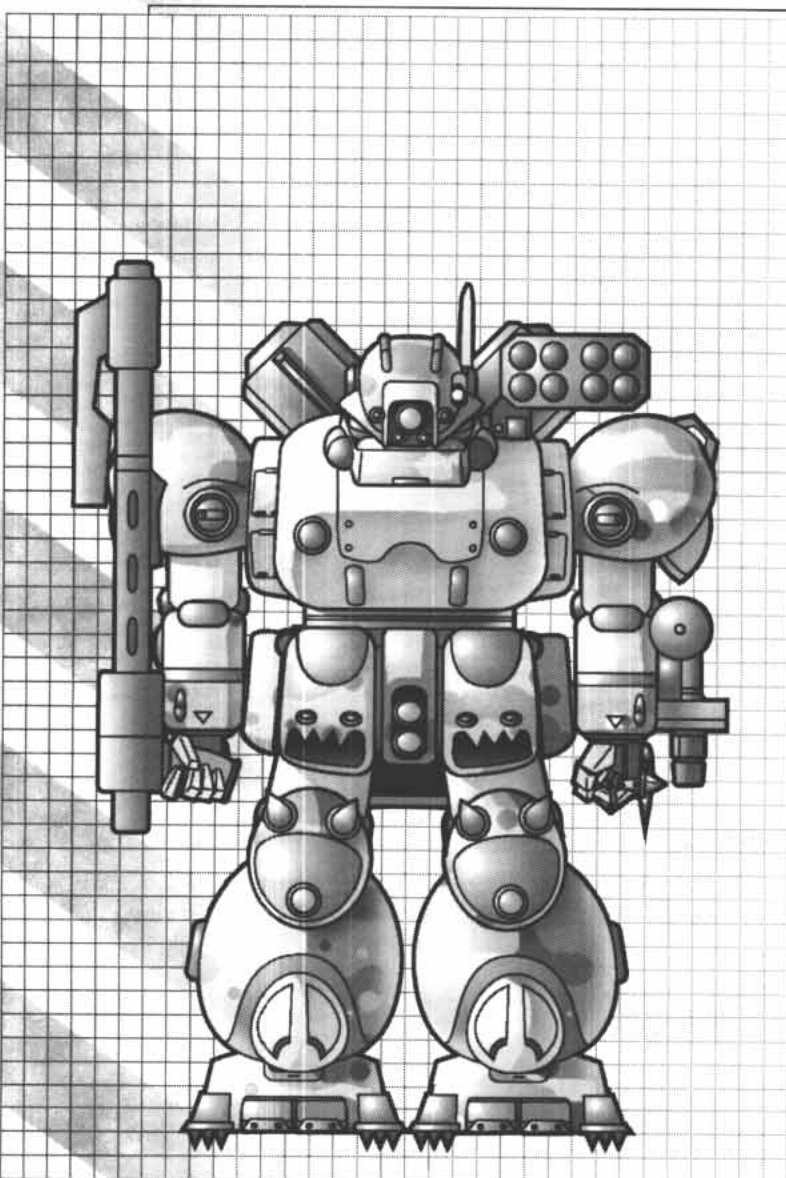
Vehicle Specifications

Code Name:	Rock Mamba
Production Code:	T-XM1500
Production Type:	Testbed Prototype
Cost:	176,500,000 dinars
Manufacturer:	Territorial Arms
Use:	Mountain strike Gear
Height:	4.6 meters
Width:	3.4 meters
Average Armor Thickness:	58 mm
Armor Material:	Armoplast w/composite
Standard Operational Weight:	5300 kg
Primary Movement Mode:	Walk (54 kph)
Secondary Movement Mode:	Ground (82 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	240 hexes/12 km
Powerplant:	WV-930TC V-Engine
Horsepower:	630 Hp

Weapons Payload

Name	Ammunition Payload
PA RFL-2 Soothsayer rocket cannon	30 rockets
Vogel-H guided mortar	12 shells
TA Buzzard-F rocket pod	32 rockets
PKSF-45 Panzerfausts	2 panzerfausts
Forearm Spike	-

SERVICE RECORD

Despite the best efforts of the engineers and technicians at the Territorial Arms R&D department, the *Rock Mamba's* performance has been a severe disappointment. Not only is the *Rock* very expensive, but it performs worse than an average Gear on the field. The knee actuators are slowed down by the excessive weight of the machine and cannot be changed for something larger and better because all the leg space is taken up by the airdrop compensators. Furthermore, still due to space restrictions, the suspension has been changed for something slightly less efficient, but which engineers hoped would be enough, despite the increased weight. As a result, the Gear is slow and easily bogged down by obstacles or rough terrain. To make matters worse, the *Rock* is extremely unstable and its stomp-and-lurch running pattern tends to make pilots sick. Adding insult to injury, the data chips of the computer system cannot be fixed into their sockets solidly enough that the *Rock's* motions will not affect their performance. Consequently, the combat computer frequently shut down or flickers, making the Gear less than reliable. In actual combat tests, the *Rock Mamba's* computer freezes at least once per five minutes of actual combat for periods as long as twenty seconds, often preventing the pilot from accurately shooting down his opponents or surviving the simulated attacks directed against them.

Naturally, the initial wave of volunteers to test the next generation of *Mambas* has quickly dwindled down to a mere trickle. Few pilots believe in the *Rock Mamba* anymore and none of them really enjoy piloting it. Even Caporal Yan Kondo, one of the best pilots around, has few hopes left: "the engineers, they say they'll give it one more season of testing before scrapping the project altogether and starting from scratch. I heard through the rumor mill that they've planned a pretty smooth stealth version — not sure who told me. Most likely, if it's just another Son-of-the-Rock-Mamba, it'll stand out in the mountains like a sore thumb. Anyway, one more week of this sick thing and I'm asking for a transfer. It's not like there's nothing else they could get me to pilot." Comments from other pilots are unfortunately unpublishable, but essentially corroborate Kondo's remarks.

General Stats

Threat Value:	1059
Offensive:	1735
Defensive:	608
Miscellaneous:	833
Size:	6
Original Default Size:	10
Indv. Lemon Dice:	2
Crew:	1
Bonus Actions:	0

Movement

Primary Movement Mode:	Walk
Combat Speed:	5
Top Speed:	9
Secondary Movement Mode:	Ground
Combat Speed:	7
Top Speed:	14
Maneuver:	+1

Electronics

Sensors:	+1
Communications:	+1
Fire Control:	+1

Armor

Light Damage:	17
Heavy Damage:	34
Overkill:	51

Vehicle Availability

Availability Threshold:	12
Maximum Number of Units in the Field:	1

RESEARCH AND DEVELOPMENT MODELS

Weapons Summary

Name	Code	Fire Arc	Qty	Ammo
PA RFL-2 Soothsayer rocket can.	RFB	Forward	1	30
Vogel-H guided mortar	LGM	Forward	1	12
TA Buzzard-F rocket pod	VLRP/32	Forward	1	32
PKSF-45 Panzerfausts	LPZ	Forward	1	2
Forearm spike	CR	Forward	1	-

Perks

Perks	Rating	Game Effect
Airdroppable	-	Can be airdropped
Backup Sensors	-	Absorbs first "Sensor" hit
Climbing Apparatus	-	Reduces pilot's climbing threshold by 1
Grapple Launcher	6	150 m range
Hostile Environment Protection	-	Desert
Manipulator Arms x2	6	Can punch
Reinforced Chassis	-	Absorbs first "Structure" hit
Target Designator	2	Used to target Guided weapons

Flaws

Flaws	Rating	Game Effect
Difficult to Modify	-	-2 to repair and modify rolls
Unstable	-	-1 Piloting at Top Speed on difficult terrain

Defects

Defects	Rating	Game Effect
Annoyance	-	Climbing induces motion sickness
Defective Fire Control	1	Combat Computer malfunctions on roll of 1
Movement System	-	-10% speed
Poor Off-road Capacity	-	Terrain with MP of 2 or more increased by 1
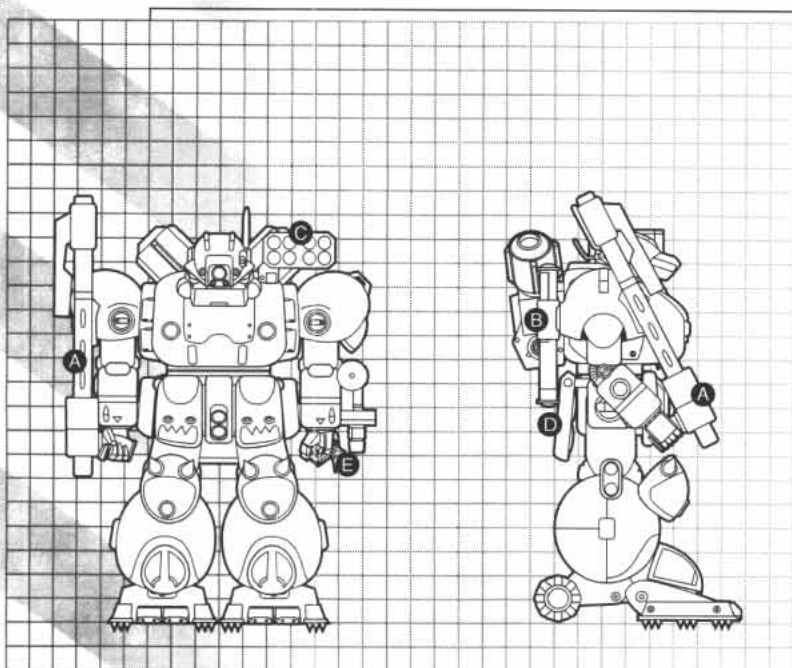
Weapons Location Diagram

A	PA RFL-2 Soothsayer rocket cannon
B	Vogel-H guided mortar
C	TA Buzzard-F rocket pod
D	PKSF-45 Panzerfausts (not shown)
E	Forearm spike

Typical Camouflage

Mountain 1   Mountain 2   Woodland   Pattern-Breaker 1
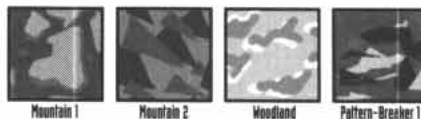
5.3.1 T-XM1500/2 GOLD MAMBA

The design team has worked simultaneously on a second prototype for the *Rock Mamba*, following a slightly unusual philosophy. Whereas most companies create a machine, see what does not work with it, then work their way up to a cost-efficient solution, the engineers on this project worked with a second machine on the side on which they would install the most expensive system to solve any problems the first machine would have. Technicians would then tweak it and whittle it down to make the system as inexpensive as possible, removing parts which, in practice, would not really affect the system's performance in this particular case, and so on. As a result, the budget of the entire project has reached unheard-of levels, making the *Gold Mamba* the most expensive Gear since the original *Jäger* prototype, hence the name.

The motive system has been completely overhauled to really improve off-road performance and without requiring the Gear to be unstable on flat terrain. A unique stealth system has been added which, combined to the heat baffling and radar-abosrbant coating, has broken up the radar and visual signature of the *Gold Mamba* by making it look more like a part of a craggy desert mountain. With the addition of chemical compound which changes the RAM skin to gray, the Gear can also look like a part of a standard mountain. In general, the weapon systems were deemed too light for the *Mamba*'s purposes, and the prototype's payload was changed to something much heavier. To better handle armored vehicles, the light rocket system has been replaced with a single anti-Gear missile launcher. The light panzerfausts have been upgraded to medium panzerfausts and the bazooka has been exchanged for a medium autocannon, giving the *Gold* more bite at short and medium range. Lastly, the guided mortar has been switched for a standard mortar to provide increased area saturation. The few test pilots who have not asked for reassignment following the disappointing performance of the first *Gold Mamba* prototype find this version much more attractive, although engineers are afraid that the price tag will never become affordable.

Vehicle Specifications

Code Name:	Gold Mamba
Production Code:	T-XM1500/2
Production Type:	Testbed Prototype
Cost:	316,800,000 dinars
Manufacturer:	Territorial Arms
Use:	Mountain strike Gear
Height:	4.6 meters
Width:	3.4 meters
Average Armor Thickness:	58 mm
Armor Material:	Armoplast w/composite
Standard Operational Weight:	5347 kg
Primary Movement Mode:	Walk (54 kph)
Secondary Movement Mode:	Ground (82 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	240 hexes/12 km
Powerplant:	WV-930TC V-Engine
Horsepower:	630 Hp

Modifications

Add:	AGM (F, 2 missiles), LFM (F, 12 shots), 2 x MPZ, MAC (F, 40 shots), Stealth (Rating 3)
Remove:	VLRP/32, LGM, LPZ (2), RFB, Unstable
Change:	n/a
Modified Threat Value:	1584
Offensive:	3257
Defensive:	608
Miscellaneous:	888

Vehicle Availability

Availability Threshold:	12
Maximum Number of Units in the Field:	1
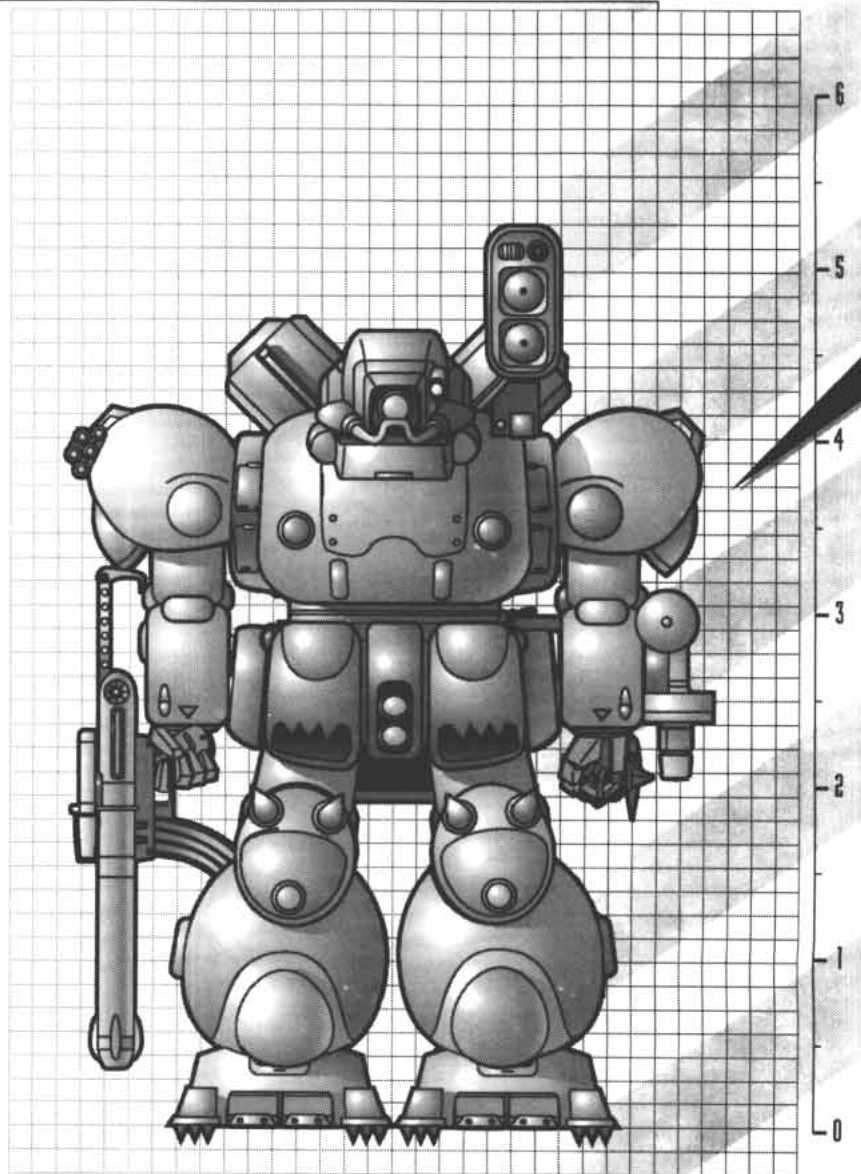
5.4 T-XCI32 GILA

The initial concept behind the *Gila* was to make a rapid and small Gear which could get into close range with other small and medium Gears, and chew them up. While the *Gila*'s size is the same as the *Iguana* upon which it was based, the design team at Territorial Arms has gone out of its way to make the weapons load second to none for its size. Also, in an attempt to compensate for its limited defenses, several improvements were incorporated with the intention of making the Gear tougher in close combat. Redundant systems for the sensors and fire control modules have ensured that the *Gila* could take almost any hit and still keep going at maximum efficiency. This required new levels of technology in miniaturization which were only available after the War of the Alliance, but even with smaller chips, there was still an increase in the volume of wiring and components, and little room to put it in. Much time was spent on redesigning the *Gila*'s insides, engineers wracking their brains trying to gain cubic centimeters one at a time. In the end, the *Gila* became about as heavy as a *Jäger* even if it seemed much smaller. It had to be equipped with a special engine — a 440 Hp WV-850TC/X V-engine — and many of its structural beams had to be reinforced to compensate for the added weight.

The *Gila*'s armor was thickened to rival even that of the *Black Mamba*, turning the new design into, according to some, "some kind of armadillo monster." Lastly, the weapons were also shielded, ensuring once more that the Gear would actually make it to close range and survive there long enough to do some damage. The payload was naturally very different from the basic *Iguana*. Whereas that Gear's direct fire weapon was an MPGU-22 pack gun in the original design, the *Gila*'s requirements convinced the engineers to come up with a modification on the AK-67. The result, the AK-86, a Close Assault Weapon System featuring a heavy autocannon with an underslung fragcannon, is sure to pack a heavy punch. The *Gila* has also been specially fitted with an over-the-shoulder, forward-mounted light flamer. The Vogel-6 Rocket Pod was removed and replaced by a HARGON-C Rocket Launcher.
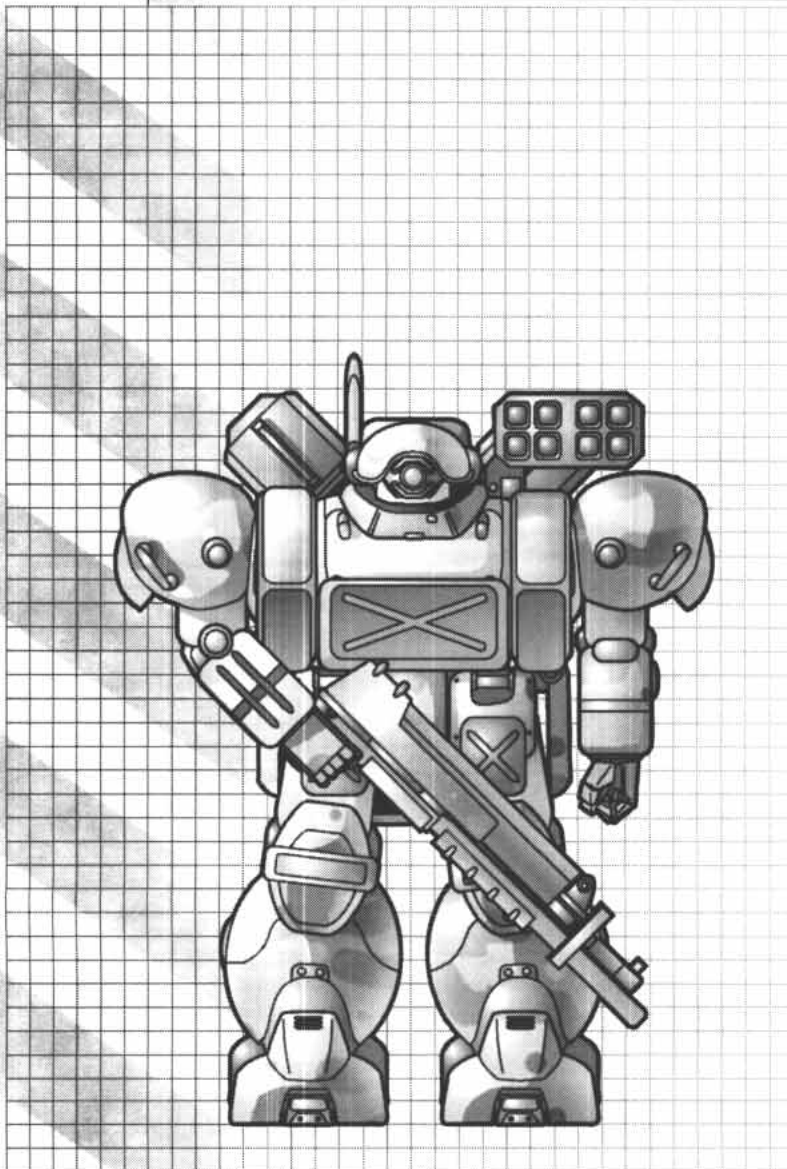
Vehicle Specifications

Code Name:	Gila
Production Code:	T-XCI32
Production Type:	Testbed Prototype
Cost:	164,833,333 dinars
Manufacturer:	Territorial Arms
Use:	Close assault Gear
Height:	3.9 meters
Width:	3.2 meters
Average Armor Thickness:	50 mm
Armor Material:	Armoplast w/alloy
Standard Operational Weight:	6125 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (84 kph)
Deployment Range:	600 km
Sensor Range:	40 hexes/2 km
Communication Range:	400 hexes/20 km
Powerplant:	WV-850TC/X V-Engine
Horsepower:	440 Hp

Weapons Payload

Name	Ammunition Payload
AK-86 CAWS Hvy Autocannon	30 rounds
AK-86 CAWS Fragcannon	12 rounds
Matchstick II Flamer	20 shots
HARGON-C Rocket Launcher	9 rockets
HG-2 Hand Grenades	2 grenades

RESEARCH AND DEVELOPMENT MODELS

SERVICE RECORD

The *Gila*'s prototype first round of test performances have been very positive. Movement and firepower have provided results well within the expected requirements. While all of the results have yet to be processed and analyzed, it appears that only a few minor problems have crept into the prototype, and most of them should be easy to fix. For one thing, technicians have frequently reported a series of electrical malfunctions, including erratic control response, dual signals or delayed processing. This has caused problems with the sensors and the multi-target tracking capabilities of the Gear, but not to an extent that worries the design team. Additionally, because of the compact and redundant electronic systems, the *Gila* has a somewhat more pronounced radar signature and is this more easily locked onto by enemy vehicles. This second design flaw has been a cause for worry for the engineers, who were explained by pilots that a lock-on is often a prelude to death, and who see this as a serious problem. Efforts are now being made to design some sort of shielding to help mask these emissions. Naturally, because of the inherent complexity of the *Gila*'s design, making any kind of modifications on it is extremely difficult and the maintenance costs of the Gear are expected to be very high.

Pilots have had no serious problems with the controls of the *Gila*, which are surprisingly efficient and easy to learn. It was noticed, however, that female pilots found the *Gila* significantly easier to pilot than their male counterparts. It has been surmised that it could be due to the size problems, many bulkier men finding the confinement unpleasant. This is not something which is as freqent in the *Iguana* and other similarly compact models, and Territorial Arms has begun to wonder if there could be something more to it than just a casual and meaningless preference by the Gear's template Neural Network. The company has just recently put together an investigation team in the hopes that this could perhaps lead to an improved pilot-machine relationship. In any case, the test pilots themselves think nothing of it and assume that this is just one of those natural preferences which have little or no bearing on reality. If Territorial Arms executives want to throw their money to the white sands, that's their problem…

General Stats

Threat Value:	989
Offensive:	1862
Defensive:	554
Miscellaneous:	550
Size:	6
Original Default Size:	10
Indv. Lemon Dice:	2
Crew:	1
Bonus Actions:	0

Movement

Primary Movement Mode:	Walk
Combat Speed:	5
Top Speed:	9
Secondary Movement Mode:	Ground
Combat Speed:	7
Top Speed:	14
Maneuver:	+1

Electronics

Sensors:	+1
Communications:	+1
Fire Control:	+1

Armor

Light Damage:	16
Heavy Damage:	32
Overkill:	48

Vehicle Availability

Availability Threshold:	12
Maximum Number of Units in the Field:	1

Weapons Summary

Name	Code	Fire Arc	Qty	Ammo
AK-86 CAWS Hvy Autocannon	HAC	Forward	1	30
AK-86 CAWS Fragcannon	FGC	Forward	1	12
Matchstick II Flamer	LFL	Fixed Forward	1	20
HARGON-C Rocket Launcher	MRP/9	Forward	1	9
HG-2 Hand Grenades	HG	Forward	1	2

Perks

Perks	Rating	Game Effect
Backup Fire Control	–	Absorbs first "Fire Control" hit
Backup Sensors	–	Absorbs first "Sensor" hit
Emergency Medical	–	Absorbs first "Crew Stunned"
Hostile Environment Protection	–	Desert
Limited Life Support	–	one week of independent supplies
Manipulator Arms x2	6	Can punch
Reinforced Armor	2	Front arc
Shielded Weapons	–	Absorbs first "Weapon" hit

Flaws

Flaws	Rating	Game Effect
Annoyance	–	Cramped cockpit; max. Build is 0
Difficult to Modify	–	-2 to repair and modify rolls
Traceable Emissions	1	Easier to detect; Guided automatic lock

Defects

Defects	Rating	Game Effect
Electronic Glitch	–	-1 Sensors

Weapons Location Diagram

A	AK-86 CAWS Hvy Autocannon
B	AK-86 CAWS Fragcannon
C	Matchstick II Flamer (not show)
D	HARGON-C Rocket Launcher
E	HG-2 Hand Grenades (not shown)

Typical Camouflage

Mountain 1   Mountain 2   Woodland   Pattern-Breaker 1
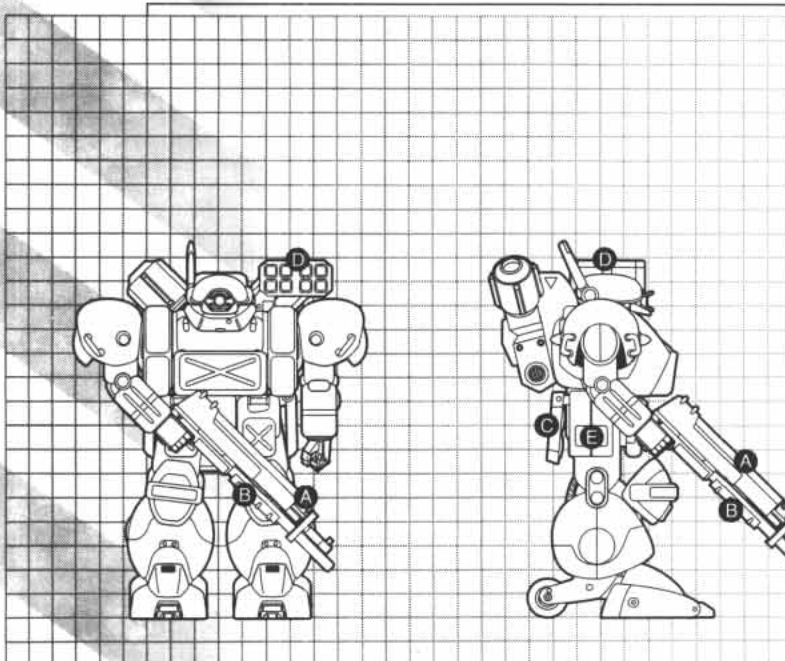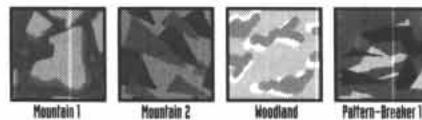
5.4.1 T-XCl32/B RAPIER GILA

The *Rapier Gila* variant is only in the very early states of its design and the prototype has not been tested yet. Even as the results come out of the expert analysis of the *Gila*'s systems, its very structure and design are modified to reflect the changes suggested by the engineering computers. Already, it has been determined that the *Gila* is very vulnerable to infantry attacks, and the flamer system was deemed less than optimal in such situations. Replacing the flame thrower by a shoulder-mounted anti-personnel grenade launcher was deemed a much better approach to handle infantry. The *Gila* was also lacking a close-combat weapon, and a vibrorapier would provide the suitable combination of effectiveness and honor. The designers, after much analysis, have not yet found a solution to the electronic glitch, and rather than spending more time on a project which is running slightly behind schedule, they have opted to transplant some high-end systems from the *Iguana* directly into the *Gila*. More specifically, the MERIT system has greater range without losing any accuracy. Its cost, however, makes it prohibitively expensive and may require Territorial Arms to find the cause of the glitch in the end, if only to make the *Gila* affordable.

A senior executive decision has also led to the redesign of the auxiliary systems protection features. In order to offer better protection to the *Gila*'s sensors and communication systems, some armor has had to be removed, making the *Rapier Gila*'s armor no thicker than that of the *Jäger*. Despite the initial misgivings, this reduction has not bothered the pilots too much. On the contrary, it has given them more cockpit space and has made the whole machine lighter. As a result, the *Rapier Gila* has become slightly more responsive and accurate, leaving the few test pilots who have tried it with a much better impression. The new weapon payload has also been applauded. Gear pilots have an inherent fear of infantry, who can hide easily and use anti-Gear weapons to pick them off from cover. The APGL ensures that the *Gila* can handle these pesky foot soldiers. The vibrorapier's slick look also improves the overall heroic image of the *Rapier Gila*.

Vehicle Specifications

Code Name:	Rapier Gila
Production Code:	T-XCl32/B
Production Type:	Testbed Prototype
Cost:	170,000,000 dinars
Manufacturer:	Territorial Arms
Use:	Close assault Gear
Height:	3.9 meters
Width:	3.2 meters
Average Armor Thickness:	50 mm
Armor Material:	Armoplast w/alloy
Standard Operational Weight:	5610 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (84 kph)
Deployment Range:	600 km
Sensor Range:	80 hexes/4 km
Communication Range:	400 hexes/20 km
Powerplant:	WV-850TC/AX V-Engine
Horsepower:	440 Hp

Modifications

Add:	VR, Reinforced Location Armor (2, Auxiliary Systems), APGL (F, 6 shots)
Remove:	LFL
Change:	Sensor Range to 4 km, Base Armor to 15
Modified Threat Value:	1020
Offensive:	1956
Defensive:	507
Miscellaneous:	598

Vehicle Availability

Availability Threshold:	12
Maximum Number of Units in the Field:	1
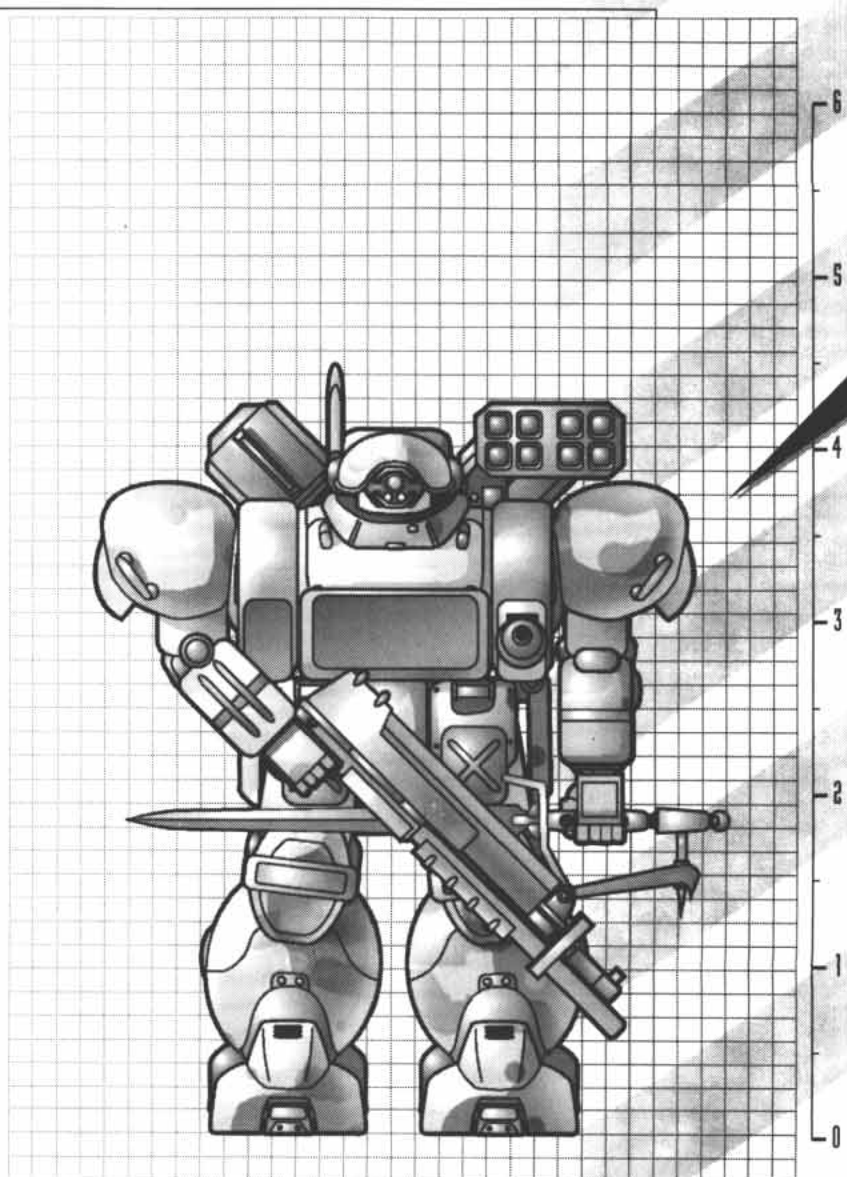
5.5 T-XR-0031 LONGWALK JÄGER

Lighter than the original *Jäger*, the *Longwalk Jäger* was designed to be deployed over very long distances. The MILICIA, when asking for this design, was hoping to save operational costs in scouting its borders with the Badlands by fielding a machine which could operate further away from its base of operations than the current *Jäger Recon*. This would also allow the planning of long range strikes in areas where the enemy would not expect any Gear to get without heavy ground support. A much-extended deployment range would also allow the *Longwalk* to take extremely circuitous routes which would normally be unfeasible due to the logistical impracticalities involved. High command expects to capitalize on the surprise effect to demoralize the enemy, whose defenses are usually not equipped to handle long-range Gears, and to wage a war that will be as psychological as tactical. It is partly because of this psychological effect that the *Longwalk* has been armed as lightly as it has. Its lightning strikes are expected to have a maximum impact regardless of the weapon load. One of the main uses planned by the brass is to send the *Longwalk* on extended missions to destroy or damage vital enemy installations rather than other vehicles.

Although the *Longwalk Jäger* sports even less armor than the *Jäger Recon*, the foremost has been equipped with a good weapon load which combined with the element of surprise, would allow its blitzkrieg attacks to be far more effective than would otherwise be possible. The light autocannon from the basic *Jäger* has been replaced by the AK-77 Paratroop autocannon/grenade launcher combination. The Vogel-6 rocket pod, the HLB-16 AP launcher, the HHVB-3 vibroknife and the HG-2 hand grenades, however, have been kept exactly as they were. The *Longwalk* is around 1400 kg lighter than the standard *Jäger*, which allows it to be equipped with a much lighter engine, the 400 HP WV-950L V-engine. Despite the reduced power output, the Gear is still 10% faster than the basic model, ensuring that it not only travels far, but travels fast as well.
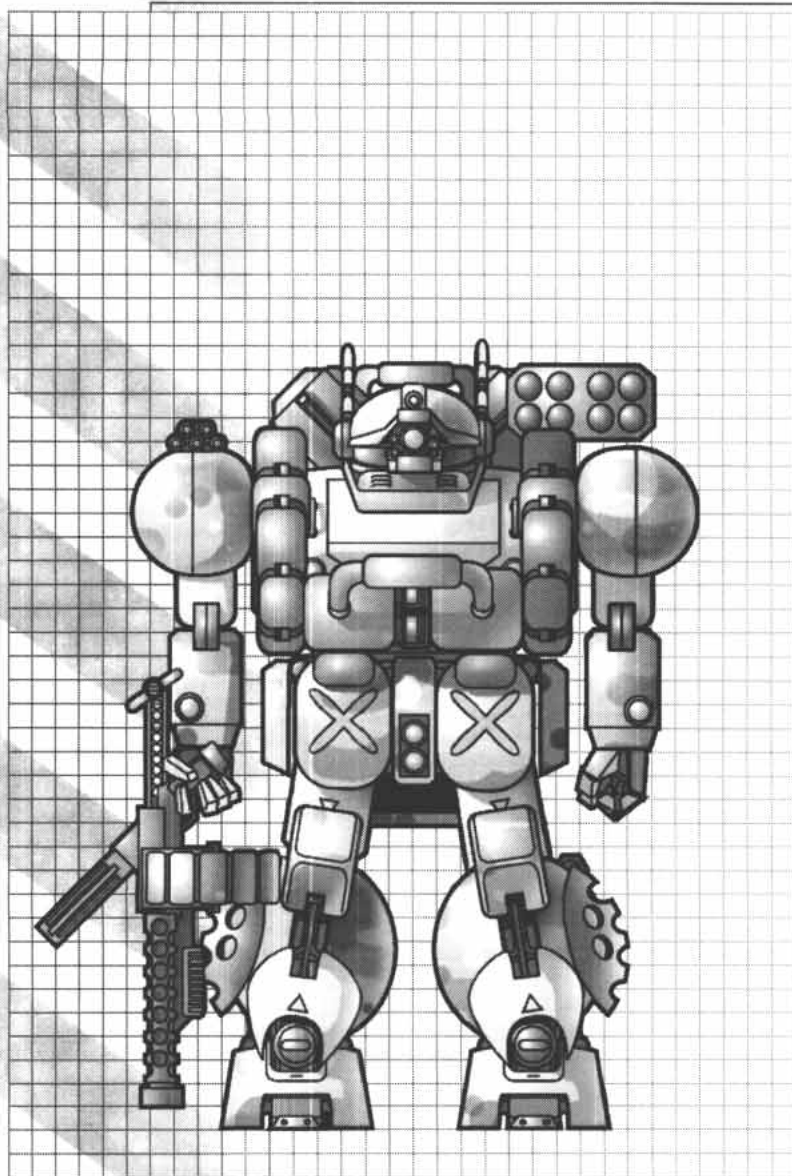
Vehicle Specifications

Code Name:	Longwalk Jäger
Production Code:	T-XR-0031
Production Type:	Testbed Prototype
Cost:	67,200,000 dinars
Manufacturer:	Territorial Arms
Use:	Long range attack Gear
Height:	4.3meters
Width:	3.3 meters
Average Armor Thickness:	29 mm
Armor Material:	durasheet w/alloy
Standard Operational Weight:	5200 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (79 kph)
Deployment Range:	600 km
Sensor Range:	80 hexes/4 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-950L V-Engine
Horsepower:	400 Hp

Weapons Payload

Name	Ammunition Payload
AK-77 Paratroop Med Autocannon	30 rounds
AK-77 Paratroop Lt Grenade Launcher	10 grenades
Vogel-6 Rocket Pod	24 rockets
HLB-16AP Grenade Launcher	6 grenades
HG-2 Hand Grenades	3 grenades
HHVB-3 Vibroblade	-

• SERVICE RECORD

The *Longwalk* has been tested for six weeks already, and by over two dozen pilots. The general consensus has been that the *Longwalk* caused serious lower back pains after prolonged or repeated shakedown trials. Engineers consider this relatively minor and have not yet worked on a solution, not because they cannot, but because it is something fairly easy to solve and they plan to take care of it later. Many pilots are worried that there might not be enough time or budget to take care of it later, and insist that they do it now. The ensuing disputes are nothing new to the R&D teams. Another problem, substantially more disturbing, is a strange and unidentified rattling sound which starts in the Gear after traveling long distances, and which stops as soon as the Gear stops moving. The greatest concerns, however, are related to the overheating problem. For a Gear which is supposed to travel over long distances and be autonomous for long periods of time, overheating becomes a serious problem. The pilots have also been very worried about the extreme sensitivity of the auxiliary systems, which have been crashing on a regular basis: communication systems suddenly fill with static, sensors go off-line for a few seconds, etc. Engineers have been unable to find a solution, but many technicians have been screaming to the walls that this problem is due to a large static charge which builds up inside the Gear.

Overall, however, the *Longwalk Jäger* is a promising Gear, but the pilots who have tried it have found it a little weak. It does not convey the same sense of "power" that many other Gears do, and despite its AK-77, its entire "aura" (to use a term coined by the pilots) feels subdued. When pressed to explain what they mean, most pilots are at a loss. The best explanation so far has been that a Gear's "aura" is a combination of the Gear's current abilities and of its future fame and exploits. The *Longwalk*, they explain, is a good and fairly well-designed machine, but they do not feel that its future holds great promise. The vagueness of their remarks has irritated the engineers, who strongly suspect that pilots are just "afraid to be out there all alone, without the support of a landship, a Heavy Gear transport or a base to back them up."

General Stats

Threat Value:	504
Offensive:	828
Defensive:	333
Miscellaneous:	350
Size:	6
Original Default Size:	10
Indv. Lemon Dice:	2
Crew:	1
Bonus Actions:	0

Movement

Primary Movement Mode:	Walk
Combat Speed:	3
Top Speed:	7
Secondary Movement Mode:	Ground
Combat Speed:	7
Top Speed:	13
Maneuver:	+1

Electronics

Sensors:	+1
Communications:	0
Fire Control:	0

Armor

Light Damage:	12
Heavy Damage:	24
Overkill:	36

Vehicle Availability

Availability Threshold:	12
Maximum Number of Units in the Field:	1
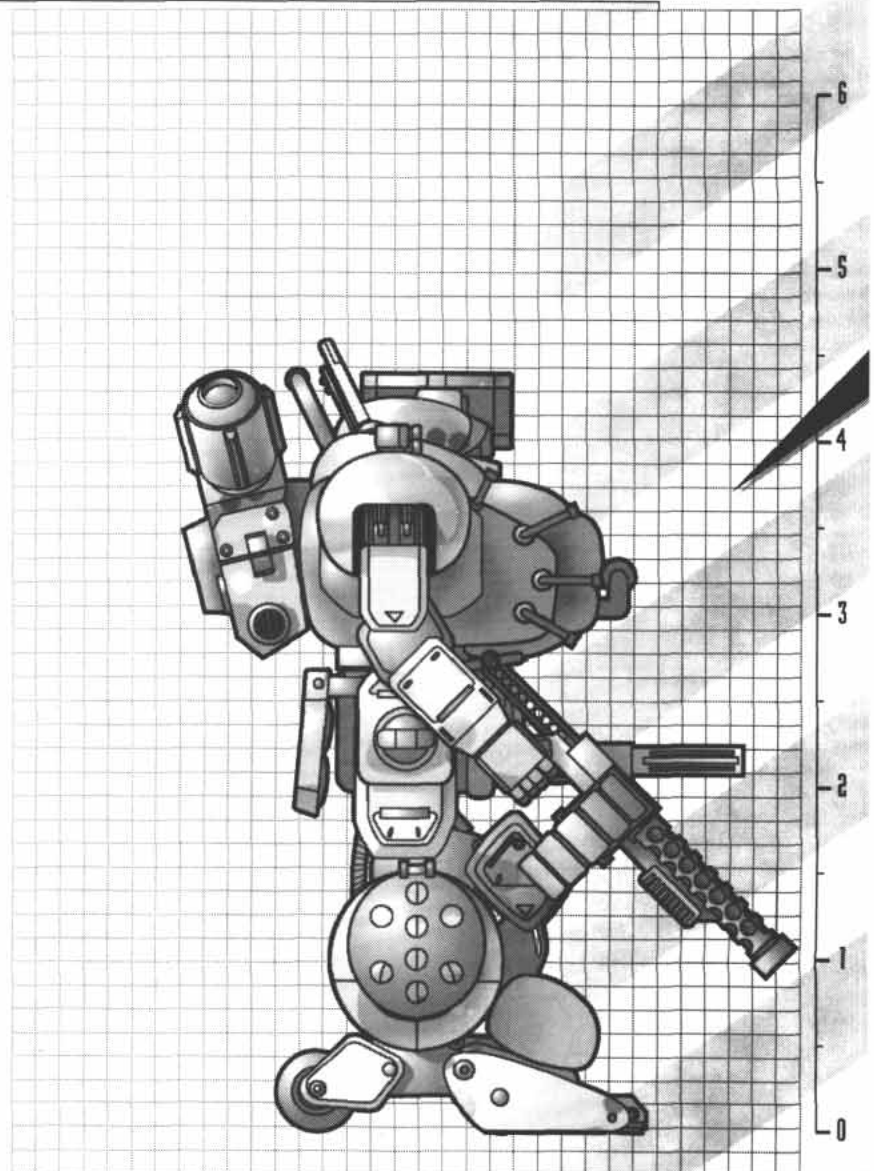
Weapons Summary

Name	Code	Fire Arc	Qty	Ammo
AK-77 Autocannon	MAC	Forward	1	30
AK-77 G Launcher	LGL	Forward	1	10
Lt Rocket Pack/24	LRP/24	Forward	1	24
Anti-Personnel G Launcher	APGL	Fixed Forward	1	6
Hand Grenade	HG	Forward	1	3
Vibroknife	VB	Forward	1	-

Perks

Perks	Rating	Game Effect
Airdroppable	-	Can be airdropped
Backup Sensors	-	Absorbs first "Sensor" hit
Fuel Efficient	2	Doubles Deployment Range at Combat speed
Hostile Environment Protection	-	Desert
Improved Off-Road Ability	-	-1 MP per hex; min. cost is 1
Manipulator Arms x2	6	Can punch

Flaws

Flaws	Rating	Game Effect
HEAT-Vulnerable	4	Reduces defense vs. HEAT
Overheating	-	Suffers light damage if too active
Poor Towing Capacity	-	Can tow up to half its own weight

Defects

Defects	Rating	Game Effect
Annoyance	-	Inadequate shock absorbers
Annoyance	-	Strange rattling sound
Defective Active Sensors	2	Sensors "blink" on roll of 2 or less
Vulnerable to Haywire	-	Haywire attacks get 3 damage rolls

Weapons Location Diagram

A	AK-77 Paratroop Med Autocannon
B	AK-77 Paratroop Lt Grenade Launcher
C	Vogel-6 Rocket Pod
D	HLB-16AP Grenade Launcher
E	HG-2 Hand Grenades (not shown)
F	HHVB-3 Vibroblade (not shown)

Typical Camouflage

Desert 1   Desert 2   Broken Ground   Pattern-Breaker 1
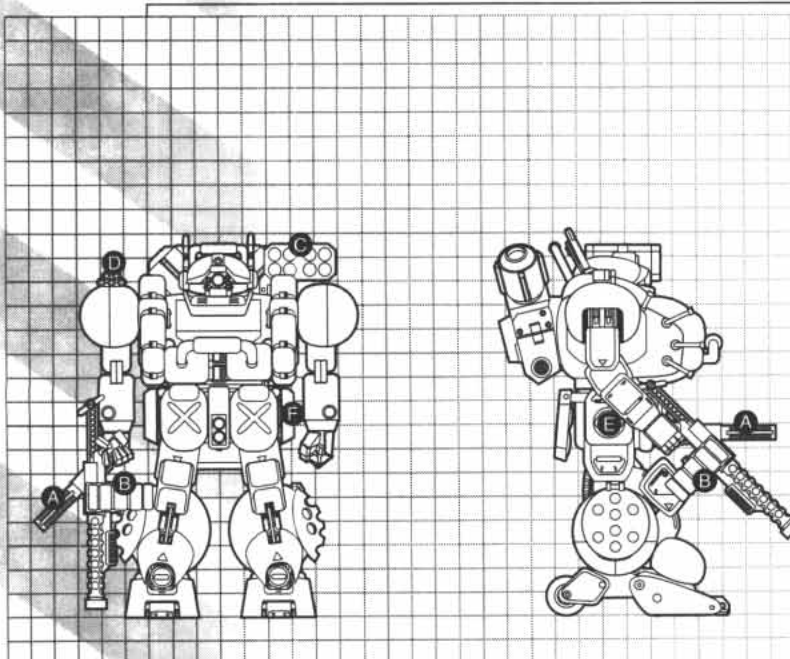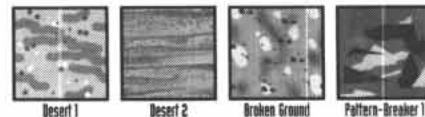
5.5.1 T-XR-0031/2 LONGWALK JÄGER PROTOTYPE

One of the distinct disadvantages of the long-range strike capabilities of the *Longwalk Jäger* is the inability for the military command to remain in contact with them to issue new orders or to update old ones. For this very reason, at least one *Longwalk* per cadre should be equipped with a satellite uplink, so that communication is still possible. The chassis of the Gear is also being strengthened. It appears that the rattling sound which plagued the first prototypes was identified as the chassis literally shaking itself apart. Engineers realized that by wanting to limit the Gear's towing capacity, they had inadvertently weakened much of the chassis' structure, and this could become a very crippling problem in the long run. Since they were too far along the project to rebuild the whole structure of the Gear, it was decided to simply reinforce the chassis here and there, and leave it at that. The chassis reinforcement has also allowed the engineers to revise the attachment placement of the armor and thereby increase its protective ability against HEAT-based weapons. The overheating problem was a result of the extra protection on the V-Engine, which interfered with the cooling systems. After some retooling, it is expected that the overheating will no longer be a problem.

Some changes have also been made to the weapon load, several hand grenades being replaced with panzerfausts, and the rocket pod being exchanged for an incendiary pod. Since the goal is to cause a lot of property damage rather than casualties, this suggestion from the pilots was implemented on this variant, much to their satisfaction. This, unfortunately, results in a slightly increased weight for the Gear and may cause some new problems with the chassis. Regardless, the pilots have had a much better feeling about the variant of the *Longwalk*, explaining that this was one Gear in which they would not mind fighting, knowing that they would stand a much better chance of returning. Engineers suspect that their argument about the first prototype's weak "aura" was simply a fabrication to convince the designers to modify the specs to their liking.

Vehicle Specifications

Code Name:	Longwalk Jäger
Production Code:	T-XR-0031/2
Production Type:	Testbed Prototype
Cost:	165,833,333 dinars
Manufacturer:	Territorial Arms
Use:	Long range, attack Gear
Height:	4.3 meters
Width:	3.3 meters
Average Armor Thickness:	29 mm
Armor Material:	durasheet w/alloy
Standard Operational Weight:	5285 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (79 kph)
Deployment Range:	600 km
Sensor Range:	80 hexes/4 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-950L V-Engine
Horsepower:	400 Hp

Modifications

Add:	IRP/20 (F, 20 rockets), 2 x LPZ, Reinforced Chassis, Satellite Uplink
Remove:	LRP/24, 2 x HG, Overheating, HEAT-Vulnerable
Change:	n/a
Modified Threat Value:	995
Offensive:	978
Defensive:	333
Miscellaneous:	1675

Vehicle Availability

Availability Threshold:	12
Maximum Number of Units in the Field:	1
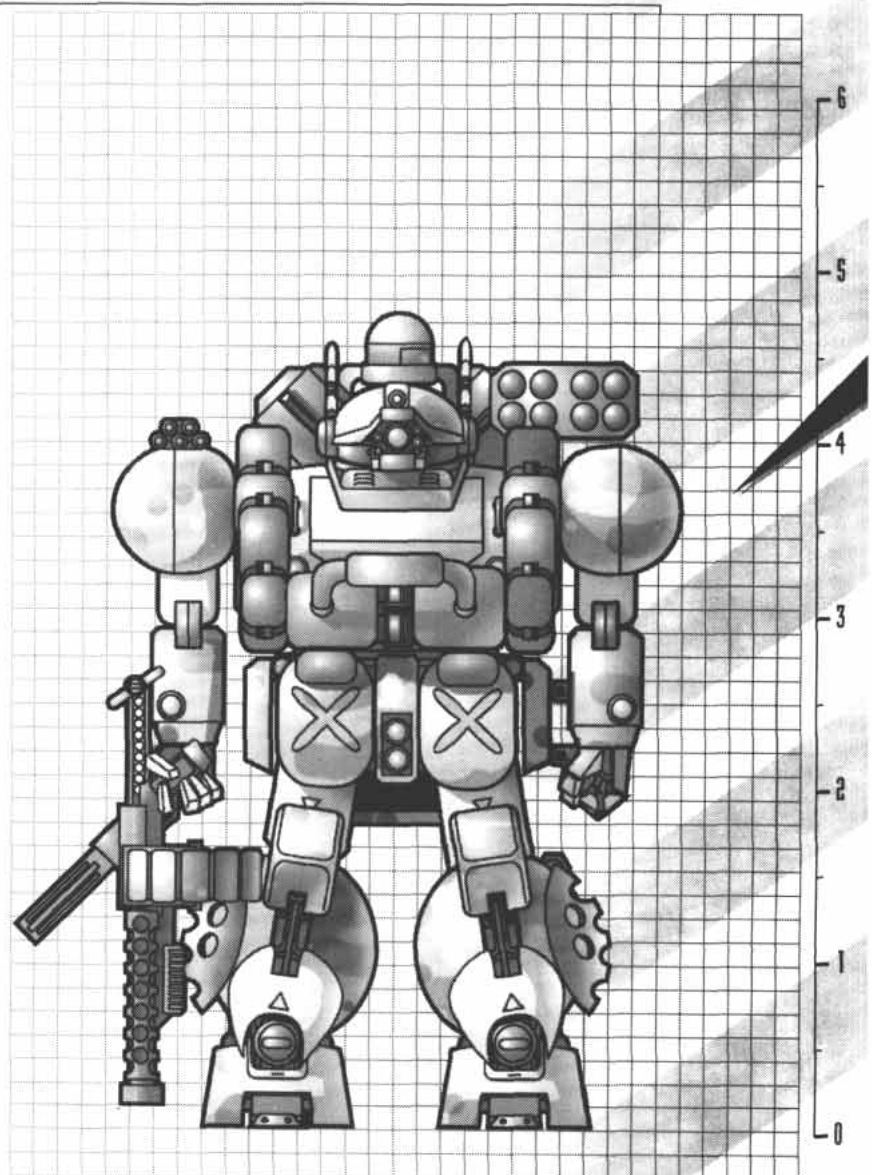
5.6 S810-X SPITTING NAGA

Designed to supply mobile heavy area saturation fire support, the *Spitting Naga* is a devastating follow-up to the original *Naga*. Improved on almost all levels, the next generation of fire support is by itself a foe to be reckoned with. The MILICIA's specifications were to create a strider which could handle Gears without need for close range protection. This would give the *Naga* more freedom and would allow it to be sent on specific missions without requiring the mobilization of several support forces which are usually in short supply. This resulted in a first prototype, the *Spitting Naga*. Its speed is slower than that of its predecessor, but engineers decided that in a trade-off between speed and maneuverability, speed could be sacrificed. More flexible leg systems provide the *Spitting Naga* with improved maneuverability. It is now capable of greater hip rotation than the original. It can also turn on its axis with greater agility, even if the movement is a bit slower than previously. The original sensor suite has been improved to increase accuracy and resolution, but the range could not be increased. The *Spitting Naga* would either have to be within visual range of its targets — which is in accordance to the specs provided by the MILICIA brass — or a forward observer would have to be provided. The use of a forward observer is the reason why communication range has been increased.

Improved use of space has allowed for improved fuel containment and for a reinforced crew cabin. A reduction in the special HEAT-resistance armored surface has allowed extra weight to be included in shielding the weapon systems. This adds tremendous resilience to the design and ensures that it lasts long enough to handle pesky Gears that come close to it, thinking they can destroy it rapidly by outmaneuvering it. The armor has not been substantially changed and the weapons resemble much those of the original *Naga*, with the exception that the anti-tank missiles have less ammo and two light rocket pods have been added. Engineers expect the rockets to cause devastating damage among Gears which venture closer to the strider than they should. Both the missile and rocket launchers have been integrated in the shoulder armor for improved protection.
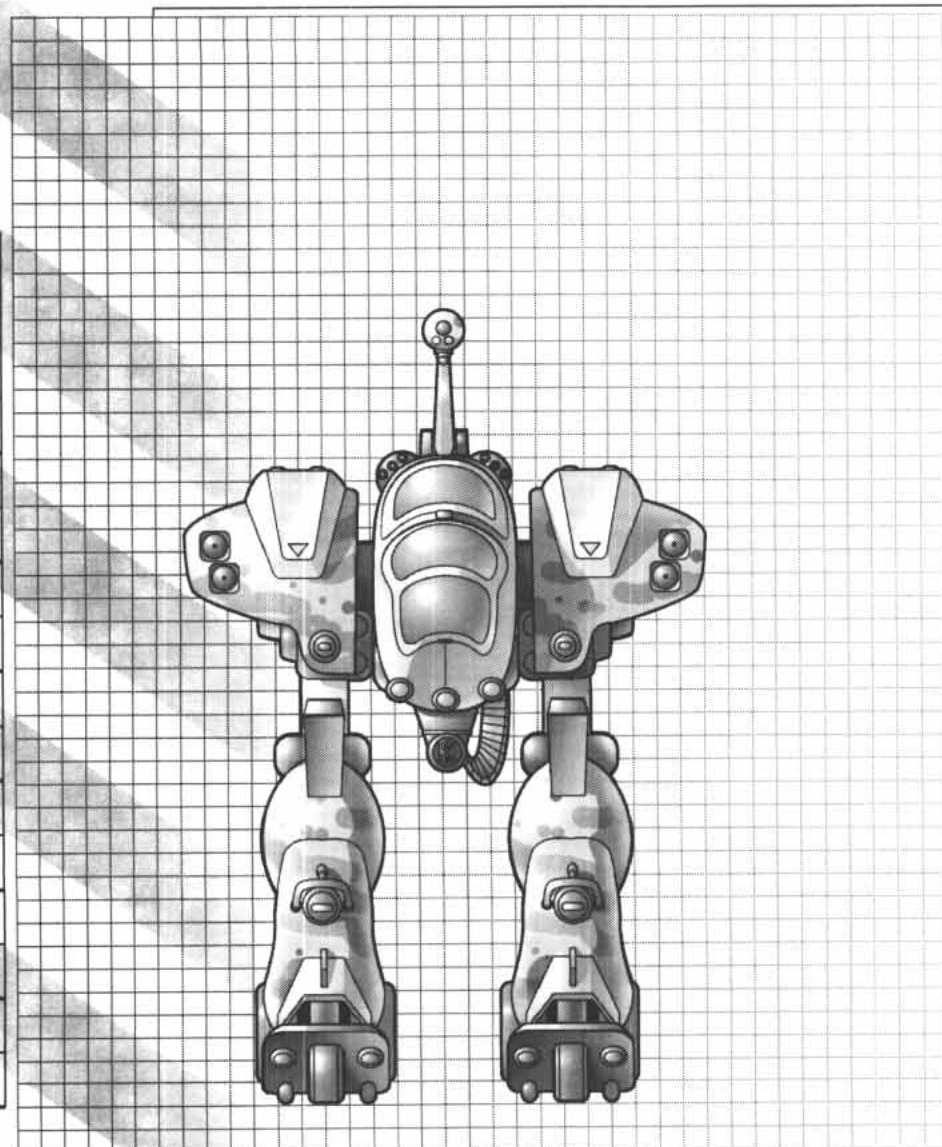
Vehicle Specifications

Code Name:	Spitting Naga
Production Code:	S810-X
Production Type:	Testbed Prototype
Cost:	292,650,000 dinars
Manufacturer:	Republican Heavy Industries
Use:	rapid deployment assault strider
Height:	6.4 meters (7.1 m w/sensor)
Width:	4.7 meters
Average Armor Thickness:	106 mm
Armor Material:	armoplast w/alloy webbing
Standard Operational Weight:	16,250 kg
Primary Movement Mode:	Walk (40 kph)
Secondary Movement Mode:	Ground (65 kph)
Deployment Range:	400 km
Sensor Range:	80 hexes/4 km
Communication Range:	400 hexes/20 km
Powerplant:	2 x gas turbine
Horsepower:	2 x 910 Hp

Weapons Payload

Name	Ammunition Payload
2 x Pilum IX Missile launchers	2 missiles ea.
2 x Vogel XCT Rocket Bay	128 rockets ea.
MT-30 Autocannon	200 belted rounds

RESEARCH AND DEVELOPMENT MODELS

● SERVICE RECORD

The raw and brutal firepower and efficiency of the *Spitting Naga* has left observers standing dumb and speechless — when it works. Several electronic glitches have been causing the technicians nightmares. The sensors and targeting systems, both crucial components on this machine, have ben acting erratically and no one has yet been able to correct their aberrant behavior. Several signal split-ups have caused weapons to completely misfire or, in certain cases, to hit a target without exploding. Some inexplicable defect in the targeting system causes it to ignore IFF signals or to extrapolate trajectories in the exact opposite direction of the target. For those moment when the systems are perfectly synchronized and effective, the sheer damage caused by the *Spitting Naga* has caused several test pilots to retreat in fear, although they were aware that this was a simulation. According to one of them, "you can't help seeing yourself on the battlefield for real, facing this monster. You just panic."

Another problem is that of the added weight of the new weapons and the position of the rocket pods. Because of the *Naga's* height and its delicate balance, the new equipment causes a slight imbalance in the gyros. While the strider is not at risk of falling over from the weight, it takes it several seconds to readjust its weight and to compensate for the instability, leaving it more vulnerable to attacks. Pilots, however, are very much afraid that should a concentrated attack hit the Gear at the same time, it could rock it off its feet. Most pilots have chosen to ride the strider in a crouched mode to lower its center of gravity, hoping it would slightly compensate for its instability, with mitigated success. Lastly, another problem has just recently arisen from live combat testing. The weight of the pods has caused stress fractures to appear on the shoulders of the strider. Regardless of these problems, however, the Republican military has been very impressed by the early results of the *Spitting Naga* and have awarded another 100,000,000 dinars to further the development of the model. They have clearly stressed, however, that they expects results by the end of the cycle, and that there could be grave consequences if that deadline cannot be met.

General Stats

Threat Value:	1951
Offensive:	4730
Defensive:	394
Miscellaneous:	728
Size:	8
Original Default Size:	12
Indv. Lemon Dice:	2
Crew:	2
Bonus Actions:	1

Movement

Primary Movement Mode:	Walk
Combat Speed:	4
Top Speed:	7
Secondary Movement Mode:	Ground
Combat Speed:	6
Top Speed:	11
Maneuver:	-1

Electronics

Sensors:	+1
Communications:	0
Fire Control:	0

Armor

Light Damage:	23
Heavy Damage:	46
Overkill:	69

Vehicle Availability

Availability Threshold:	12
Maximum Number of Units in the Field:	1

Weapons Summary

Name	Code	Fire Arc	Qty	Ammo
Pilum IX Missile launchers	ATM	Forward	2	2/2
Vogel XCT Rocket Bay	VLRP/128	Forward	2	128/128
MT-30 Autocannon	MAC	Forward	1	200

Perks

Perks	Rating	Game Effect
Ammo/Fuel Containment System	-	Subtract 2 from "Ammo/Fuel" hit rolls
HEAT-Resistant Armor	2	Added protection versus HEAT
Hostile Environment Protection	-	Desert
Improved Off-Road Ability	-	-1 MP per hex; min. cost is 1
Reinforced Crew Compartment	-	Absorb first "Crew" damage
Shielded Weapons	-	Absorb first "Weapon" hit
Smoke Launchers	-	10 shots
Target Designator	2	Used to target Guided weapons
Tool Arm x1	1	Sensor pod; cannot punch
Weapon Link	-	Link rocket pods

Flaws

Flaws	Rating	Game Effect
Difficult to Modify	-	-2 to repair and modify rolls
Large Sensor Profile	2	Easier to detect

Defects

Defects	Rating	Game Effect
Electronic Glitch	-	-1 to Sensors
Electronic Glitch	-	-1 Targeting
Fragile Chassis	-	Add 1 to "Structural" damage rolls
Unstable	-	-1 to pilot rolls at Top Speed and terrain with MP greater than 1

Weapons Location Diagram

A	Pilum IX Missile launchers
B	Vogel XCT Rocket Bay
C	MT-30 Autocannon

Typical Camouflage

Desert 1 Desert 2 Broken Ground

Pattern-Breaker 1
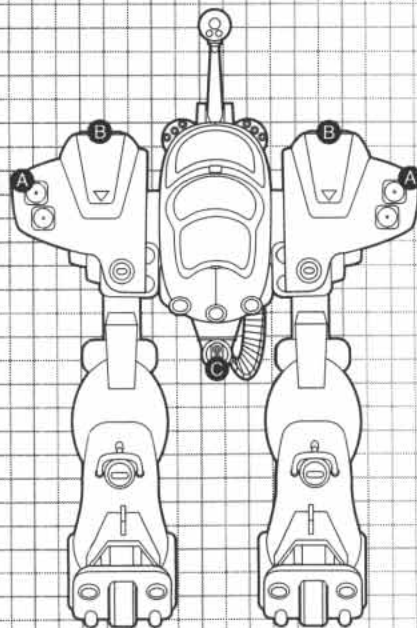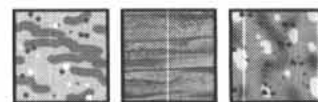
5.6.1 S810-X2 HISSING NAGA

Thanks to the additional funds provided by the Republican Army, a large number of problems with the first *Spitting Naga* prototype have been fixed. The rocket pods, which were determined to be the primary cause of instability in the strider, were replaced with more powerful models, but with reduced payloads. The engineers very much hope this will solve the unstability flaw and will reduce the strain problems. Also, the area containing the rocket pods is being strengthened and buttressed to spread the remaining weight more efficiently through the *Hissing Naga*. The anti-tank missiles were removed after the pilots complained about their uselessness, and replaced by anti-Gear missiles. Pilots argued that it would be more useful in the battlefield and would allow the *Hiss* to carry a greater payload. Two anti-personnel grenade launchers are also bolted on top of the *Naga*'s shoulders to ensure that pesky infantry gets quickly cleared out of the way. According to veteran pilots, "you always make sure the area is infantry-free. Then you make sure it's Gear-free. Then you clean up the tanks. Then, you get your cawfee."

The last problems, the glitches with the electonics and targeting systems, were a bit more difficult to solve. Diagnostics software worked on the problem for two weeks before suggesting a solution which involved the redesign of several chips and an intensive rewiring of the circuitry. Another solution, brought forth by a young technician named Jaush Moskira, was to simply move the systems' core units further away from the engines, which he believed were causing interference with the processors. The new prototype has not been tested yet, but the team has high hopes that the glitches will be gone by then. If nothing else occurs to slow down the testing process, results should be compiled and analyzed before the end of Fall 1933, and the model could enter limited production by Autumn 1934. Because of the high cost of building and maintaining the *Hissing Naga*, however, there might be an extra 8-12 weeks of research invested to reduce the strider's complexity. Should that fail, the Republican military might have to build very specific installations and train special person- nel for its maintenance, something they would prefer not to.

Vehicle Specifications

Code Name:	Hissing Naga
Production Code:	S810-X2
Production Type:	Testbed Prototype
Cost:	205,012,500 dinars
Manufacturer:	Republican Heavy Industries
Use:	rapid deployment assault strider
Height:	6.4 meters (7.1 m w/sensor)
Width:	4.7 meters
Average Armor Thickness:	106 mm
Armor Material:	armoplast w/alloy webbing
Standard Operational Weight:	15,820 kg
Primary Movement Mode:	Walk (40 kph)
Secondary Movement Mode:	Ground (65 kph)
Deployment Range:	400 km
Sensor Range:	80 hexes/4 km
Communication Range:	400 hexes/20 km
Powerplant:	2 x gas turbine
Horsepower:	2 x 910 Hp

Modifications

Add:	2 x MRP/36 (F, 36 ammo each), 2 x AGM (F, 3 missiles each), 2 x APGL (F and Rr, 6 ammo each)
Remove:	ATM, VLRP/128, Fragile Chassis, Unstable, Defects: Electronic Glitch (x2)
Change:	–
Modified Threat Value:	1491
Offensive:	3011
Defensive:	394
Miscellaneous:	1068

Vehicle Availability

Availability Threshold:	12
Maximum Number of Units in the Field:	1
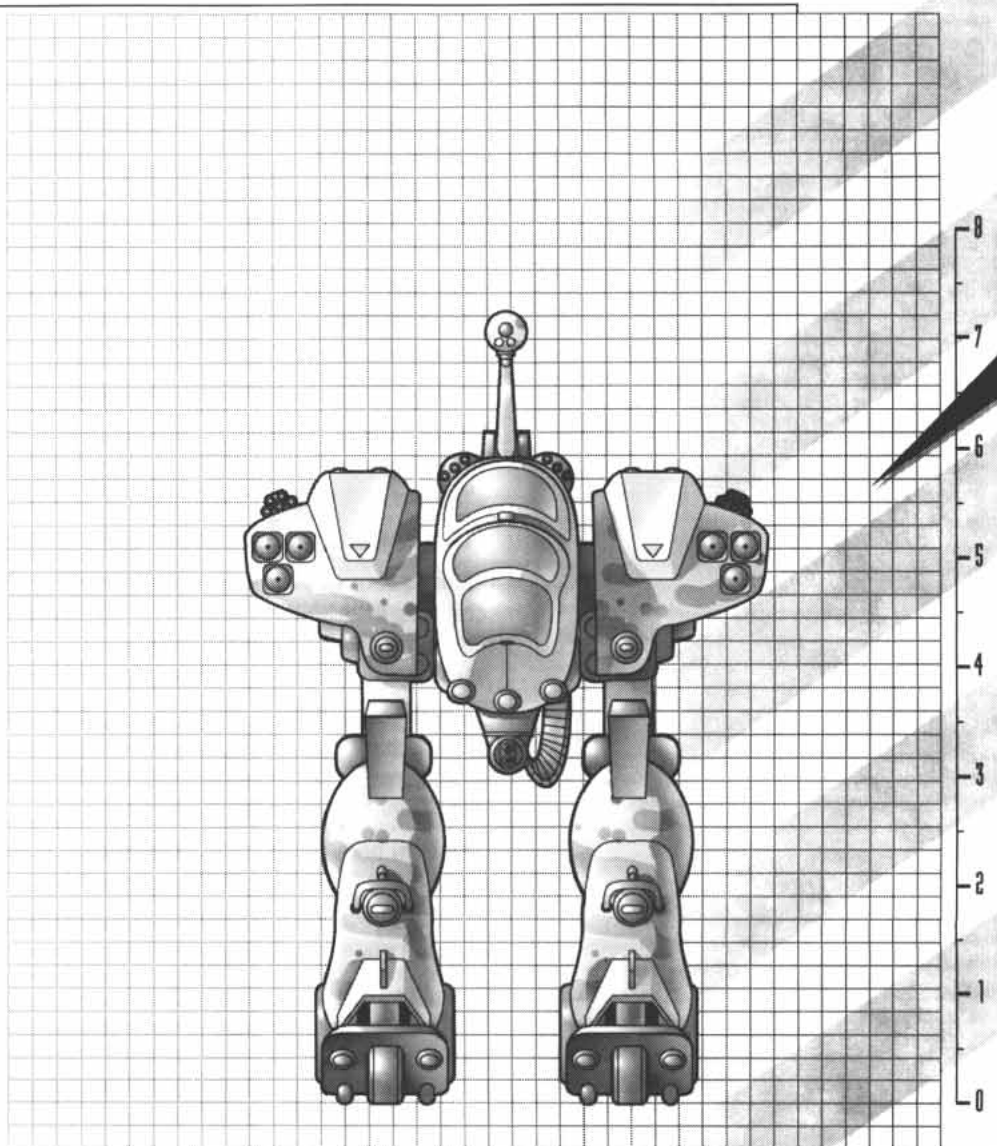
THIRTY SOUS

Stripped of its armor plates, the *Razor Fang* looked like a science experiment gone wrong. To most people the confused system structure was a source of frustration; to Sous-Caporal Katja Sez, it was her greatest joy. So much so, she was working an extra shift to finish her repair work.

The '*Fang* hung in the air, strapped to the maintenance bay's principal autoloader. Katja was crouching behind the suspended backpack, examining the complex satellite antenna assembly and the engine works. During his last operation, Lieutenant Kolm had taken a burst of autocannon fire at close range that had hit his Gear's back, causing him to lose power. He had asked Katja to repair it personally, assuring her that she was the only one he could trust.

While she replaced the damaged disc-shaped exhaust filters, Katja allowed her mind to wander. Lieutenant Ethan Kolm was among the best young officers in the MILICIA's Special Intervention Unit. He was talented, charming and utterly gorgeous. Thin and muscular, he looked like a dancer. His eyes were a piercing blue that Katja swore cut straight to her heart. She had always known she would end up with an officer, but now she knew which one.

"Well there's my baby," came a familiar voice from across the garage. It was Ethan. Katja was about to get up before she heard another voice chime in.

"These techies take their own sweet time with repairs, Lieutenant." Katja knew it was Giraux. Caporal Mek Giraux had been making obnoxious passes at her since she arrived at the SIU. He was a slimy little man but she had been able to brush him off relatively easily. He was laughing that disgusting belly laugh of his, mucus almost rolling in the back of his throat. "I doubt you'll be back in action any time soon."

"And that's why I'm the officer and you're not, Giraux." Ethan patted Giraux on the back with a quick and strangely predatory grin. "You see, I've got my own personal technical crew, a sous-capo named Sez."

"You got that little bird to fix up your Gear?"

"Katja does whatever I want her to, Giraux. She wants to be with the best officer in the SIU and that's me." That predatory smile was back. "So if I want my Gear fixed, she fixes it. And if I need anything of a more... intimate nature..."

Giraux laughed again, this time adding in little hoots of vicarious pleasure.

"Don't get too exited, Caporal. She can fix pretty much anything, but despite those charming little tank-tops she wears, she's pretty disappointing in other departments." Ethan slapped Giraux on the back again. "Don't believe me? Well, fine. When I make sous-com next cycle I'll let you have her and you can tell me what you think."

As both men started to laugh again, Katja removed an undamaged filter from the engine, made some noise — getting Ethan and Giraux to shut up — and walked out into the open. She looked distracted, flipping a small disc the size of a 30 sous coin. "Oh, Ethan. I didn't hear you come in..."

"Just got here, Katja." The Lieutenant's voice was tinged by nearly imperceptible relief. "How's the Gear coming along?"

"Just fine." Katja spoke with convincing innocence, tossing the small disc into a disposal bin. "It'll be done by morning."

As the two men left, Katja walked calmly to the bathroom and began to quietly cry. She tried to take comfort in her actions, however. She knew well that the early development of the *Mamba* had been plagued by awful odors from the engine choking the cockpit. The problem had been solved by the addition of a simple secondary exhaust filter. A filter about the size of a 30 sous coin.

6.1 NEW WEAPON SYSTEMS

The weapon systems introduced in the **Heavy Gear Rulebook** and elsewhere represent only a sample of the variety of armaments available. Many more types exist to fill out a variety of operational and tactical needs. The following pages detail 21 weapon systems that also see common use on Terra Nova for Heavy Gears, vehicles and gun emplacements. These weapons are available to all armed forces, almost without restrictions. They cover a wide range of operational roles, from specialized functions such as anti-aircraft duty to general ground warfare patrol.

Weapons are divided into rough classes based on their operation rather than their battlefield function. Cannons include weapons that use a chemical explosion to propel single or multiple shells or slugs; this category includes the rifles, a class of lightweight single-shot cannons. Close-combat weapons are used at short range and virtually exclusively by Gears that engage in hand-to-hand combat. Flamers are very sophisticated flame-throwers, firing a high-pressure stream of inflammable liquid to create a very hot cloud of flame capable of melting metals. Rockets and missiles carry a warhead in a flying delivery system, either guided (missiles) or not (rockets). A variant of the later weapon class is the panzerfaust, a one-shot, self-propelled grenade favored by the manipulator-equipped Heavy Gear.

A final section includes weapons described in other products and used in a new configuration in this **Compendium**.

6.1.1 CANNONS

Cannons are always very popular weapons since they are efficient and simple to build and maintain. Modern designs are often equipped with pressure-regulated barrels, but some of the larger guns use the more sophisticated electro-boost system. A constant energy discharge ionizes the propellant throughout the barrel, creating a plasma shockwave on which the shell "rides." Most projectile weapons, however, still use a chemical reaction to force their charge out of the barrel. Gel-like binary and even trinary propellants have all but replaced the solid ones in shell design, since they are more stable and burn more evenly . The gels are specifically engineered to burn completely upon ignition, with any residue being converted through a heat-activated complex chemical process into a lubricant for the weapon's barrel.

The standard cannon shell has residual rocket boost and sports a molecularly-aligned steel alloy tip designed for maximum penetration at all ranges. Fins deploy from the rear of the shell to stabilize it and improve accuracy.

• VERY HEAVY AUTOCANNON

The Very Heavy Autocannon is an electrically-driven multi-tube weapon capable of delivering an awesome amount of ammunition in a very short time. Even in "single fire" mode, each shot sends many tightly-grouped rounds hurling toward the target.

A typical VHAC is the awesome Junglemower-10 autocannon carried by the Support Cobra. This six-tube weapon is electrically driven, air-cooled and fed through a rear-mounted ammunition drum that contains 400 bullets (enough for 40 "single" shots).

Very Heavy Autocannon Profile

Purpose:	Anti-Gear/Anti-Armor
Effective Range:	1200 m
Penetration:	230 mm
Accuracy:	average
Mode of Fire:	burst
Usual Ammo Load:	30-60 bursts
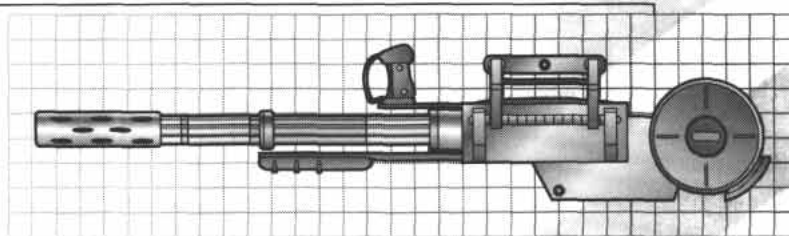
• VERY LIGHT FIELD GUN

The Very Light Field Gun is the smallest single-shot, anti-armor weapon in use at the moment. It is slightly less accurate than other weapons of its type, mainly because of its short barrel. It can be easily carried by a large Heavy Gear. VLFGs are also often mounted on gun carriages and defensive bunkers.

The LTV-28 is a VLFG mounted on the back of the Support Cobra. The clip-fed weapon is mounted on an articulated hydraulic hardpoint and fires over the Gear's shoulder.

Very Light Field Gun Profile

Purpose:	Anti-Armor
Effective Range:	2000 m
Penetration:	400 mm
Accuracy:	poor
Mode of Fire:	single
Usual Ammo Load:	60 shells
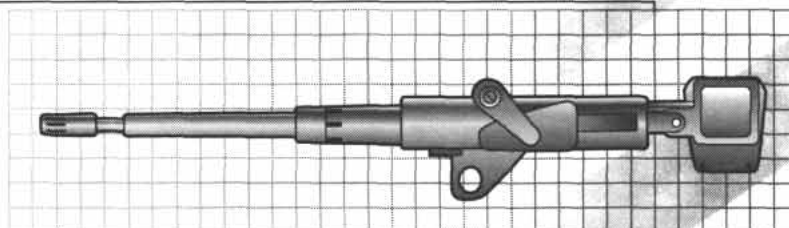
- ### VERY HEAVY FIELD GUN

The Very Heavy Field Gun is practically an artillery piece. Its wide 200 mm barrel can propel shells nearly 4 km and still hit and destroy a moving target with unnerving accuracy. The shells it fires are similar to the ones used by Snub Cannons, except that they are boosted faster and further by the gun's long barrel.

VHFGs are only carried by landships and the largest of tanks. The PK-12 shown in the illustration below is normally mounted in the front turret of the Empereur-class landship of the Southern Republic.
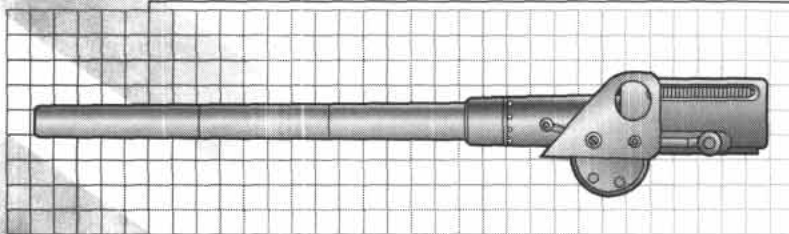
Very Heavy Field Gun Profile

Purpose:	Anti-Armor
Effective Range:	4000 m
Penetration:	1100 mm
Accuracy:	average
Mode of Fire:	single
Usual Ammo Load:	10 shells

6.1.2 FLAMERS

Flamer are vehicle or fortification-mounted versions of the classic infantry flamethrower. Instead of using projectiles or energy to damage their target, flamers propel a stream of highly flammable liquid or gas that is ignited once it leaves the weapon's nozzle. This creates a wide and very hot cloud of flames that engulfs the target.

Flamers, although somewhat short-ranged, are very useful. The large stream of flames means that the weapon requires little aiming, bathing the target in searing heat and practically incinerating it on the spot.

- ### LIGHT FLAMER

The Light Flamer is a small vehicle-mounted version of the infantry flamethrower. Like its portable cousin, it propels a stream of burning liquid toward the target. The large stream of flames requires little aiming, and is very effective against unprotected infantrymen.

The Paxton Matchstick II is a typical Light Flamer designed for anti-personnel work. It is compact and efficient and is usually mounted in a fixed position on the hull. Some Heavy Gear variants have been known to carry it on forearm mounts.
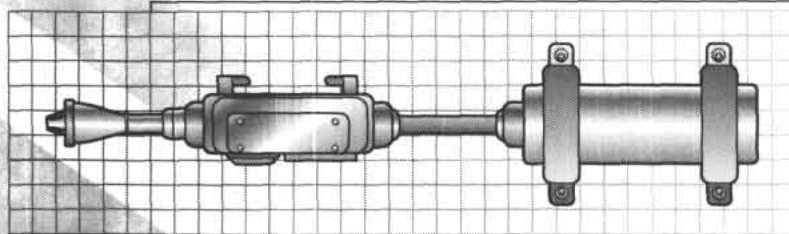
Light Flamer Profile

Purpose:	Demolition
Effective Range:	1 to 20 m
Penetration:	N/A
Accuracy:	good
Mode of Fire:	single
Usual Fuel Capacity:	15 shots

- ### MEDIUM FLAMER

The Medium Flamer is a larger version of the Light Flamer that was exclusively designed to be mounted on vehicles. The higher pressure and greater tank capacity allow more area coverage, while keeping the large cloud of flames that makes aiming less important with flamer weapons. The stream of burning liquid can even be propelled above intervening cover such as walls.

The Medium Flamer shown in the illustration below is the common Firemoth-16 flamer, a sturdy rifle-like weapon used almost exclusively by Heavy Gears. The Firemoth-16 is entirely self-contained, the fuel being found in twin top-mounted armored canisters. Each canister holds only one of two chemical gels; both are required for combustion. This reduces the risk of accidental detonation should the flamer be hit by enemy fire.
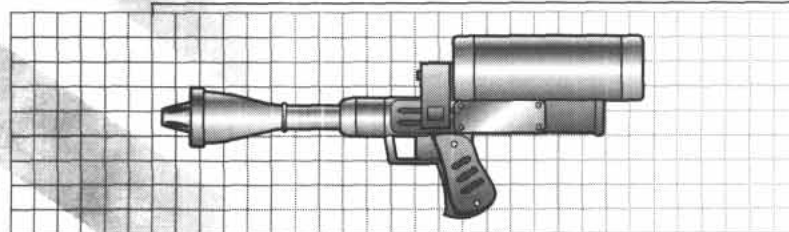
Medium Flamer Profile

Purpose:	Demolition
Effective Range:	1 to 60 m
Penetration:	N/A
Accuracy:	good
Mode of Fire:	burst
Usual Fuel Capacity:	25 shots

• HEAVY FLAMER

The Heavy Flamer is the largest vehicle flamethrower. Its powerful hose can bathe a large area with seething flames, igniting any flammable material almost instantly. Even when used for short bursts, the weapon lets out a large tongue of fire that engulfs the target. Like the Medium Flamer, the Heavy Flamer is powerful enough to propel the stream of fuel over intervening cover.

The BURN-9p is a typical Heavy Flamer. This brutal weapon is mounted in the forward turret of the Hittite, a dangerous anti-infantry vehicle based on the successful Hun light tank chassis.

Heavy Flamer Profile

Purpose:	Demolition
Effective Range:	1 to 120 m
Penetration:	N/A
Accuracy:	good
Mode of Fire:	burst
Usual Fuel Capacity:	30 shots
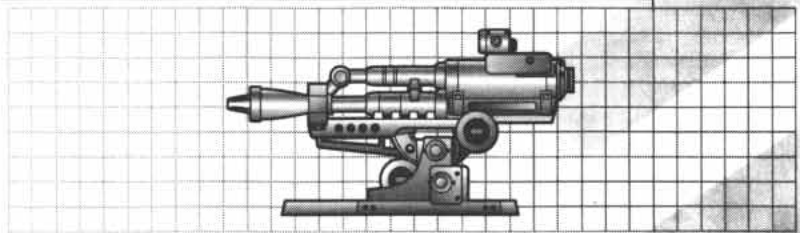
6.1.3 PANZERFAUSTS

Panzerfausts (Eurogermanic for "armored fist") are used for hard-hitting firepower and one-shot-one-kill capacity in combat situations. They are composed of a heavy anti-armor warhead mounted on a quick-burning propellant charge. The projectile is held within a simple launch tube equipped with an electric trigger. The Gear only has to point the Panzerfaust toward the target and thumb the ignition; recoil is counteracted by a stream of gases ejecting out of the launch tube.

Panzerfausts require the presence of a functional Manipulator Arm in order to be used. They are HEAT weapons and are affected by both anti-missile fire and HEAT-resistant armor.

• LIGHT PANZERFAUST

Light Panzerfausts were originally manufactured by the early settlers during the chaotic years of the Age of Isolation. By modifying standard shaped-charge digging explosives and mounting them on simple rockets, the settlers produced a cheap but effective weapon that could breach almost any kind of armor. In those troubled times, it was not uncommon to see modified Work Gears carrying several of these weapons on top of their makeshift armor.

Light Panzerfaust Profile

Purpose:	Anti-Armor
Effective Range:	400 m
Penetration:	100 mm
Accuracy:	poor
Mode of Fire:	single
Usual Ammo Load:	single shot
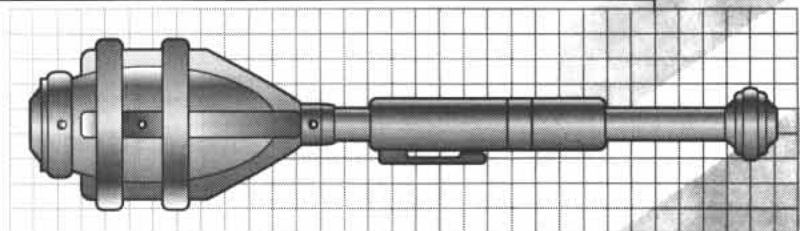
• Medium Panzerfaust

As the city-states emerged on Terra Nova and started assembling armies, it was found that the classic makeshift weapon called Panzerfaust was an excellent and inexpensive way to deal with enemy armored forces. Although their simplicity made them poor conventional vehicular weapons, Panzerfausts proved very popular with the new soldiers known as Gear pilots, who finally found a weapon that took full advantage of the humanoid nature of their combat vehicle. Panzerfausts allow even a simple Gear to hold its own against much larger opponents, though its operating range is too short for comfort.

The PKSF-65 is a standard Medium Panzerfaust manufactured by Republic Weapon Technology. Its technical simplicity allows Republic to manufacture it with unskilled labor and simple robot machine tools. Many MILICIA units have been issued this inexpensive weapon.

Medium Panzerfaust Profile

Purpose:	Anti-Armor
Effective Range:	800 m
Penetration:	225 mm
Accuracy:	poor
Mode of Fire:	single
Usual Ammo Load:	single shot
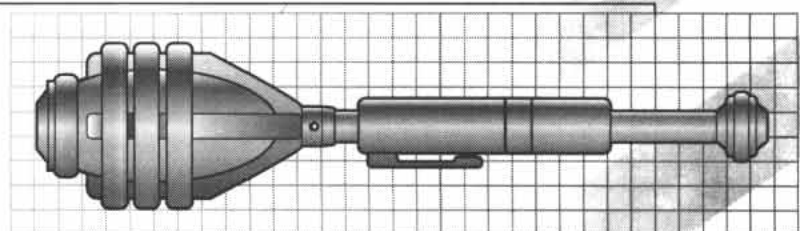
• HEAVY PANZERFAUST

Although the Panzerfaust proved useful when dealing with lightly armored units, the extremely heavy composite armor of the large Main Battle Tank simply soaked up the light warhead used by most panzerfaust designs. To resolve the problem and still keep the low cost advantage of the panzerfaust weapon system, engineers modified a field mortar shell to serve as warhead on a heavier and deadlier version of the panzerfaust. The resulting weapon can now take on even large tanks, although its short range and inaccuracy make it dangerous to use.

The UBP-100 is a typical Heavy Panzerfaust derived from the well-known UBM-100-6 mortar shell used by several Northern forces. Although the warhead lost much of its area effect, the projectile is still feared by tankers for its ability to penetrate even the heaviest armor.
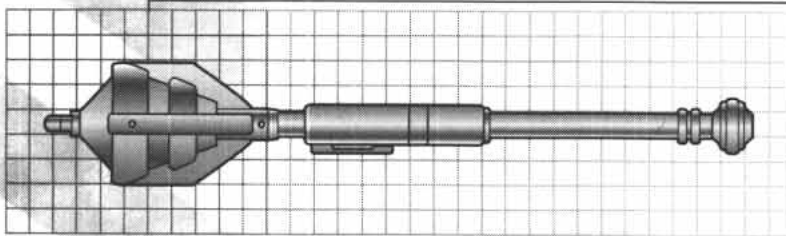
Heavy Panzerfaust Profile

Purpose:	Anti-Armor
Effective Range:	1200 m
Penetration:	400 mm
Accuracy:	poor
Mode of Fire:	single
Usual Ammo Load:	single shot

6.1.4 RIFLES

Rifles are very similar to autocannons. They do not feature fully automatic fire capacity, but have a slightly longer combat range because of the longer barrel. The term "rifle" itself is misleading since these weapons are smoothbores — they do not feature any rifling inside the barrel. The name comes from the fact that these "rifles" are often hand carried in a rifle-like mount by Heavy Gears, much like an oversized infantryman's gun, and the name simply caught on. They are rugged, adaptable and effective weapons capable of firing a large variety of ammunition. Rifles can be used with either an autoloader and/or belt-feeder mechanism, or are clip-fed for easy reloading.

• LIGHT RIFLE

The Light Rifle is a simpler version of the Light Autocannon, but does not have the capacity for automatic fire. The barrel is slightly longer with a correspondingly superior accuracy and it fires higher caliber bullets.

The Riley R223 is a rework of the well-known Riley M222 Heavy Gear 20 mm autocannon. Both weapons use the same ammunition, but the R223 has a slightly longer barrel and a simplified breech mechanism that loads the shells one by one. The rifle is also manufactured without the stock and handle under the identification R224.

Light Rifle Profile

Purpose:	Anti-Gear
Effective Range:	1200 m
Penetration:	65 mm
Accuracy:	average
Mode of Fire:	single
Usual Ammo Magazine:	30 shells

• MEDIUM RIFLE

The Medium Rifle is similar in overall performance to the Medium Autocannon, though the caliber and barrel length are both increased at the expense of the automatic fire capacity. Medium Rifles make good Heavy Gear weapons because of their increased range compared to autocannons (the standard Gear weapon).

The Rucker Group RF-12 Medium Rifle is an alternate weapon selection for most front-line units. The RF-12 is rugged, reliable and easy to maintain, and it can fire a large variety of specialized ammunition.
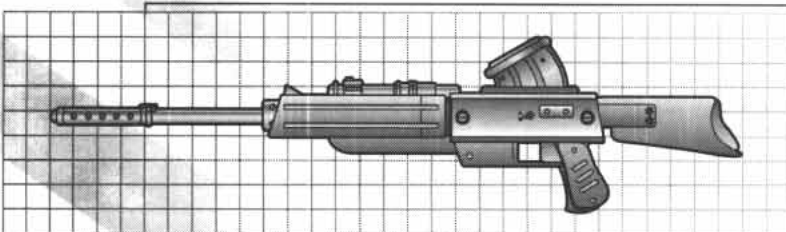
Medium Rifle Profile

Purpose:	Anti-Gear
Effective Range:	1600 m
Penetration:	105 mm
Accuracy:	average
Mode of Fire:	single
Usual Ammo Magazine:	25 shells

- ## HEAVY RIFLE

The largest rifle-type weapon, the Heavy Rifle is the poor man's light tank gun. Most heavy rifle designs use either binary liquid or gel propellants and, in certain cases, an additional electro-thermal plasma boost. They are prized for their ability to fire a variety of ammunition, just like the larger tank guns, but without the associated cost.

The Rucker Group RF-19 Heavy Rifle is, in every way, a standard Rucker product: rugged, reliable and inexpensive. Many armored car designs use it as a main turreted gun.

Heavy Rifle Profile

Purpose:	Anti-Gear
Effective Range:	1600 m
Penetration:	150 mm
Accuracy:	average
Mode of Fire:	single
Usual Ammo Magazine:	15 shells
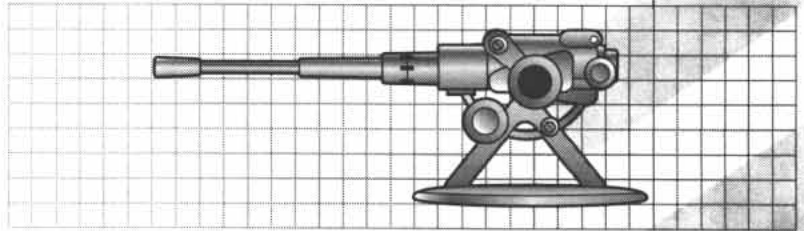
6.1.5 ROCKETS AND MISSILES

This type of weapon consists of a high-explosive, shaped charge warhead propelled by a rocket motor. Guided rockets are referred to as "missiles." They have the advantage of a guidance system and control vanes capable of redirecting the missile in flight; the guidance systems fall into several categories: laser, radar, thermal or visual (nose camera). The simpler rockets are more popular because they give effective firepower to light vehicles unable to handle the recoil of the large battlefield guns.

- ## VERY LIGHT ROCKET PACK/8

Very Light Rocket Packs are loaded with little more than explosive charges sitting on top of a miniature rocket motor. Sometimes, a small chip controls the fins, permitting minimal flight control. Individually, Very Light Rockets are not very accurate or powerful, but more than make up for it by saturating the target area and attacking multiple targets at once.

Paxton manufactures only one type of VLRP, the semi-modular Paxton RP-070 launcher. The RP-070 consists of a fire control computer mated with a launch rack housing up to eight 45 mm rockets. The rack is mounted on rails that can be hooked to a storage bin, enabling more rockets to be quickly and efficiently loaded into the launcher.

Very Light Rocket Pack/8 Profile

Purpose:	Self-defense
Effective Range:	400 m
Penetration:	65 mm
Accuracy:	poor
Mode of Fire:	burst
Usual Ammo Magazine:	8, 16 or 32 rockets
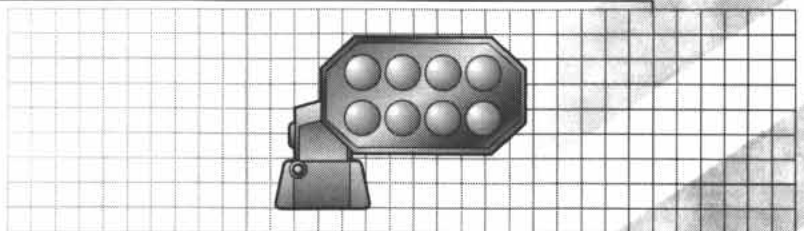
- ## VERY LIGHT ROCKET PACK/32

The Very Light Rocket Pack/32 is a slightly larger version of the VLRP/8. Functionally, it is not very different except that its fire control computer and cooling system can handle the launch of more missiles at the same time. Most VLRP/32s can fire up to 16 rockets in a staggered pattern, creating a beaten zone as large as 200 square meters.

Territorial Arms manufactures a large range of rockets in a variety of calibers. The non-standard 44 mm Buzzer-F rocket is one of their popular products because of its low cost. Although the rocket will only fit the Territorial Arms Buzzer VLRP/32 launcher, the ease with which the projectile can be converted to use in makeshift mounts makes it a popular contraband item in smuggler's havens like Wounded Knee.

Very Light Rocket Pack/32 Profile

Purpose:	Area Saturation
Effective Range:	400 m
Penetration:	65 mm
Accuracy:	poor
Mode of Fire:	burst
Usual Ammo Magazine:	32 or 64 rockets
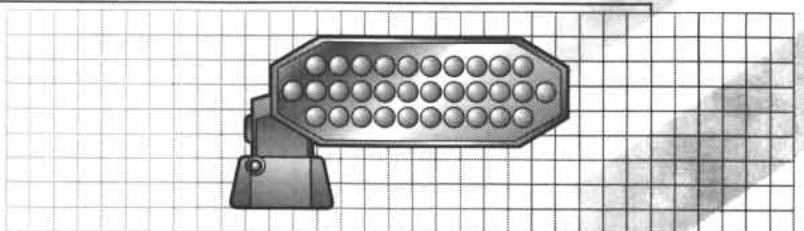
- ## VERY LIGHT ROCKET PACK/128

The largest Very Light Rocket Pack, the VLRP/128 is equipped with a rugged targeting computer that can control the launch of 64 individual rockets at once and direct them to cover a destruction zone of up to 250 square meters. With additional help from the main fire-control computer and a minimal cooling delay, the launcher can virtually erupt with projectiles to attack multiple targets in a very large zone. This rocket pack is about as massive as possible while still remaining mobile, in a field artillery mount. To be effective, anything larger would require at least a reinforced semi-permanent installation with external cooling vents.

The Territorial Arms Redjacket-C is a standard VLRP/128 multi-rocket launcher. The Redjacket-C is generally housed within a rectangular box that contains the necessary vents and cooling equipment for extended firing. The Redjacket-C is used in fortifications, landships and field artillery mounts.

Very Light Rocket Pack/128 Profile

Purpose:	Mass Bombardment
Effective Range:	400 m
Penetration:	65 mm
Accuracy:	poor
Mode of Fire:	burst
Usual Ammo Magazine:	128 rockets
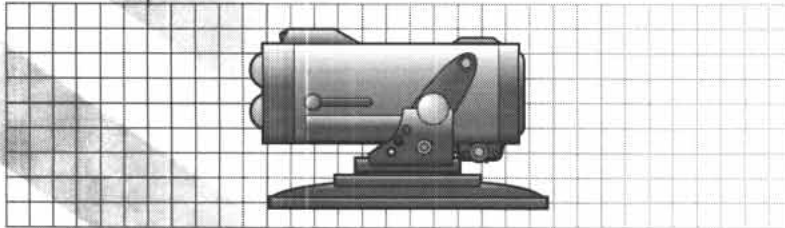
6.1.6 ADDITIONAL WEAPONS

The following weapons have been previously published in other **Heavy Gear** sourcebooks, but are used in the **Compendium** in slightly different configurations. Their game stats remain unmodified, however, and a complete list of stats for all weapons used in the **Compendium** can be found at the end of this chapter.

- ## GATLING LASER CANNON

The Gatling Laser is a rapid-firing laser that uses multiple lasing chambers to recharge its capacitors faster and better dissipate the heat of continuous fire. The resulting "machinegun effect" can be used to attack multiple targets. Although the increased energy pumped into each shot dissipates quickly in atmosphere, this laser can spread its fire over a larger area than other continuous-firing ones.

FyStar Weapon Works is known as a producer of exceptional laser weaponry. Although it is somewhat low-powered for a battlefield weapon, the Helios-13 uses three 10 MW lasing chambers situated around a central core and activated by an electric motor on a separate circuit. The laser is mounted on a special hardpoint built into the right arm of the Blazing Mamba.

Gatling Laser Cannon Profile

Purpose:	Anti-Vehicle
Effective Range:	800 m
Penetration:	260 mm (up to 100 m range)
Accuracy:	good
Mode of Fire:	burst
Usual Energy Charge:	40 shots
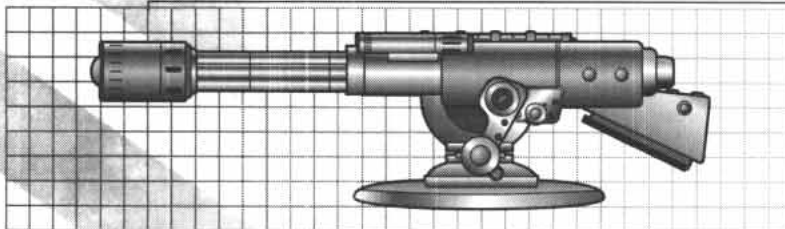
- ## LIGHT PULSE LASER CANNON

A weapon similar to the Light Laser Cannon, the Light Pulse Laser concentrates all its power in a single, highly concentrated pulse of energy. Although this reduces the range because of increased beam attenuation, it also causes a lot more damage to the target. Light Pulse Laser Cannons have an output of around 15 to 20 mW, depending on lasing efficiency.

The TA FeuFollet-13 is a stubby 17 MW free-electron pulse laser rifle carried by the Jäger Force Recon. The laser is unusual on a Gear of this size, but it greatly reduces the material supply dependency of the machine.

Light Pulse Laser Cannon Profile

Purpose:	Anti-Vehicle
Effective Range:	1200 m
Penetration:	400 mm (up to 150 m range)
Accuracy:	average
Mode of Fire:	single
Usual Energy Charge:	15 shots
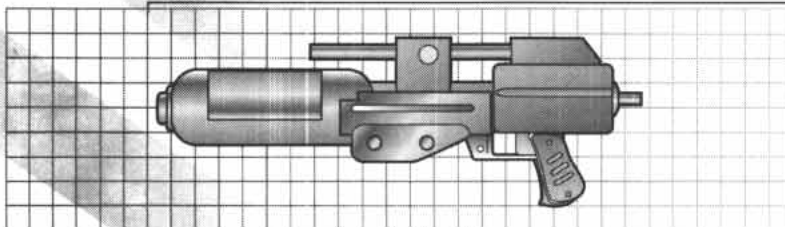
MEDIUM ANTI-AIRCRAFT CANNON

The Medium Anti-aircraft Cannon is a close cousin of the Medium Autocannon. It has a slightly higher rate of fire and uses explosive shells, usually of 40 mm caliber. It can also use shells that are equipped with a collapsed alloy penetrator for increased damage. Often, a mix of the two is loaded in the MAAC's ammunition magazine for optimum effect against a variety of targets, both on the ground and in the sky. Most MAACs have several barrels to allow them time to cool off between shots. The mounting system is also modified to allow for movement in a 180 degree vertical arc, so the cannon can target objects anywhere in the sky. It should be noted that it is difficult to use this weapon for any other purpose.

The GJ-87 gatling cannon is a rugged multi-barrel gun which is air-cooled and automatically belt-fed for a cylindrical ammunition drum located on the Gear's back armor skirt. Originally used on anti-aircraft platforms, it has been converted to be Gear-carried. The GJ-87 is carried with a rifle mount by the Jäger Red Eye.

Medium Anti-Aircraft Cannon Profile

Purpose:	Anti-Aircraft
Effective Range:	1200 m
Penetration:	400 mm (up to 150 m range)
Accuracy:	average
Mode of Fire:	single
Usual Energy Charge:	15 shots
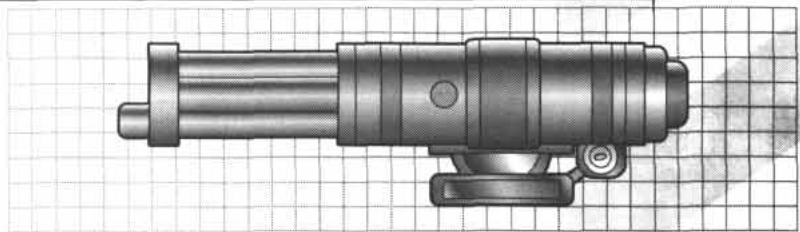
PISTON PUNCH

A massive close combat weapon, the so-called piston punch is a dedicated battle arm for a dueling Gear. The arm serves as the support for a large piston that can be slammed into an opponent. Manipulators can be wedded to a piston punch, but they can rarely be used to hold other weapons.

This weapon creates a powerful close combat machine, but sacrifices one of the major weapon platforms for the Gear. Indeed, the piston punch cannot be used to support most other weapons. Shoulder-mounted weapons are possible, but they tend to be difficult to place because of the position of the arm.

Elite Industries first introduced the piston punch as an experiemical weapon. It became quite popular in the Red Sable Arena in Innsbruck, and other manufacturers have tried to profit from this popularity, but the Elite Slammer remains the market leader. The illustration below shows the forearm pistons of the Cobra MP.

Piston Punch Profile

Purpose:	Anti-Gear
Effective Range:	3 m
Penetration:	100 mm
Accuracy:	poor
Mode of Fire:	n/a
Usual Ammo Load:	n/a
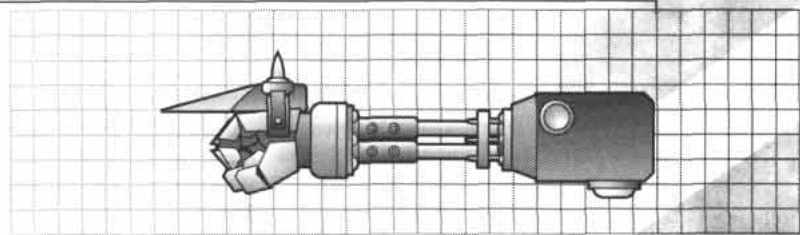
VERY LIGHT AUTOCANNON

The Very Light Autocannon lies somewhere between a heavy infantry machinegun and a vehicle-mounted autocannon. Although its armor-piercing shells are not very useful against infantry, the VLAC is a perfect back-up, anti-armor weapon for light vehicles. Many scout cars carry one such cannon on a rear weapon mount. On very rare occasions, the weapon may be carried by a large Gear, but will often require some form of stabilizer mount to handle the recoil of firing.

The 15mm Rucker RT-15 autocannon is a well-known example of the Very Light Autocannon. The single barrel, air-cooled weapon fires non-standard 15 mm shells and is currently used only by the Anolis Refit. Other Gears, such as those in the Cobra family, may be fitted with such a weapon, but it is not part of their standard armament.

Very Light Autocannon Profile

Purpose:	Anti-Gear/Anti-Infantry
Effective Range:	800 m
Penetration:	38 mm
Accuracy:	average
Mode of Fire:	burst
Usual Ammo Load:	60 shells
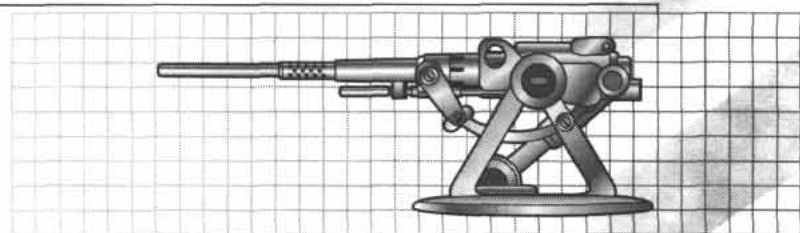
6.2 NEW PERKS

Many vehicles have special features that are not covered by the vehicle's simple tactical and strategic statistics, which reflect only armor, weaponry, movement and basic electronics. These features are quantified with a system of Perks and Flaws.

Perks represent additions or special useful features found on a vehicle. These may completely separate sub-systems, such as a next-generation, on-board neural net (the Advanced NNet Perk), or may reflect a special feature of systems already covered by the basic statistics, such as advanced armor systems (the Ablative Armor or Reactive Armor Perk). Perks follow the sample principles of simplicity as the Silhouette system as a whole, and the same Perk can represent several "real world" features (which result in the same tactical effect).

Perks which feature the "AUX" logo are considered auxiliary systems for damage purposes. These Perks are almost always semi-independent sub-systems that can be damaged or destroyed separately from the rest of the machine. They often cover sophisticated electronic sub-systems. Perks which feature the "R" logo have a rating. These Perks can be purchased at a variety of levels of effectiveness and that level is factored into their cost. The rating of the Perk is always listed after the name of the Perk.

The following are official additions to the Perks listings in the **Heavy Gear rulebook** (p. 144) and other **Vehicle Compendiums**. Some of these Perks have been listed in previous supplements; they are included here so that readers need not search through dozens of books to find the stats of a vehicle they see here.

One of the listed Perks is a revision of the old Vehicle Bay Perk (page 149 of the rulebook). The Vehicle Bay Perk is now cheaper and better explained than before. Note that the vehicles found in the Compendium series use the new cost and function of the Vehicle Bay Perk. Everything else in this book follows the standard rules from the rulebook.

● AMMO STORAGE

The vehicle is equipped to store some or all of its spare ammunition clips in an armored compartment to protect them against damage. Walkers must often use this Perk, but other vehicles can use it too. Clips stored in such a way can only be accessed by the outside of the vehicle. If there is no Manipulator Arm or ammo-reloading Tool Arm mounted on the vehicle, the crew must exit and manually reload the weapon (i.e., transfer the clip by hand). At the designer's discretion, the Manipulator Arm can be considered not precise enough for reloading, forcing the use of the dismounted crew option.

Stored clips are not counted as an AUX system anymore. They can only be detonated by an Ammo Explosion result on the damage table, which destroys the vehicle anyway. The Perk's cost is one point per ten points worth of shots of ammunition stored, regardless of how they are divided into clips.

● PERK COST: 1 PER 10 POINTS OF SHOTS STORED (ROUNDED UP) ●

● ANTI-MISSILE SYSTEM

Anti-missile systems (AMS) are designed to detect and destroy missiles before impact. Usually, they take the form of rapid-fire, small-caliber machineguns, though small counter-missiles or shotgun-like devices are also used. All these missiles are mounted in small independent turrets to ensure both a rapid response time and complete coverage of the surrounding area. Anti-missile systems are most often used on slow and ponderous vehicles such as heavy tanks and landships, because their weight and clumsiness prevents them from effectively dodging shots aimed at them.

In game terms, each functional anti-missile system grants the vehicle an additional special defense roll versus missiles and rockets. Anti-missile systems can be activated or deactivated at the cost of one action (it is assumed they are "on" at the start of the battle). Active anti-missile systems do not use up actions and roll versus every incoming missile or missile cluster (burst attacks). They can also be fired as normal weapons (x1 Damage, ROF 3 with a Base Range of 1) at the cost of one action.

The anti-missile system has a skill level of two, plus its rating. It can attack any type of mortar shell, rocket or missile, but not bazooka projectiles. If the result of the anti-missile system is greater than the attacker's roll, the anti-missile system shoots down the missile. The AMS completely destroys the missile when successfully used versus a single shot attack. When used to defend versus a missile cluster (ROF attack), each point of the MoS reduces the incoming cluster's ROF bonus by one. If the ROF bonus drops below zero, all of the incoming missiles have been effectively destroyed.

The amount of shots spent each time the system is fired is equal to five minus the MoS, with a minimum cost of 1. The maximum number of units of ammo that can be carried is equal to ten times the vehicle's Size. There is no limit on the number of AMS carried per vehicle, but no AMS may have a rating higher than 3.

Example: Heavy Gear Alpha fires an anti-tank missile at Tank Beta. Heavy Gear Alpha's attack roll is 5. Tank Beta's defense roll is a 2. Fortunately, Tank Beta has two Rating 2 Anti-Missile Systems. The two systems roll 2 and 4, modified to 4 and 6 by the rating. Since the second system's roll is better than Alpha's attack roll, the second anti-missile system shoots down the missile. The systems spend five and four units of ammunition, respectively. Seeing this, Gear Alpha's teammate, Heavy Gear Gamma, launches a ROF 3 rocket salvo toward the tank. Its attack roll is 5. Tank Beta rolls another 2 for defense, so the anti-missile system activates again. It rolls a 6, modified by 2, for a total of 8. The MoS is equal to 3, so the ROF bonus of the attack drops to zero. Of the salvo, only one rocket will strike the tank.

● COST = (RATING X 5) + (0.1 X UNITS OF AMMO) ●

CAMO NETTING

The vehicle is covered with a heat-absorbent tarp which has a net attached to it. Leaves and other camouflage material can be attached to the net, while heat is absorbed by the tarp. This gives a +1 to concealment when in vegetal cover (Woodland or Jungle hexes). The camouflage tarp is custom designed for each vehicle type, ensuring that it covers most of the hull and blurs the overall silhouette. Most tarps are made to be easily stored and installed when a vehicle changes terrain types while on operations.

• COST = 1 •

CLIMBING APPARATUS

Climbing Apparatus is a set of special footplate spikes, ropes and claws used by humanoid vehicles for climbing. Since the claws can hold the unit securely against a cliff face, weapon fire during climbing is now possible, albeit at a -2 penalty. Climbing Apparatus also reduces the climbing Piloting test's threshold by one. Climbing Apparatus cannot be used as a weapon.

Climbing Apparatus also includes a set of crashbars designed to protect the vehicle from the damage that would result from scaling a sharp incline. Gears equipped with Climbing Apparatus often — but not always — have only a Walk movement mode.

A vehicle must have both the Walker movement mode and at least two Manipulator Arms capable of lifting it to make use of this Perk.

• COST = 2 •

COUNTER-BATTERY SENSOR

A Counter-Battery Sensor (CBS for short) is a set of specialized computers linked to the radar and sensors of the vehicle. They are designed to locate the position of an enemy artillery battery based on the trajectory and signature of its fire missions. Usually, a vehicle equipped with a CBS will accompany an artillery unit to allow it to defend itself against other artillery units.

When an enemy fire mission is launched, an attempt can be made by any CBS-equipped unit within 20 tactical hexes (1000 meters) of the target hex to locate the fire mission's origin, allowing effective counter-battery fire. Activating the CBS costs one action. The operator "attacks" the enemy artillery using Electronic Warfare as the skill and the CBS as the weapon. The opponent must reveal in which range band his artillery battery is located. The CBS's base range is equal to its rating times the Sensor range of the vehicle; it has +0 accuracy and does no damage. A successful roll locates the last known firing position of the enemy battery. A failure does not yield any information. On a fumble, the operator gets a phantom echo — any shot at the opposing battery automatically deviates by a number of hexes equal to the result of three dice, added together.

•COST = 4 + RATING •

GRAPPLE LAUNCHERS

A compressed-gas or small gun unit mounted on the vehicle's hull can fire a special grapple attached to an ultra-resistant cable. The cable is attached to a winch which can be used to drag the vehicle forward or, if the target is lighter than the vehicle, drag it toward the winch. Grapple launchers can be designed to launch their projectile up to 250 meters away. It is also possible to buy a simple winch with cable, without the launcher — the range is then considered to be 1 hex, although the cable can be much longer than this (up to 250 meters long — designer's choice).

Cables (and by extension, the whole system) are rated according to the maximum Size capacity they can handle. For example, a Rating 3 cable can support a weight of 1.1 tons (the maximum weight of the Size 3 category). Several cables can be used together by adding the maximum weight they can support (e.g. two Rating 3 cables could drag up to 2.2 tons together).

Grapple launchers have an Accuracy of -2 and a Damage Multiplier of 2 if used as a weapon. If the Margin of Success of the attack is equal to or higher than 3, the grapple is now attached to the target in addition to any damage it might have caused. It can be detached and reeled in at the cost of one action. The cable itself can take up to its rating in damage points before being severed. However, ranged weapons have a -3 penalty to hit because the cable is so small. Point-blank weapons on the cable have no such penalty.

•COST = 0.2 X (RANGE IN 50 M HEX) X (RATING) •

HIGH CAPACITY COMPUTER

The High Capacity Computer Perk indicates a vehicle with an advanced and powerful data-processing system. While most 62nd century vehicles are computer equipped, this one's computer has additional processing power which is not hindered by normal operations. In the tactical game, this has no noticeable effect, which explains its low point cost.

In the roleplaying game, the computer can be used to run various programs that are unrelated to the vehicle's normal function. For instance, a high capacity computer might keep a series of code-breaking programs, a record of units deployed in the field and their current status, or maybe the financial records of a company.

•COST = 0.5 •

MINE DETECTORS

Mine detectors are a set of highly specialized sensors designed to look for the telltale signs of the presence of minefields. These are very similar to the sensors supplied by the Geological Sensor Perk, but are specially calibrated to detect the mass and faint emissions of buried land mines. This allows the vehicle to detect mines by spending one action. An Electronic Warfare roll is made, with the vehicle's Sensor rating added to its Electronic Warfare roll. The result is then compared to the lowest thresholds of any mined hexes within a two-hex radius. If higher, any minefield hexes in the area scanned are identified as such. If equal or lower, there is no result.

• COST = 4 •

MINELAYING EQUIPMENT

The Minelaying Equipment Perk is a set of special machinery designed to dig a small trench or a series of holes along the path of the vehicle. The machinery then plants one or more land mines and buries them. The system can also "spray" the smaller anti-personnel mines behind the path of the vehicle for fast deployment. This Perk is not fully explained within these pages. Its function and advantages are outlined in great detail on p. 28-33 of the **Tactical Field Support** rules supplement. The latter provides various mine types for use with this Perk.

The whole system is very efficient and can lay up to five points worth of mines every two minutes (four tactical rounds or twenty Skirmish rounds). The minefield becomes active one minute after the minelaying vehicle has left the hex, though this delay can be increased if desired. Minelaying Equipment may not be used to place Jumping Mines. The mines are not included in the Perk cost and must be bought separately. Their Threat Value is not added as a weapon, but is simply added straight to the total TV of the vehicle.

• COST = 3 + 1 PER TEN TV POINTS OF MINES (ROUNDED UP) •

MINESWEEPING EQUIPMENT

Any vehicles can be equipped with mine-clearing devices, but these will work only in the primary environment for which the vehicle has been designed. For example, the mine plow of an engineering tank will be useless against naval mines.

The exact nature of the minesweeping equipment depends on the designer, but most often consists of a mine plow or det-cord launcher on ground vehicles. A small distributor dropping chemiluminescent sticks to mark the cleared path is included at no point cost. Minesweeping equipment may not be used to attack another unit, unless it has been specifically designed to do so. Attack-capable minesweeping systems, such as a det-cord launcher, must be included in the Offensive Score. It has a Range of one hex, an Accuracy of -2, a Damage Multiplier of x15 and a TV cost of 10 points per shot.

COST = 5 PER RATING POINT

RAM PLATE

Part of the chassis of the vehicle has been specially reinforced to withstand high speed impacts. For most vehicles, this take the form of a large welded plate; for Gears, reinforced shoulders are used.

Choose an arc for each ram plate present. The vehicle takes only half the normal damage in a collision, provided the impact is in the same arc as the Ram Plate.

• COST = 1 •

REACTIVE ARMOR

Reactive Armor is an advanced development of a millennia-old concept. It is not composed of actual armor plates but rather is a set of directional fragmentation mines mounted on the hull of a vehicle. A series of small sensors detonate one or more charges in the direction of an incoming attack, hopefully reducing its efficiency. The explosion counteracts HEAT-effect charges and sprays anti-laser aerosol to diffuse and refract laser beams. Reactive Armor is always active. Because of balance problems, vehicles using the Walker movement system cannot have Reactive Armor at a Rating higher than 1. Each defense arc must be protected separately.

Reactive Armor reduces the Margin of Success of a HEAT attack by an amount equal to its rating. If the Margin of Success of the attack drops below 1, no damage is done. Because the actual number of charges used to repel each assault is highly variable, Reactive Armor does not use ammunition, but does roll against an Ammo Threshold that starts at zero. Every time the system is used, roll two dice: if the total is lower than the Ammo Threshold, the system has run out of charges. If the roll is equal or higher, the system works — lower the MoS and increase the Ammo Threshold by one. Fumbles are disregarded and count as a roll of one. The Threshold starts at 0, so there is enough ammunition for at least two interceptions. Firing Reactive Armor charges does **not** use up actions and works until the system runs out of charges or is destroyed. Reactive Armor is an AUX system, but damage is applied differently. On a Light damage result, add one to the Ammo Threshold. On a Heavy damage result, all charges on the facing hit are detonated and lost. All charges must be replaced after a battle.

COST = (HALF THE SIZE OF THE VEHICLE X RATING)

SHIELD

Some vehicles, usually those with manipulator arms such as Gears, can carry a large piece of reinforced armor plating and use it as a shield. Some non-humanoid vehicles (usually used in demolitions or bomb-disposal) also carry Shields, which serve as mobile armor plates designed to protect exposed systems or crew. This shield can be moved in front (F defense arc) or to one side (L or Rt defense arc, chosen at the moment of design) of the vehicle to stop incoming attacks. A vehicle with a shield may expend one action to block an attack; the vehicle's pilot can then reroll his defense roll. If this second roll is successful, the vehicle is still hit, but the shield adds its rating to the vehicle's base armor for damage purposes.

Vehicles may not carry shields whose Rating is greater than their Base Armor rating or their Size, whichever is smaller. The vehicle requires an arm (Manipulator, Tool or Battle Arm) whose rating is equal or higher than the shield's. When not actively blocking, the shield adds half its rating (rounded down) to the vehicle's Base Armor, either to the front or side defense arc, depending on how it is carried while not in use (pilot's choice).

If a vehicle suffers Light Damage after having successfully blocked using its shield, the shield's rating is automatically halved (rounded down). If a vehicle suffers Heavy Damage after having successfully blocked using its shield, the shield is automatically destroyed. In both cases, no further damage is applied to the vehicle.

• COST = SHIELD RATING X 3 •

STABILIZER MOUNT

Stabilizer Mounts are special systems designed to handle the recoil generated by a large weapon, allowing even a light vehicle to use one. Stabilizer weapon mounts can take on a variety of forms, from giant rifle bipods (for Heavy Gears, obviously) to recoil compensators and hydraulic blades, but they almost always anchor the vehicle to the ground in some way.

The Stabilizer Mount Perk allows the vehicle to add 2 to its Size for weapon and ammunition purposes. Therefore, a Size 6 vehicle equipped with this system may carry weapons and ammunition as a Size 8 vehicle. Larger vehicles such as striders must often get into a "firing position" to use heavy weapons and this is also represented by the Stabilizer Mount Perk.

The Perk must be bought for each and every oversized weapon carried by the vehicle. Before firing that particular weapon, the vehicle must spend one action preparing its position (dropping down to the ground, activing the hydraulic jacks, etc.). When preparing the firing position or using the weapon, the vehicle cannot move. As soon as it moves, the vehicle is not able to fire its oversized weapon(s) anymore and must spend another action regaining its firing posture.

• COST = 2 PER OVERSIZED WEAPON •

SMOKE LAUNCHERS **AUX**

Smoke Launchers are small tubes fixed to the hull of the vehicle. Each tube contains a small smoke grenade that is launched using compressed gas to a position within 20 to 75 meters of the vehicle. The shell contains a volatile gas mixture that vaporizes into thick smoke of whatever color was chosen (usually black or gray, though practically any color can be ordered). Smoke Launcher charges are too slow and do not burn hot enough to be used as an offensive weapon. They never cause damage.

Smoke Launchers have a maximum range of one hex and can be fired at any time during the vehicle's Movement Phase at no action cost. The smoke covers the whole hex where the grenade lands. The dense smoke cloud has an Obscurement of 2 and will last until the end of the turn. Firing multiple charges in one hex will not add more Obscurement, nor will it increase the duration of the cloud cover. Prolonged smoke cover can only be created with multiple shots over time.

The hull-mounted position of the smoke launchers makes them very vulnerable to damage. The launchers count as auxiliary systems, but damage is applied differently. On a Light damage result, two die's worth of charges are destroyed. On a Heavy damage result, all charges are detonated and lost. It is not possible to armor or otherwise protect the launchers.

• COST = 0.1 PER SHOT •

URBAN FRIENDLY

This perk is primarily a roleplaying convenience since it has little to no effect on tactical combat. Vehicles equipped with the Urban Friendly perk have head lamps, brake lights and navigation lights. Their engine(s) are either non-polluting (hydrogen cells or electrical) or have emission-control systems and catalytic converters. Heavy military vehicles have rubber soles on the feet and/or treads to avoid damaging public roads.

Most civilian vehicles are Urban Friendly. Military and service vehicles designed to operate in urban environments often have this Perk as well. Heavy Gears are rarely Urban Friendly, mostly because few Gears are designed for civilian use. Military Police and civil-defense models, however, are regularly fitted with navigation and warning lights. Although it has no effect in the tactical game, it should be noted that the equipment granting the Urban Friendly Perk is often very vulnerable to damage. In particular, the rubberized soles of civilian Gears tend to wear down if used over rough ground.

COST = 0.5

● VEHICLE BAY

(Note: this perk replaces the original Vehicle Bay perk found in the rulebook, page 149).

The vehicle has a vehicle bay for storing another, smaller vehicle. There are also facilities to maintain and refuel such vehicles (the main difference between a cargo bay and a vehicle bay). Vehicles with vehicle bays are usually called carriers. Vehicle bays need not be for very large vehicles, as even Gears can transport small drones. Vehicle bays on a carrier may be purchased separately to reflect multiple storage areas. Carried vehicles spend one entire round disembarking from the carrier, during which time they may fire but not move.

Vehicle bays are rated in terms of the type of vehicle carried and the maximum weight they can hold. Each vehicle is considered as massing the maximum weight of its Size category. For example, a Size 10 bay holds up to 30 tons of vehicles: that can be 375 Size 1 vehicles, three Size 7 vehicles or one Size 9 and one Size 6 vehicles, and so on. The type of vehicle must be specified during construction, i.e. a bay designed to house assault boats cannot house tanks or jet fighters. Vehicle bays, however, can usually house different models of the same type (within size constraints).

> ● COST = (MAXIMUM CARRIED WEIGHT IN SIZE POINTS) ●

6.3 NEW FLAWS

Flaws are the opposite of Perks and represent defects in the vehicle. Sometimes these defects are planned into the vehicle as a cost-cutting measure. At other times, the Flaws are the result of design or production errors. They are not to be confused with Defects and Lemon Rolls, which occur after the model has been designed and produced.

Flaws, just like Perks, are rated by a "cost." Note that all Flaws have a negative cost — they reduce the total Perk/Flaw cost of the vehicle. Flaws with the designation "R" have a rating that is always listed after the name of the Flaw on the data sheet.

The followings are official additions to the Flaws listing from the **Heavy Gear Rulebook**.

● BRITTLE ARMOR

The vehicle's armor and superstructure are of poor quality and/or badly attached/fitted to the main structure. This may be caused by an intentional choice of cheaper, lower grade material or by a badly-designed load-bearing structure. Any battle damage will loosen up and shake multiple armor panels, perhaps even damaging the underlying structure itself. When hit and damaged, the vehicle loses twice the usual Armor points from the attack (two points at Light Damage and four at Heavy).

> ● COST = -5 ●

● DECREASED MANEUVERABILITY

When using one type of movement, the vehicle loses some of its natural agility. The Flaw often reflects not a design problem in the individual vehicle, but radically different performance profiles of different movement systems. This flaw only applies to vehicles with two or more Movement Modes and must be linked to one Movement Mode in particular. When the affected Movement Mode is used, subtract the rating of this flaw from the vehicle's Maneuver value.

> ● COST = -RATING X 2 ●

● DIFFICULT TO MODIFY

The vehicle's innards are a nightmare of intertwined machinery and cables. Pieces must be specially machined for the engine, bolts, nuts and other fasteners are not made to any standard size, the color coding is non-standard, the maintenance manual does not have an index (or worse, it is incorrect), etc. Apply a -2 modifier to all repairs and modification attempts. Vehicles with the Difficult To Modify Flaw do not have their overall performance reduced by their complexity, however, and the Flaw rarely comes into play in a simple tactical game.

> ● COST = -5 ●

● HEAT VULNERABLE

The armor of the vehicle cannot or is not designed to withstand high energy attacks such as those from lasers or shaped-charge warheads. This is often the case with support vehicles which are armored with simple rolled steel armor plating, without any ceramic layer. When a shaped-charge warhead hits such armor, it can easily send superheated metal into the crew compartment or onto vital subsystems. Lasers and other energy weapons can similarly cut through such simple armor plates. Subtract the rating of this flaw from the Armor rating of the vehicle when submitted to a HEAT attack.

> ● COST = -RATING ●

INEFFICIENT COMBAT COMPUTER

The vehicle's fire control computer is easily overtaxed and can only fire one weapon or set of linked weapons per turn without penalty. If more than one weapon or link is fired (or if a weapon is fired again at a different target), apply a -1 modifier to the attack rolls for each weapon or link fired after the first attack. Older combat computers often suffer from this Flaw because of limited multi-tasking and multiple-target tracking capabilities.

This Flaw can only be taken by vehicles with two or more weapon systems.

• COST = -3 •

NO COMMUNICATION

The vehicle is not equipped with any form of military communication system. It cannot stay in contact with teammates and cannot act as spotter for indirect fire, nor can it accomplish any action requiring the presence of a communication system. The vehicle is not equipped

• COST = -4 •

PARTIALLY EXPOSED CREW

Only part of the crew is protected by the vehicle's mass and armor. The other crewmen are riding in open-topped compartments and are exposed to enemy fire. The vehicle is considered to have the "Exposed Crew Compartment" Flaw until all exposed crewmembers have been eliminated.

For example, a vehicle which has three crewmen in an enclosed cockpit and four gunners on open mounts will have the Exposed Crew Compartment Flaw until the four gunners are dead. The cost is equal to the percentage of exposed crewmen times -5, rounded off. In the example above, the cost would be (4 ÷ 7 =) 0.571 x -5, rounded off to -3.

• COST = -5 X (CREW EXPOSED ÷ TOTAL CREW), ROUNDED OFF •

PROBLEM-PRONE

Tighten one bolt and two come loose. For some unknown reason, problems seem to crop up everywhere on the new design. This Flaw does not necessarily represent a poor design; it may reflect less-than-ideal production facilities or materials. Whereas the design of the vehicle remains sound, an unexpected number of Defects will appear in production models. Add one die (or more) to the individual Lemon roll, regardless of the chosen production type.

• COST = -0.5 PER ADDITIONAL DIE •

TRACEABLE EMISSIONS

The vehicle emits large amount of residual heat, smoke, radiation, etc., and is thus easily tracked down. This is not the same as Large Sensor Profile, which relates to the vehicle itself. Enemy units have a modifier equal to the rating of their sensor roll to spot the vehicle's trail at any point behind it for (Size/2) kilometers, rounded up (x 10 km if in the air). Guided weapons, if correctly preprogrammed, will automatically lock-on without need for a designator. AIs and expert systems (such as Autopilots) may be instructed to follow these emissions.

• COST = - RATING X 3 •

UNSTABLE

The vehicle is hard to control at high speed or on difficult terrain such as rough ground or urban areas. This can be traced to a bad design or just a top heavy vehicle, but the end result is the same. Apply a -1 modifier to all Piloting rolls at Top Speed and/or in terrain with a MP cost greater than one (1). The Unstable Flaw is often found on vehicles which started as (or remain) makeshift modifications. Gears, with their high center of gravity, are particularly vulnerable to instability.

• COST = -1 •

WEAK UNDERBELLY

The underside of the vehicle is either unarmored or otherwise poorly protected. This may be due to incomplete armor coverage, shoddy design, or plain bad material. For all attack coming in directly from below, like minefields, halve the vehicle's effective armor. This Flaw is most common for wheeled or tracked vehicles; Gears and striders — with their elevated torsos — regularly expose their underbellies and so usually have it well-armored.

COST = -0.2 X BASE ARMOR RATING

6.4 WEAPON CHARACTERISTICS

Just like vehicles, weapons and ammunition can have special characteristics that alter the way they function in battle. The **Heavy Gear Rulebook** introduced several of the most important characteristics necessary for standard battlefield weapons (see *7.4.1 Weapon Terms*, p. 132-133 of the **Rulebook**). Certain specialized weapons, however, require additional characteristics not included in the basic rules. These apply almost exclusively to close-combat weapons. These characteristics are provided in the interests of completeness, because they are part of the stats of weapons used by some of the vehicles in the **Compendium**. The stats for these weapons can be found at the end of this chapter in the *Vehicle Weapons List*. These characteristics were first discussed in the **Duelist's Handbook**.

Like Perks and Flaws, weapon characteristics conform to the Silhouette system's effect-based philosophy. Consequently, these characteristics (as well as those in the **Rulebook** or elsewhere) do not represent a precise real-world weapon design, but a specialized effect that can be achieved in many ways. While armor-piercing bullets in the real world mean a very specific type of ammunition, for example, weapons with the Armor-Piercing characteristic can achieve that concentrated penetrating power through a variety of methods. The following descriptions provide full descriptions of the game implications of each new characteristic, but also give some indication of the types of weapons, ammunition or attack configurations that could achieve that game effect. Unless otherwise noted the benefits and drawbacks of each characteristic of a weapon are cumulative and automatic.

● ARMOR-PIERCING

Typical Use: vibroblade, kinetic projectiles

Armor-Piercing weapons are designed to cut through armor to reach the vulnerable systems and crew on the inside. Armor-Piercing weapons are solid kinetic projectiles or bladed weapons that feature a very sharp penetrating tip. This tip concentrates the force of impact onto a small surface. Armor piercing weapons or rounds are also very solid and tend not to shatter or flatten with impact, rather pushing armor plates aside. Unlike HEAT or explosive weapons, armor piercing weapons do little structural damage and rely on their ability to hit vulnerable systems to incapacitate a vehicle. Armor-Piercing tends to be associated with elegant and precise weapons.

Armor-Piercing weapons halve the defending vehicle's Armor rating to determine damage. If the attack is successful, the target does not loose any Armor points (the entry hole is too small to affect the Armor rating), but takes damage as usual. This means that Armor-Piercing weapons cannot incapacitate a vehicle through simple structural damage, but can cause serious problems for heavily armored vehicles that would normally be nearly invulnerable to attacks from weapons of equal Damage Multiplier.

● CLUMSY

Typical Use: huge hand-held guns, large missiles

Clumsy weapons are extremely heavy, large or unwieldy. They tend to imbalance the machine to which they are attached, increasing its momentum unevenly and making the vehicle more "edgy" and delicate to control during sudden maneuvers. They cause a -1 penalty to the Maneuver rating of the vehicle while carried.

6.5 AMMO TYPES

The usual warheads and shells used by the vehicles described in **Heavy Gear** are standard high explosive or armor-piercing rounds. However, many weapons can fire special ammunition types that are not in standard use. The list below describes four ammunition types used by vehicles in this compendium and their game effects. Note that the following weapons cannot use these new ammunition types: lasers, railguns and particle cannons.

● ANTI-LASER AEROSOL

The shell contains a volatile gas mixture with mirrored metallic particles in suspension. When it explodes, the contents vaporize into a thin mist that diffuses any laser beams attempting to penetrate it. Any laser or particle beam weapon firing in, through or out of an affected hex has its Damage Multiplier reduced by 1 for each hex crossed, including the target hex, but not the attacker's hex. Likewise, laser designator beams suffer a -1 penalty to their lock-on roll per hex crossed by the beam. The mist is too thin to have an Obscurement value. It will dissipate at the end of the next turn. Anti-Laser Aerosol shells have no penetration power and thus no effect against armor.

COST MULTIPLIER: 5

● ANTI-STRUCTURE

The warhead has been specially designed to damage buildings and other structures such as roads, airstrips, bridges and bunkers. Whenever this type of ammunition is used against such a structure, double the damage inflicted. If used as direct-fire ammunition, anti-structure ammo places a -1 modifier on the attack roll. This ammo is only manufactured for mortars, rockets, missiles and bombs.

COST MULTIPLIER: 15

AREA EFFECT

This type of ammo delivers a high concussion blast and/or scatters lots of shrapnel around when it detonates. It gives the weapon an AE of 0 (if the weapon already has an Area Effect, add one to its radius). The damage in this additional zone of effect is half the weapon's normal damage. All normal area effect rules otherwise apply. The other characteristics of the weapon (or its ammunition) continue to apply throughout the additional zone of effect.

Area effect warheads can be designed for field guns, all artillery weapons, mortars, grenade launchers, bazookas, all rockets and missiles, torpedoes and bombs.

• COST MULTIPLIER: 15 •

FIRE-FIGHTING FOAM

Fire-fighting shells or warheads are filled with a stable polymer compound that expands into a fire-fighting foam once exposed to the atmosphere. The foam cancels one die worth's of Fire Intensity points per ten points (or part thereof) of "damage." Fire-fighting ammunition can be designed for flamers, field guns, mortars, grenade launchers, bazookas, medium and heavy rocket packs and hand grenades. Urban rescue vehicles commonly use "weapons" dedicated for fire-fighting ammunition, but battlefield weapons can also be modified to fire these shells.

Foam shells have no penetration power and thus no effect against armor. The foam is non-toxic, harmless to people and property, and dissolves in water.

• COST MULTIPLIER: 1 •

NON-LETHAL

Non-lethal ammo means either rubber bullets or low-velocity plastic shells that deploy "arms" to distribute the impact across a larger surface. Non-lethal ammo has no penetration power and thus no effect against armor of any kind. Only machineguns, light rifles, very light and light autocannons can fire non-lethal ammo. Pack guns can also be manufactured with non-lethal ammunition, but they cannot fire anything else.

Rockets, grenades and missiles can also be non-lethal, carrying a payload of choke or irritant gas. Halve the weapon's Damage Multiplier, rounded down. The gas cloud's radius is assumed to cover only the target hex, unless the weapon or ammunition also has an Area Effect (in that case, add one to the AE).

If non-lethal ammo is used in a roleplaying context, use the weapon's Damage Multiplier (vehicle scale) plus the MoS of the attack as a Threshold for a Health roll against unconsciousness. If it fails, the target is automatically unconscious for a number of rounds equal to the MoF of the Health test. In addition, if the roll fails by between 4 and 6, the subject gains a flesh wound; if by between 7 and 9, a deep wound. If the Build roll is failed by 10 or more, the target is dead. Once this period has passed, another Health test must be made every turn to regain consciousness. The threshold is the same as before, but goes down by one after each failure to regain consciousness.

In the tactical game, non-lethal weapons have no penetration power and thus no effect against armor: only infantry and vehicles with the "Exposed Crew Compartment" flaw can be affected. Halve the weapon's Damage Multiplier, but apply damage as normal (except for vehicles, which are only affected on "Crew" hits). After the battle, casualties are dead on a roll of 6 instead of 4-6 as normal. On a roll of 1 or 2, they are not even harmed.

•COST MULTIPLIER: 1 •

SUBROC

Subrocs (Submarine Rockets) are missiles that have been specially modified to allow them to be launched from underwater firing platforms like submarines. They are fired from water-tight tubes, rapidly rise to the surface of the water, and once airborne speed towards their targets. Submarine missiles allow submerged vehicles to attack surface, land, or aerial targets without surfacing. They cannot be used against submerged targets; doing so requires Underwater ammunition (see below). Submarine Rockets are sometimes used by swamp units for ambush purposes.

Subrocs can be designed for all bazookas, rocket packs and missile types.

•COST MULTIPLIER: 15 •

UNDERWATER

The weapon and its ammunition are designed for an aquatic environment. The weapon can be fired from an underwater vehicle at other underwater vehicles or at surface vessels floating on the surface. Some underwater weapons, such as torpedoes, can only be used underwater. These weapons are less costly to produce than weapons that can fire both above and underwater.

•COST MULTIPLIER: 10 (UNDERWATER ONLY) OR 20 (BOTH ABOVE AND UNDER) •

6.6 WEAPONS TABLES

Cannons

Code	Name	Rating	Range	Dam.	Acc.	RoF	Ammo (ea.)	Min. Size	Special
VLMG	Very Light Machinegun	25	1/2/4/8	x2	0	+3	0.02	2	Anti-Inf.
LMG	Light Machine Gun	52	1/2/4/8	x3	0	+4	0.05	3	Anti-Inf.
HMG	Heavy Machine Gun	59	1/2/4/8	x4	0	+3	0.09	3	Anti-Inf.
FGC	Frag. Cannon	195	1/2/4/8	x7	+1	0	0.75	5	Anti-Inf., Frag Ammo
VLRF	Very Light Rifle	44	2/4/8/16	x6	0	0	0.18	3	-
LRF	Light Rifle	92	3/6/12/24	x8	0	0	0.36	4	-
MRF	Medium Rifle	165	4/8/16/32	x10	0	0	0.66	4	-
HRF	Heavy Rifle	209	4/8/16/32	x12	0	0	0.85	5	-
DPG	Deployable Pack Gun	58	2/4/8/16	x8	-1	+2	0.15	3	Disposable
LAAC	Light Anti-Air. Cannon	121	2/4/8/16	x8	0	+6	0.28	4	-
MAAC	Medium Anti-Air. Cannon	176	3/6/12/24	x10	0	+4	0.51	4	-
HAAC	Heavy Anti-Air. Cannon	230	3/6/12/24	x12	0	+3	0.68	5	-
VLAC	Very Light Autocannon	69	2/4/8/16	x6	0	+2	0.18	3	-
LAC	Light Autocannon	108	2/4/8/16	x8	0	+2	0.28	4	-
MAC	Medium Autocannon	163	3/6/12/24	x10	0	+1	0.51	4	-
HAC	Heavy Autocannon	220	3/6/12/24	x12	0	+1	0.68	5	-
VHAC	Very Hvy Autocannon	324	3/6/12/24	x15	0	+1	1.01	5	-
LAG	Light Artillery Gun	1107	25/50/100/200	x12	-2	+1	4.4	8	Ind. Fire, AE=0, Min. Range 10
VLFG	Very Lt Field Gun	525	5/10/20/40	x20	-1	0	2.10	6	Indirect Fire
LFG	Light Field Gun	915	5/10/20/40	x22	0	0	3.65	8	Indirect Fire
HFG	Heavy Field Gun	1945	8/16/32/64	x28	0	0	7.78	10	Indirect Fire
VHFG	Very Hvy Field Gun	3134	10/20/40/80	x33	0	0	12.54	12	Indirect Fire
SC	Snub Cannon	524	1/2/4/8	x28	-1	0	2.10	6	-

Rockets & Missiles

Code	Name	Rating	Range	Dam.	Acc.	RoF	Ammo (ea.)	Min. Size	Special
VLRP/8	Very Lt. Rocket Pack/8	114	1/2/4/8	x8	-1	+3	0.26	3	Indirect Fire
VLRP/32	Very Lt. Rocket Pack/32	129	1/2/4/8	x8	-1	+4	0.26	3	Indirect Fire
VLRP/128	Very Lt. Rocket Pack/128	165	1/2/4/8	x8	-1	+6	0.26	3	Indirect Fire
LRP/8	Light Rocket Pack/8	194	1/2/4/8	x12	-1	+1	0.58	3	Indirect Fire
LRP/16	Light Rocket Pack/16	209	1/2/4/8	x12	-1	+2	0.58	3	Indirect Fire
LRP/24	Light Rocket Pack/24	226	1/2/4/8	x12	-1	+3	0.58	3	Indirect Fire
LRP/32	Light Rocket Pack/32	245	1/2/4/8	x12	-1	+4	0.58	3	Indirect Fire
MRP/9	Med. Rocket Pack/9	425	2/4/8/16	x18	-1	+1	1.33	4	Indirect Fire
MRP/18	Med. Rocket Pack/18	469	2/4/8/16	x18	-1	+3	1.33	4	Indirect Fire
MRP/36	Med. Rocket Pack/36	494	2/4/8/16	x18	-1	+4	1.33	4	Indirect Fire
IRP/10	Inc. Rocket Pack/10	339	1/2/4/8	x13	-1	+1	1.02	4	Ind. Fire, Slow Burn Inc.
IRP/20	Inc. Rocket Pack/20	363	1/2/4/8	x13	-1	+2	1.02	4	Ind. Fire, Slow Burn Inc.
IRP/30	Inc. Rocket Pack/30	390	1/2/4/8	x13	-1	+3	1.02	4	Ind. Fire, Slow Burn Inc.
HRP/24	Heavy Rocket Pack/24	596	3/6/12/24	x20	-1	+3	1.71	5	Indirect Fire
HRP/48	Heavy Rocket Pack/48	623	3/6/12/24	x20	-1	+4	1.71	5	Indirect Fire
HIRP/24	Hvy Inc. Rocket Pack/24	606	3/6/12/24	x16	-1	+3	1.70	5	Ind. Fire, Slow Burn Inc.
HIRP/48	Hvy Inc. Rocket Pack/48	641	3/6/12/24	x16	-1	+4	1.70	5	Ind. Fire, Slow Burn Inc.
AAM	Anti-Aircraft Missile	2066	8/16/32/64	x10	+1	0	8.30	7	Guided, Min. Range 10
ABM	Airburst Missile	508	3/6/12/24	x10	0	0	2.00	6	AE=1
AGM	Anti-Gear Missile	756	3/6/12/24	x15	+1	0	15.12	4	Guided, Indirect Fire
ATM	Anti-Tank Missile	1956	3/6/12/24	x25	+1	0	39.12	6	Guided, Indirect Fire
HATM	Heavy Anti-Tank Missile	3075	5/10/20/40	x30	+1	0	61.50	9	Guided, Indirect Fire
LAM	Light Artillery Missile	6729	60/120/240/480	x12	-3	+4	16.80	8	Guided, AE=0, Min. Range 40

Recoilless Weapons

Code	Name	Rating	Range	Dam.	Acc.	RoF	Ammo (ea.)	Min. Size	Special
LPZ	Light Panzerfaust	14	1/2/4/8	x10	-1	0	-	2	Disposable
MPZ	Medium Panzerfaust	30	1/2/4/8	x15	-1	0	-	2	Disposable
HPZ	Heavy Panzerfaust	55	2/4/8/16	x20	-1	0	-	3	Disposable
RFB	Rapid-Fire Bazooka	278	1/2/4/8	x14	0	+2	0.79	4	-
LBZK	Light Bazooka	234	2/4/8/16	x15	0	0	0.93	4	-
MBZK	Medium Bazooka	409	2/4/8/16	x20	0	0	1.63	4	-
HBZK	Heavy Bazooka	634	2/4/8/16	x25	0	0	2.53	5	-

Support Weapons

Code	Name	Rating	Range	Dam.	Acc.	RoF	Ammo (ea.)	Min. Size	Special
LFL	Light Flamer	14	0/0/0/0	x5	+1	0	0.06	2	Slow Burn
MFL	Med Flamer	68	0/0/0/1	x7	+1	+1	0.17	2	Slow Burn, Indirect Fire
HFL	Heavy Flamer	134	0/0/1/2	x9	+1	+2	0.27	3	Slow Burn, Ind. Fire
APM	Anti-Personnel Mortar	95	2/4/8/16	x4	0	0	0.36	3	Anti-Inf., Ind. Fire, AE=0, Min Rg 2
LGM	Light Guided Mortar	304	3/6/12/24	x15	-1	0	6.05	4	Guided, Ind. Fire, Min Range 3
HGM	Heavy Guided Mortar	632	5/10/20/40	x20	-1	0	12.60	5	Guided, Ind. Fire, Min Range 5
LFM	Lt. Field Mortar	522	4/8/16/32	x15	-1	0	2.09	5	Indirect Fire, AE=0, Min Rg 4
MFM	Med. Field Mortar	947	5/10/20/40	x20	-1	0	3.79	6	Indirect Fire, AE=0, Min Rg 5
HFM	Hvy Field Mortar	1516	6/12/24/48	x25	-1	0	6.06	7	Indirect Fire, AE=0, Min Rg 6
APGL	Anti-Personnel G.L.	29	1/2/4/8	x3	-1	0	0.10	2	Anti-Inf., Indirect Fire, AE=0
LGL	Light G.L.	316	1/2/4/8	x15	-1	+2	0.90	4	Indirect Fire
HGL	Heavy G.L.	529	2/4/8/16	x20	-1	+1	1.63	5	Indirect Fire

Advanced Weapons

Code	Name	Rating	Range	Dam.	Acc.	RoF	Ammo (ea.)	Min. Size	Special
LPA	Light Particle Acc.	270	2/4/8/16	x10	+1	0	1.07	6	-1 Dam. per R.B., Haywire
HPA	Heavy Particle Acc.	672	3/6/12/24	x15	+1	0	2.68	8	-1 Dam. per R.B., Haywire
LRG	Light Railgun	603	5/10/20/40	x14	0	+2	1.93	7	-
HRG	Heavy Railgun	3339	10/20/40/80	x35	0	0	13.35	12	-
SLC	Sniper Laser Cannon	371	5/10/20/40	x12	+1	0	1.48	4	-1 Dam. per R.B.
HGLC	Gatling Laser	350	2/4/8/16	x16	+1	+1	1.06	4	-3 Dam. per R.B.
LLC	Light Laser Cannon	483	5/10/20/40	x16	+1	0	1.93	5	-2 Dam. per R.B.
HLC	Heavy Laser Cannon	623	5/10/20/40	x20	+1	0	2.48	5	-3 Dam. per R.B.
LPLC	Lt Pulse Laser Cannon	474	3/6/12/24	x20	+1	0	1.90	5	-3 Dam. per R.B.
HPLC	Hvy Pulse Laser Cannon	642	3/6/12/24	x24	+1	0	2.57	5	-4 Dam. per R.B.

Close Combat

Code	Name	Rating	Range	Dam.	Acc.	RoF	Ammo (ea.)	Min. Size	Special
CR	Chassis Reinfor.	Veh. Size	0/0/0/0	+1 Dam.	0	0	n/a	n/a	Physical Attack Only
MF	Mauler Fist	61	0/0/0/0	x9	+1	0	n/a	3	Armor Crushing
HWP	Haywire Whip	110	0/0/0/0	x7	+1	0	0.44	4	Entangle, Haywire
CS	Chain Sword	20	0/0/0/0	X9	0	0	n/a	3	-
VB	Vibroblade	16	0/0/0/0	x8	0	0	n/a	3	Physical Attack Only
VR	Vibrorapier	27	0/0/0/0	x6	+1	0	n/a	3	Armor Piercing
VA	Vibroax	34	0/0/0/0	x10	-1	0	n/a	3	Armor Crushing
SKG	Spike Gun	38	0/0/0/0	x12	-1	0	0.15	3	-
HSKG	Heavy Spike Gun	66	0/0/0/0	x14	-1	0	0.27	4	Armor Piercing
HWG	Haywire Grenade	10	0/0/0/0	x10	-1	0	n/a	2	Haywire
HG	Hand Grenade	11	0/0/0/0	x15	-1	0	n/a	2	Anti-Infantry
HHG	Heavy Grenade	21	0/0/0/0	x25	-1	0	n/a	2	-
SDG	Self-Destruct Grenade	60	0/0/0/0	x30	-1	0	n/a	2	AE=0
PP	Piston Punch	13	0/0/0/0	x10	0	0	n/a	2	Clumsy

TAKE TWO

"And action!" At the director's call people began to move across the sand-swept street and multiple VidTech 27A trideo drones hummed about in preprogrammed patterns. Dayvid Starr began running on cue, pushing his way through the crowd, a dedicated drone close behind him and another keeping its lenses locked on his face. "Second team, go!" The director pointed to the two *Hunters* standing off camera and they began to move forward at a run. The crowd scattered somewhat convincingly as the four-meter tall metallic monsters began to pursue the leading man. They chased him around a corner.

"Cut! Looks good people, let's set up for the next shot." The director wiped his considerable brow and got out of his chair. "I want a reverse angle on that around the corner." As the security teams began to move the crowds of Khayr ad-Din away from the corner where they were to shoot, the leading man of *Second Destiny*, approached the director. Philbert Bull braced himself for another bout of "creative input" from Starr.

"Phil, I'm still not sure about this scene." Starr slipped on a gel-filled cooling jacket and a pair of 900-dinar sunglasses. They were gold-rimmed, and the light glinted yellow off them. "I don't think that Cherubim really would run away."

Bull swallowed a gulp of water from his cantina. "Dayvid, he's being chased by Gears through the streets of this trash heap. No weapons, no nothing. He has to run." He swallowed again — he couldn't get enough water in this hell hole.

"Well, I've always played Cherubim as a man of action. Someone who doesn't turn away from his problems. He should be fearless and here he is running away. When I came here to train last cycle, I understood that in Khayr ad-Din showing fear is tantamount to admitting defeat."

Bull asked himself again why he had to work with prima donas. "I don't think you get this, Dayvid. These are Gears. What the hell are you going to do to them?"

"Look, this city is full of mercenaries, right?" Starr pointed at a random agglomeration of street urchins and "trashers," almost as if he believed them to be cutthroat killers. "So I steal a weapon from somebody else. I'm supposed to be accepting my destiny as a warrior, right? So this way we get to show me doing what I have to do to fulfill that destiny." He dramatically paused and Bull could almost see the gleam of satisfaction behind the lenses of his sunglasses. "Think of the statement we'd be making. Think of the cinematic poetry."

Bull wondered just what Dayvid Starr knew about poetry, cinematic or otherwise. This film was going to pay a lot of bills, so he just had to put up with its leading man and learn to improvise. "Well, yeah, but don't you think the poetry would be stronger if you faced them with the instrument of your destiny?"

Starr took off his glasses and walked briskly back and forth, muttering only vaguely in Bull's direction. "Yes, yes. That's it. The instrument of destiny..."

"So you're running, but you're not running away from anything. Instead, you're running toward your destiny, toward your Gear. This can be the climactic moment when you get back in the cockpit and take charge of your future."

"Excellent! I'll go get ready for the last part of the escape." Starr slipped off the cooling jacket and walked toward the intersection that was being ppped for the shot. He stretched his arms as he walked away, but then turned to speak. "Phil, this is great!"

Bull doubted the script-writers would be so overjoyed. He really hoped he could get back to Port Oasis by the end of the season, but he doubted that, too.

7.1 STANDARDIZED VEHICLE CODE (TN 1914-1933)

During the War of the Alliance, the joint military staff of Terra Nova realized that the identification procedures used for the military hardware of the different armies were very different and often highly confusing. Not only did identification codes vary between city-states and leagues, they also sometimes differed between the manufacturers themselves!

Faced with the colossal task of organizing supply lines for multi-national units and keeping tabs on Terra Nova's now precious weapons store, the brass commissioned the drafting of a new type of identification system that would answer the needs of quartermasters planet-wide, regardless of their allegiance or equipment. A select team was hastily assembled and put to work in a marathon session that would quickly become known as the "Committee from Hell" (see **Northern Vehicle Compendium**, page 202).

The newly-designed identification system was then systematically applied to all vehicles in service at the time, regardless of their previous ID codes. Many officers on all sides argued loudly (and still do) that such a system would just cause even more confusion than before. Unfortunately, they were right — the new codes, although seemingly logical at first glance, were never truly standardized and soon proved extremely confusing.

The identification process works well enough for the most common machines in the armed forces, or the more traditional ground vehicles. It only breaks down when applied to the myriad of specialized Heavy Gear models in service. Gears, by virtue of their humanoid shape, are extremely versatile. Although they are generally assigned a standard weapon payload (and thus ID code) to simplify the supply and maintenance process, Gears can and do exchange their weapons simply by picking a new one up. The identification code changed with each change in payload and the fortunes of war and supply lines being what they are, quartermasters had a hard time keeping track of individual vehicles. This phenomenon is one of the reasons why there are so many fully functional military Heavy Gears in service in civilian and paramilitary groups in the Badlands — these machines simply "disappeared in the cracks of the system."

Representatives of most Southern armed forces (at least their supply officers) have been calling for a revision of the Standardized Vehicle Code almost since its inception. Bureaucratic inertia has kept the coding system in place, but rumors of a new system float around Port Oasis every cycle, seemingly without effect.

7.1.1 SOUTHERN CODES

Two sets of ID codes are in general use: one for the North and one for the South. The provenance prefix is first (either HACS or OACS), followed by a number that describes the frequency of the unit of this size class. For Heavy Gears and strider, the last suffix explains the function of the vehicle. Southern non-walker vehicles were identified by a letter indicating the type of vehicle, followed by a serial number. The new system is similar, except that the ID letters are more standardized and preceded by the prefix "S" (for Southern vehicles). Aircraft are generally exempted from this rule. Since the War, the new code classification is more prevalent than any other.

Example: the *Jäger*'s new code is OACS-01M/SU. This means that the vehicle is a Southern unit (OACS), is the most commonly present (01), is a medium-sized, general purpose Heavy Gear (M) and is mass-produced for the common soldats (SU).

To ease battlefield identification, Gears and vehicles are often stenciled with various identification codes. These markings are sometimes removed in favor of complete camouflage. From **Opérations Militaire**, TN 1929.

Southern Military ID Code

OAVS	Oversized Anthropomorphic Vehicle System (civilian models)
OACS	Oversized Anthropomorphic Combat System
OWCS*	Oversized Walker Combat System
L	Light (Scout, Light Assault)
M	Medium (General Purpose)
H	Heavy (Fire Support)
ART	Artillery
AS	Assault
CST	Customized
DST	Desert Specialist
ENG	Engineering
OU	Officer Use
PT	Paratrooper (airlifted)
SC	Scout
STR	Strike
SU	Soldat Use
SW	Swamp
TE	Fire Support (High Precision)

*This is a strider ID Code prefix.
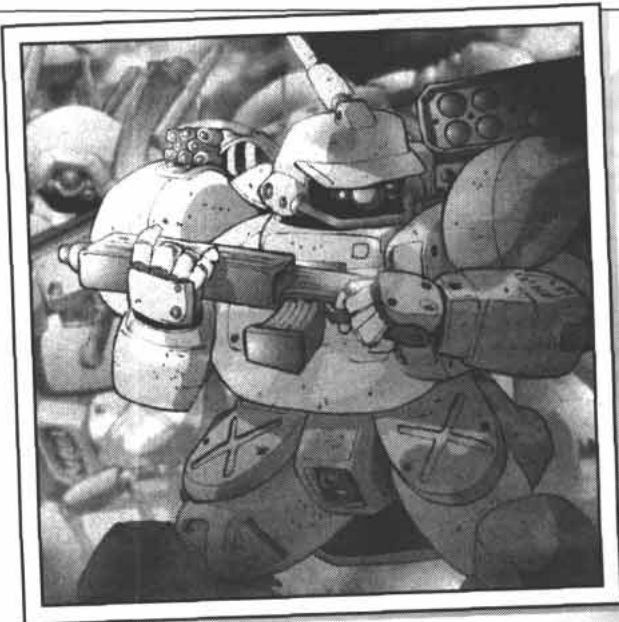
7.1.2 OLD PRODUCTION ID CODES

As mentioned previously, before the War of the Alliance all manufacturers used different systems to assign identification codes to the machines they produced. Many still do, even though they know the vehicle will be assigned an "official" code if and when it enters military service. This may make the study of Terranovan military history very confusing for students, since each vehicle will often have more than one ID code depending on the historical period and the point of view considered.

Heavy Gears were so innovative at the time of their introduction that a traditional millennia-old custom was ignored. Unlike many other vehicles whose identification codes normally consist of one letter plus some number, all original Gear codes consisted of one or two letters followed by a number, plus some letters and numbers to express variants. In general, Gears received numbers in the order in which they entered service — for example, the *Jäger* was the first Southern Heavy Gear, as denoted by its AV-1 code (note: AV stands for Advanced Vehicle). Later on, they would receive even more complex ID numbers.

For the reader's information, the table below lists the original military identification codes of some of the most common walkers presented in this Compendium. Note that prototype codes and individual production serial numbers are not included in this list for clarity and simplicity.

Pre-War ID Codes

Vehicle	Original ID code(s)
Anolis	ALV-1
Artillery Naga	S807
Basilisk	AV-5
Black Adder	AV-6-2
Black Mamba MP	AV-7/MP
Blitz Iguana	ALV-2/AS
Blitz Jäger	AV-1B
Chameleon	ALV-2STH
Chatterbox	ALV-2EW
Dartjäger	AV-1/RRV
Desert Viper Mk II	AV-4-2
Fire Dragon	S818
Flammjäger	AV-1/FLM
Iguana MP	n/a
Iguana Para	ALV-2PA
Jäger Command	AV-1/C, AV-1A/C
Jäger Paratrooper	AV-1P
Jäger Recon	AV-1R
King Cobra	(Prototype) ASHV-4
Python	AHV-03
Razor Fang BM	AV-7/C
Sidewinder	AV-6
Silverscale	AV-5/SCT
Snakeye BM	AV-7TE
Stone Mason	AARV-1
Striking Cobra	AHV-4B
Support Cobra	AHV-4C
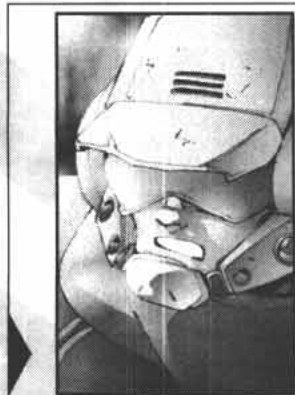
In the Field

By TN 1915, the new vehicle identification system had trickled down to the various units and was being implemented by supply officers and vehicle manufacturers alike. Reactions to the change were mixed at first: everybody agreed that a common system was required to simplify resupply, but the complexity of the new official codes was a constant burden on the time-pressed clerks and procurement officers.

The soldiers laughted at first, then learned to use the various codes. Their length contained much of the information that was required, such as the provenance, type and general function of the vehicle, but soon proved much too cumbersome for daily use. Some reverted to old standby names or codes, while others shortened the official codes in a sort of "battletalk" that enjoyed a certain popularity until the end of the War, mostly on the Western front. *Jägers* became "O-one-M," while *Hunters* were simply known as "H-one-MP."

Since the end of the conflict, many patriots in each league's high command have pushed for a return to the old ways. The present system is ill-suited to the needs of a modern fighting force, they say, and must be simplified and updated to take into account the new models being developed. As the War system becomes more and more obsolete, their voices grow louder and it is only a matter of time before the majority of the armed forces join their camp.

7.2 COLOR SCHEMES

Like most military vehicles, Gears are painted according to several criteria: the environment in which they will operate, the unit to which they belong and other, more mundane considerations such as ease of maintenance and the color of the cheapest paint available (although, to tell the truth, the latter is rarely a factor). Like other military vehicles, Gears generally have a drab and functional paint scheme when they are assigned to the field, but can and do sport more colorful attires when on guard duty in the city-states.

Painting a vehicle with as many moving parts as a Gear or a strider is no small affair. Using spray guns and lots of masking mediums and templates, the technicians apply colors and markings to the hull of the vehicles under their care, their work based on established patterns laid down by headquarters. In times of conflict, the vehicles sometimes must be painted with brushes in the field, using whatever type of paint is available in the hope of matching the colors required.

All vehicles must be periodically repainted because paint scratches off on moving parts such as hip armor plating or foot plates. Damage to the paint may also be caused by minor collisions with other vehicles or objects such as rocks or buildings. This is especially true of Gears, which have a lot of moving parts coming in contact with each other. Some of the older Gear models had to have their feet and lower legs completely refinished every half cycle just to avoid metallic reflections that might give them away on the battlefield.

To facilitate the task, a standardized system has evolved over the cycles. Each vehicle is separated in several distinct areas for the purpose of describing their color scheme: hull, turret, wing, etc. Heavy Gears, by virtue of their many articulations, are usually considered to consist of more than eighteen different areas: feet, lower legs, thighs, hip armor, torso, shoulders, upper arms, lower arms, hands, head and backpack. Some military historians consider the generator and pump housings on the backpack to be separate areas. Each separate limb section is considered to be one area (for example, each foot counts as one); this helps when describing the Gear's colors and determining the location of the regimental markings.

Many pilots take great joy in adding personal markings to their Gears. Here a OACS-03H/FS Python sports the beloved Barnaby and Hoppy, from the "Barnaby's Happy Hour" Hermes 72 trideo series. From **Opérations Militaires**, TN 1933.

7.2.1 BASE COLORS

Most modern war machines are immediatly repainted to their unit's specifications soon after delivery. It is not unknown, however, for some parts to remain bare, either by economy, practicality or design. These parts will then have the original paint scheme applied at the factory or the natural color of the material(s) that comprise them.

Mechanisms, depending on the material used in their manufacture, will generally be dull metallic blue-gray in their natural, unpainted state. Some parts, such as the actuators, may have a high chrome finish for increased corrosion resistance and reduced friction, but their high reflectivity means they are likely to be hidden within the structure.

The same reasoning applies to the armor plates. Bare armoplast (i.e. before painting) has a dull, dark tan finish, the upper ceramic glazing being semi-transparent. Some glazings have a different chemical composition and range from light sand to pure brown in color, so a base camouflage paint may be unnecessary.

7.2.2 ENVIRONMENTS

Terra Nova is a planet of contrasts and feature many different ecosystems, each with its own colors and characteristics. It would be impossible to create a camouflage pattern that would be effective in all of them, and so standard patterns have evolved in several distinct categories, each one corresponding to a specific environment.

The following categories represent the camouflage patterns most commonly used by Southern military forces. As the tactical doctrines change over the cycles and new ideas and concepts are tried out, the patterns morph and change much like the living terrain they are supposed to emulate. As a result, these examples should not be considered all-encompassing: there are many more out there.

7.2.3 THE EFFECT OF CAMOUFLAGE

Combat units have a wide variety of complex sensors at their disposal, all of them designed to find an enemy vehicle or unit amidst the clutter of the battlefield. Normally, in this age of high-powered sensors, camouflage would seem obsolete — any unit capable of bringing harm usually has the sensors to give itself some worthy targets.

Still, sensors are not fool-proof. Monopole deposits can confuse magnetic anomaly detectors, stealth systems and ground obstacles can send back phantom radar echoes, heat signatures can be disguised, etc. Giving the enemy a brightly colored hull to spot would be pure folly, especially with so many sensor systems being based on visual input.

Camouflage does not make a unit invisible, but it does tend to make it a lot less conspicuous (and a whole lot more likely to be disregarded by a weary sentinel). Contrarily to what many think, camouflage does help to fool visual sensors. It is also highly practical for hiding and storing a vehicle.

Broken Ground
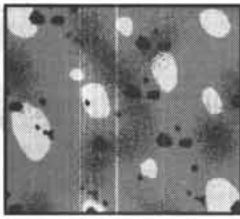
Broken ground is a common term that covers a wide variety of hilly and rocky terrain, such as the savannah and sloping terrain that lead into the southern territories. Broken ground, as its name implies, features numerous small hills and elevation changes as well as the occasional boulder or large rock formation. The soil itself is covered with shrubbery, other small vegetation and loose rocks that make high-speed travel very difficult for vehicles. The camouflage pattern worn by units operating in such an environment often reflects the one shown at left. Small dots and patches of alternating light and dark colors match the irregularities of the soil, the color of which is used as a base for the overall color scheme. In the deep savannahs of the Badlands border, this is most often a sandy brown color mimicking the johar grass.

Desert
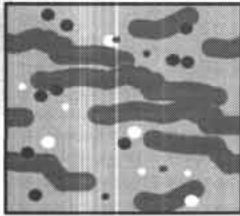
The denomination "desert" covers what is perhaps the broadest camouflage category in existence. Although the word conjures up images of pale brown sand stretching to infinity, the reality is somewhat different. There are dozen of different types of desert, each with its own individual colors and patterns, and even in the gigantic Badlands more than one type can be found within a specific region.

The simplest and perhaps most popular desert camouflage is a sand-colored coat of paint. This color can be yellowish pale brown, but other colors have been used too — whatever matches the color of the local sand. While this works well against an uninterrupted sand backdrop, it is of little help when the terrain becomes more chaotic. Southern forces use it only when pressed for time.
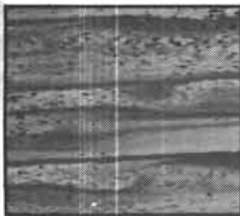
One of the most popular desert paint schemes currently used by the MILICIA is the one sported most prominently by the recon regiment known as the *Azure Devils*. The hull is desert yellow with an irregular pattern of thin brown stripes. Small black and white dots are laid on top at random, breaking down the overall appearance of the camouflage pattern. This camouflage has also proved its worth in the broken terrains of the southern savannah.

Another popular southern desert camouflage is the "wavy dunes" color scheme. A series of dark tan and brown horizontal waves are applied evenly over a light tan base color. Although somewhat complex to apply, it provides excellent concealment in the dunes of most equatorial deserts.

Jungle
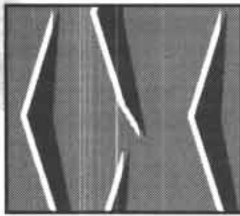
Jungles are common in the lower basins of the Southern Hemisphere. There are many hot and humid climates that allow huge rain forests to prosper. Hot winds from the equatorial regions mix with the water of the southern valleys to grow tall and lanky trees along the shores of the rivers and lakes. The southern armies have thus been forced to develop several official jungle camouflage patterns, two of which are shown here at left.

The base color is a medium olive green, on top of which "leaves" of a darker, richer green are applied at random. Strips of earth colors, such as tan and light brown, are then applied to the surface to further break up the overall silhouette.
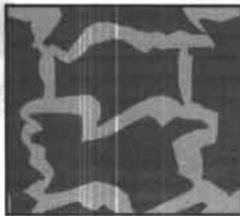
The typical MILICIA jungle camouflage, as exemplified by the *Jungle Prowlers* Gear regiment, usually features a pattern suitable for both savannah and jungle. The torso, arms, thighs and ankle armor of the Gears are painted medium jungle green while all other body parts are painted light jungle green. Large spots of a darker shade of the base color are then applied at random, along with small very light and very dark green spots. This camouflage is also used on armored vehicles, with the upper half painted in light jungle green and the lower half in medium jungle green.

Another jungle camouflage gaining popularity is the "giraus skin," so-called after a small lizard-like animal common to the southern jungles. The pattern is made up of irregular, jagged dark green spots painted over a medium olive background. The spots interlock — roughly — with each other to create a fragmented outline of the machine wearing the colors. It is tiresome -consuming to paint because of its complexity.

Mountain

The geological history of the Southern Hemisphere is not as complex as that of the north. As a result, the south features less mountain ranges and more plains and valleys. Nevertheless, various camouflage types were developped for combat duty in such environments. Many have been designed in such a way as to be useable not only in the mountains, but also in the hills and broken ground that cover large regions of the interface with the Badlands.

The common "broken mountain" pattern is currently in vogue with units stationed along the mountain chains that crisscross the territories of the southern leagues. It consists of a pale brown base, which is similar in color to the native soil and weather-beaten rocks, with jagged triangular red-brown patches painted over it. The patches are painted in at least two different shades of brown to further break up the outline. Known variations on this pattern include wavy lines instead of patches and large spots that grow further apart toward the head of the machine.
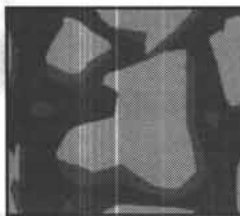
Another common mountain camouflage pattern is composed of large spots echoing the form, color and general size of large rocks in the area, painted over a green background. Each "rocky" area of the paint scheme has its own shadow, painted in a slightly darker shade than the area itself. In general, the "rock" patterns are concentrated near the bottom half of the vehicle, with more green showing through on the upper parts. Some vehicles have no rocky patterns at all on their upper surface. This paint scheme is mostly used by combat units operating in areas where large rocky hills and small mountains half emerge from the surrounding sea of vegetation.

Pattern-breaker

Pattern-breaker camouflage does not actually hide the unit, but breaks up its shape and silhouette to make visual identification more difficult. The actual colors used do not matter much, although they are always flat and muted to avoid attracting unnecessary attention. Pattern-breakers are usually applied to very large units such as landships and main battle tanks, which would not beneficiate much from more classic forms of camouflage.

Some pattern-breakers are used with local colors in an attempt to merge the advantage of both traditional camouflage and pattern-breaking color schemes. This is most often the case with broken ground and mountain camouflages, which are used in environments where jagged edges and sharp color gradations are common.

Other types of pattern breakers have been experimented with over the cycles, though the basic principle remains the same. In general, stripes of contrasting color will be painted across the various features. Others have tried different patterns with geometric forms such as dots and rectangles, hopefully succeeding in their objective of making a war vehicle appear as a junk heap or a strangely shaped shadow.

A pattern-breaker paint scheme does not have to make visual sense to perform its function. In fact, one could theorize that the less sense it makes, the better it works. The "Kaotic" paint scheme is certainly a step in that direction. It is composed of a jumble of intercrossing lines, geometric shapes and spots, painted using whatever color is available (though overly bright colors tend to be avoided, for obvious reasons).
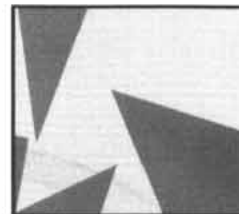
Polar

Terra Nova is a hot world, slightly closer to its sun than Earth. As a result, few locations on the planet possess what could be described as a polar climate, and fewer still are located within the Southern Hemisphere. The camouflage shown at right has been developed for the rare operation in this type of terrain. It consists of a white base coat with forest green sections laid on top. The green color can be replaced by another color matching whatever vegetation is present at the site. Polar camouflage is always applied just before a mission and removed immediately after with a special solvent that does not affect the vehicle's "true" paint scheme. As a result, the polar camouflage is sometimes unevently painted and the vehicle's original colors may occasionally show through the white, making the vehicle look as if it had been sugar-coated.
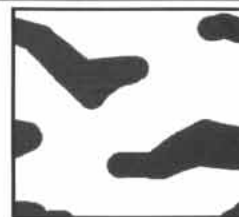
Swamp

The Southern Hemisphere features an inordinate amount of swampy areas. The water from the MacAllen network seeps to the surface and helps develop a swamp ecology in the lower valleys where it accumulates. Southern swamps tend to have a green-brown color due to the large quantity of algae floating in the water. As a result, most swamp camouflage — many variations of which are currently in use — have patterns based on these two colors or shades thereof. The most commonly seen is an amalgam of two close shades of green, applied at random on the entire hull, followed by a brown coat which is transparent on the upper body, but get progressively darker toward the lower portion. Another popular camouflage is much simpler: the entire machine is painted a sick olive green and splashed at random with two types of brown paint.

Urban

Although most combat vehicles are far too large to fit into the narrow streets of most Terranovan towns (much less the winding paths of the quasi-arcologies that are the city-states), Gears are usually able to negotiate them without too much trouble. An urban camouflage series has been designed by the southern armed forces for their numerous "peacekeeping" actions. The pattern's function is not so much to hide the war machine, but to break its silhouette as it moves between the buildings. The pattern shown at right is typical of the most recent trend, with various shades of gray and brown painted as semi-random geometric shapes on the hull. Variations on this pattern match the shades and shapes of the urban environment in the city where the battle will take place.
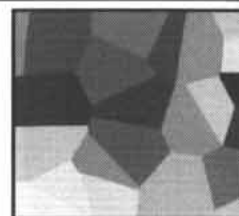
White Sand

The Great White Desert remains one of the most unexplored areas on the planet. This is primarily due to the presence of large deposits of white sand, a mildly corrosive, very fine, volcanic ash. White sand can be carried by the high winds of the Badlands from the volcanoes in the middle of the desert to the very edge of civilized territory. Experienced desert travelers have learned to avoid the regions where it accumulates. Battlegroups may sometimes face off in a region known to harbor some white sand. At least one type of desert camouflage has been developed to take advantage of this: it consists of a bleached tan color, extremely faded, covered by waves of shades of very light brown. Together, these colors imitate the small dunes of white sand deposits and have proven extremely effective in the past.

Woodlands

Not all Southern forests are densely packed steamy jungles: in many places the trees grow far enough from one another to allow the existence of ground vegetation. The resulting combat environment is quite similar to that found in the northern forests, and as such requires similar camouflage patterns. The most common pattern used by the MILICIA is a complex one based on shades of green and brown (two of each). The upper section of the vehicle is first painted in a light forest green, which is then followed by large wavy zones of a slightly darker shade of green. The process is repeated on the lower surfaces with a light brown. When painting Gears, the color delimitations are usually quite sharp, each section being painted separately (for example, the thight armor will be painted brown whereas the hip armor skirts will be green).

7.3 INSIGNA & MARHING PLACMENT

ID Number (Aerial Recognition)

"Emergency
Hatch Release"

"Lift Here"

Rank Badge

Unit Badge

Distinctive Color
Scheme Element

Serial Number

Main ID Number

League Logo

Hill Markers
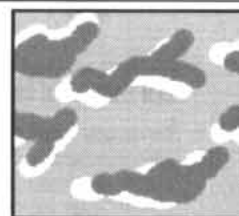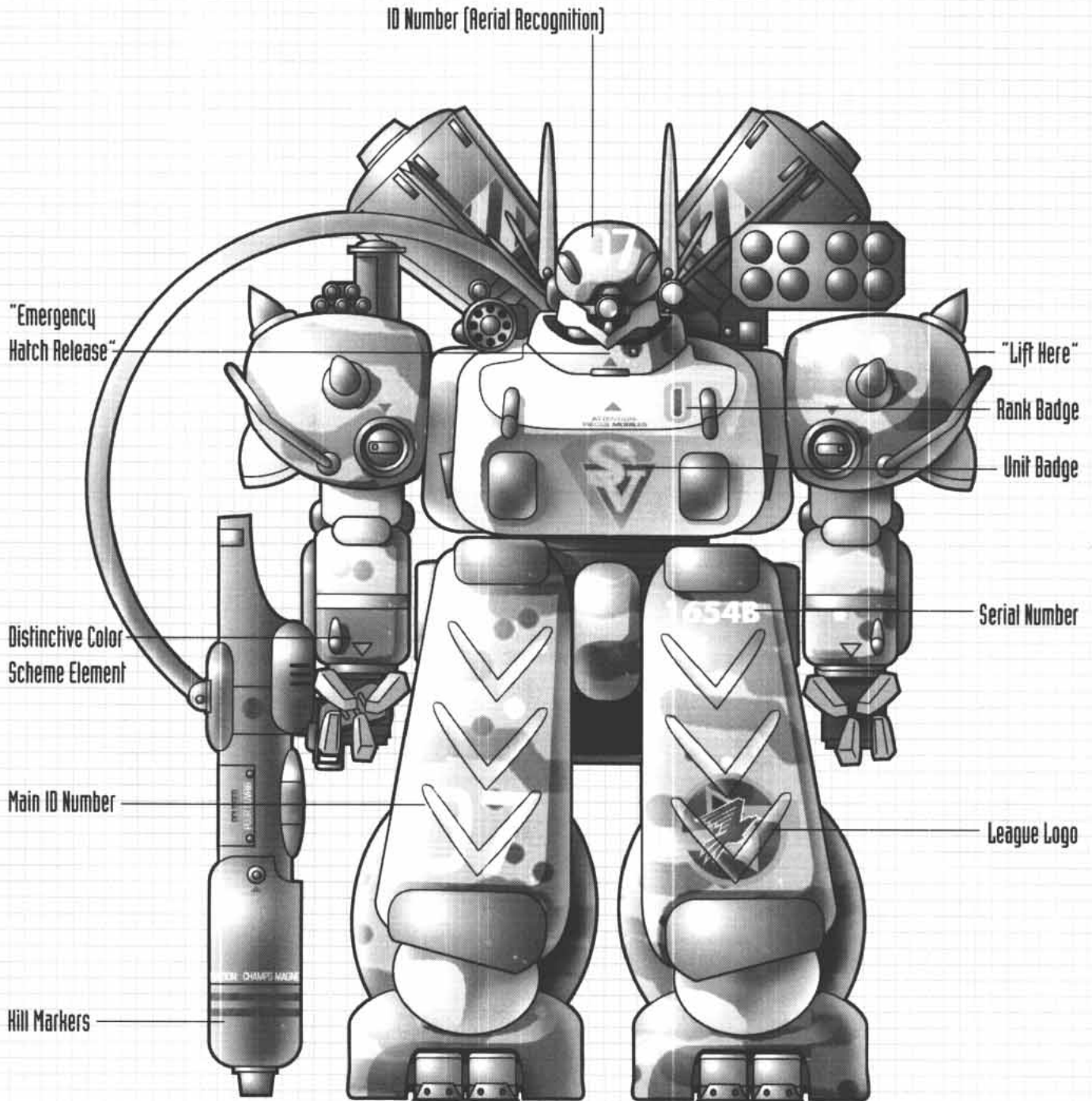
Unit Colors and Heraldry

The unit colors and heraldry are one of the most disputed subjects of all. Some pilots would think nothing of going into battle in full parade dress, their vehicles resplendent in brightly colored livery. Others argue (often with reason) that doing so is an open invitation to get shot and shun all except the smallest identification codes on the hulls of their battle machines. Most walk the middle road and adorn their charge with small, muted versions of their standard badges and insignias.

"Danger"

"Attention"

League Logo

Unit Badge

Serial Number

"Open Here"

Unit Number

"Attention: Moving Parts"
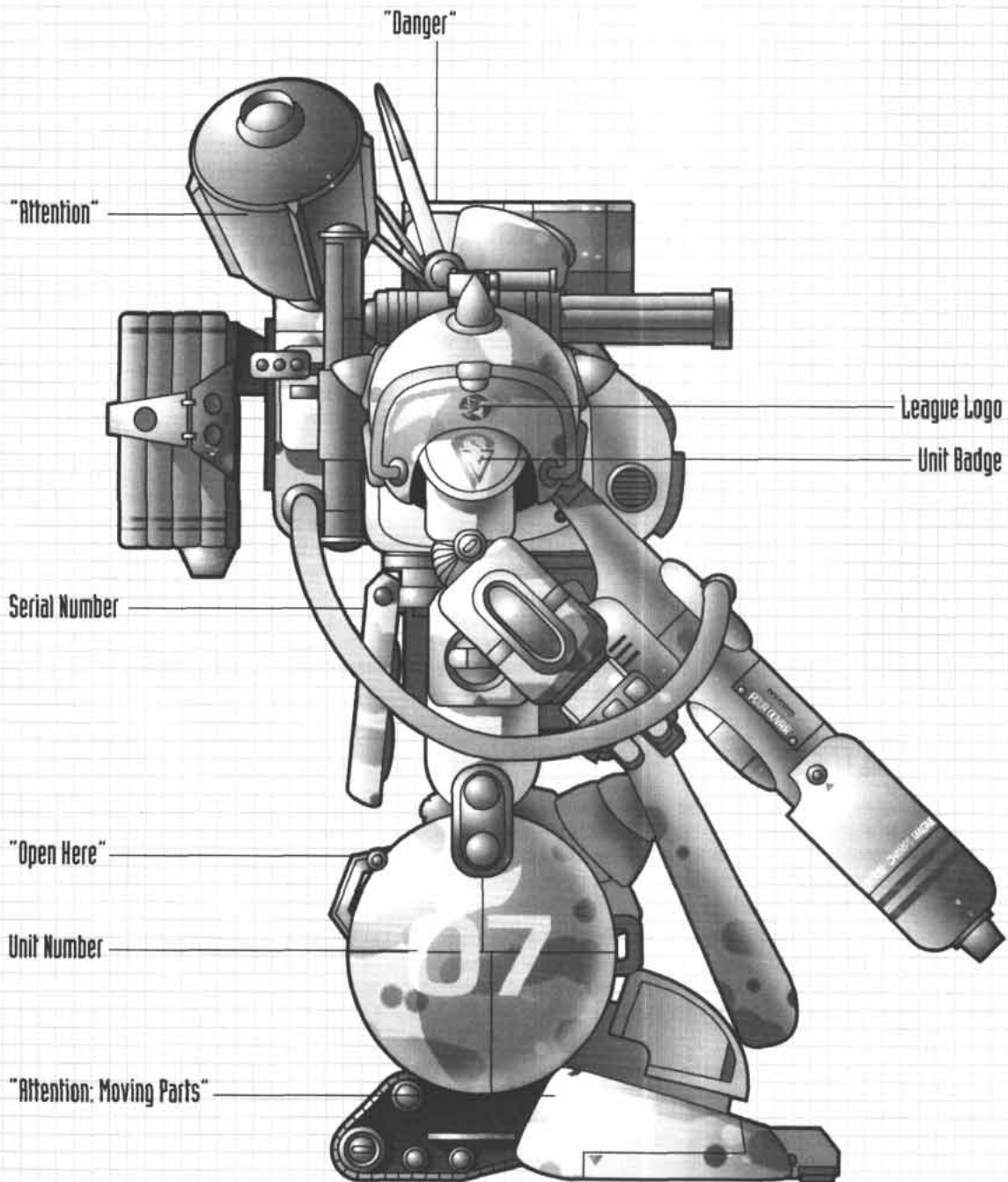
Unit Colors and Heraldry (continued)

The two views above show the most common placement of units badges and markings on the body of a Heavy Gear. Although a *King Cobra* of the *Silver Vipers* regiment is shown here, the general pattern applies to most southern combat units. Since all Gears are roughly the same shape, the placement of the various danger signs and caution markers will also be somewhat similar, regardless of the actual vehicle type.

7.4 MILICIA FIREBASE
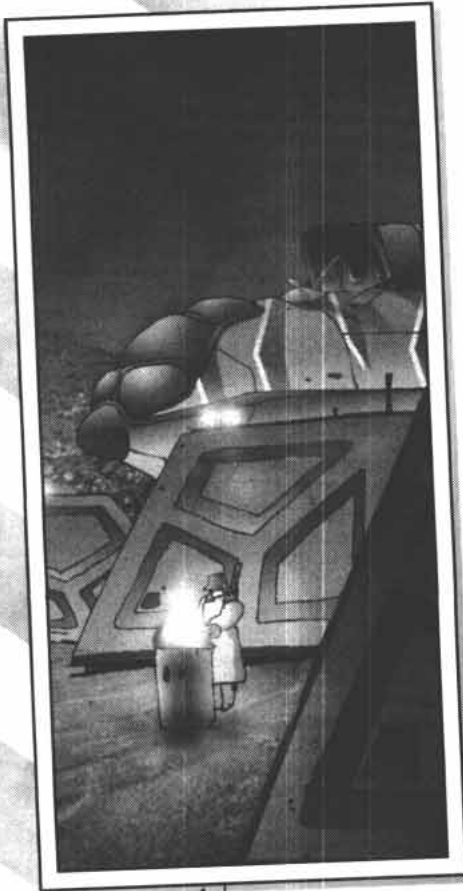
Because of their inter-league composition, MILICIA units are often seen as a group of cheap second-raters who exist only to fill out the ranks and accomplish tasks beneath the attention of the regular army. As a result, they are often assigned to long, boring campaigns in the field. These often take columns of vehicles and soldiers through the Badlands or the wilderness between city-states for weeks at a time. The modern campaigns are mostly for patrol and peacekeeping nowadays, though they used to be more offensive in nature. The modular field firebase shown here was developped to serve as a storage, rest and repair base area for MILICIA units during these extended campaigns.

At first glance, a typical firebase does not look very impressive. A series of low bunkers are placed near the middle, surrounded by whatever earthworks the engineers have had time to dig. Small guard towers are placed along the most vulnerable sides. In hostile regions, lengths of razor wire are strung around the perimeter while simple spikes and tank traps are dug just outside the compound to slow down attackers. In most cases, however, such precautions are unnecessary — a simple wire fence is erected to keep small thieving animals at bay, the security being assured by foot patrols and guard towers. Firebase modules in prepared positions are considered to be protected by their own revetments and barbed wire. See the **Tactical Field Support** sourcebook, page 40, for more information on revetment and field engineering.

Since its elements need to be carried by the campaign group, a firebase is designed to be broken down into a series of smaller modules. These modules can fit into most of the transport trucks and aircraft in service in the southern armies, especially the helicopters. All the components have been designed to fold into each other or otherwise be removable so as to take as little space and weight as possible inside a module. Each trooper has to carry part of his own equipment and bedding, which also folds down to simplify transport; the rest is carried in the trucks or on the backs of the Gears.

Whenever the combat group settles down for the night, the engineers first clear a convenient surface (with their vehicles' mining tools or explosives, if necessary). A basic system of trenches and revetments is then quickly dug under the supervision of the group's engineers. The field equipment is unpacked and locked down in prepared positions inside modular field barracks. An experienced team can put the entire firebase together in a little less than a day. Although most firebases are based on the pattern shown here, the modular nature of the system allows more complex facilities to be created given a little time and resources. Field technicians have proven adept in the past at modifying the various existing module types to increase the comfort of the base's crew. These changes usually include a certain amount of customization based on either specific requests or the initiative of the technicians themselves; for example, many regiments require special preparations for the storage of their Duelist's Gear and equipment.

7.4.1 GENERAL APPEARANCE

The firebase modules all share the same hard, edgy look, as they are composed mostly of plain interlocking surfaces. Their walls are molded in tough armoplast-derived composites, with structural members and locking pins already incorporated into the material. All components are painted in dull colors, either sandy brown or jungle green, depending on where the unit will serve. The color usually weathers after a few seasons, and the resulting discolorations help blend the firebase with its surroundings. If necessary, camouflage netting can be attached to recessed latches on the panels' outer surfaces.

The basic configuration features many modular units: barracks, storage, office, mess hall, etc. All are built using roughly the same standardized elements, walls, door panels, etc., with only the internal arrangements differing. The wall panels are light but quite strong, and are similar in composition to vehicular armor; in theory, one could use them as hard cover during a firefight (as long as only small arms are involved). Latches and locks on each side of the panels make for a strong structure, which can be further reinforced with internal braces if needed.

Each barrack or storage module is equipped with a series of internal light panels. Light panels can be hung on special pins on the inside face of the standard wall/ceiling section. Each contains a flat, rechargeable battery that is sufficient to last the entire night. A universal adaptor plug allows it to be recharged by almost any kind of generator, be it a vehicle engine, solar panel or hand crank. As a result, most firebases are well-lit on the inside, though most external lights are usually turned off to save energy and avoid attracting undue attention. The hard plastic of the walls is completely opaque and generally has no windows.

Although certain southern armies, such as the Republican forces, are big on appearance and formalities, in the field these are rapidly abandoned by the crew as a matter of practicality. Weapons and vehicles are still regularly cleaned and checked, but the men and women must often forego basic cleanup in the oppressive heat of the jungle or desert. Living quarters are kept somewhat tidy, but the external panels are often covered by a coat of dust or grime that never entirely wears off. Portable, self-contained hygienic facilities are located in the barracks, but they seem to be always either clogged or occupied. As for showers, they are located outside and use whatever water the soldiers can collect, though they often have to run on fine silicate instead (see next page).

Firebases tend to have very distinctive smells: the raw odors of oil, ammo fumes and too many unwashed bodies hang in the air. There are those who joke that it is possible to find a MILICIA firebase by nose alone; to which the soldiers inevitably reply with a curt invitation to "come spend a season in the jungle and see how you like it."

7.4.2 EQUIPMENT

Most of the equipment in the typical firebase is very simple in nature. Any high technology items are brought as part of the troopers' equipment and assigned separately, though most firebase kits come with at least one built-in communication center. The rest of the place is living and storage space, mostly empty volume settled according to the needs of the troops. Basic hygienic facilities are installed within the barracks, but external sandshowers (drinking water is generally too precious to waste on showers — scrub with sand instead) are separate elements.

A small guard tower can be found facing each vulnerable location of the compound. Like the rest of the structure, it consists of modular interlocking girders and armoplast plates that can be taken down and folded away for transport. The standard tower model can accomodate three soldiers (four if really huddled together) and is equipped with twin pintle mounts for weapons and a searchlight with a fully autonomous power supply.

In more dangerous locations, troopers will often take the time to put some more sophisticated guard systems together. Among these, the relatively simple seismic sensors are usually prefered as they are more reliable than infrared scanners required less attention. A few types of automated sentry guns can be linked to this, though problems with IFF (Identification Friends & Foes) have caused problems in the past. The low tech fences are also used: placed in complex patterns and topped with razor wires, they are sure to slow down even the most determined attacker.

7.4.3 CONTENTS AND CAPABILITIES

The exact equipment found in each firebase varies enormously, but the following list can be considered average and fairly representative of the typical unit.

Typical MILICIA Firebase

Name	Qty	TV equivalent
Hangar Module	3-5	30-50
Cutting Torches	1	-
Electronic Tool Kits	1	-
First Aid Kits	3	-
Flashlights	10	-
Gas Masks	12	-
Geiger Counters	1	-
Goggles	6	-
Mechanical Tool Kits	1	-
Personal Computers	2	-
Ropes (250 m)	10	-
Smart Glue Packs (2.5 kg)	5	-
Storage/Barrack Module	1-3	350-1050
Collapsible canteens (one liter)	20	-
First Aid Kits	5	-
Flashlights	6	-
Ropes (250 m)	3	-
Smart Glue Packs (2.5 kg)	3	-
Command Module	1	700
First Aid Kits	1	-
Flashlights	2	-
Personal Computers	3	-
Trideo Receiver	1	-
Water Distiller	1	-
Defensive Works (Fence and Revetment)	1	build on site
Technicians, Rating 3	1	200
Technicians, Rating 2	4	400
Spare Parts (500 Mechanical Salvage Points)	1	-
Spare Parts (50 Electronic Salvage Points)	1	-
Fuel Tanker Vehicle (160,000 liters)	1	42
Ammunition Storage (500 pts worth)	1	500
Total		2222-2942

Each firebase normally also has at least a few trucks and Work Gears to move damaged vehicles and pallets of supplies around.

HANGAR TOOL MODULE

Threat Value:	10
Size:	3
Crew:	n/a
Armor:	3/6/9

Perks & Flaws

Name	Rating	Game Effect
Easy to Modify	-	+2 to Repair and Modify rolls
Hostile Environment Protection	-	Desert
Micro-Lab	-	Electronic, NNet or Weaponry
Tool Arm	8	Torso Winch, cannot punch
Annoyance	-	Foul smells
No Sensor	-	Cannot perform Active Sensor checks
No Communication	-	Cannot communicate
Large Sensor Profile	1	Easier to detect

BARRACK MODULE

Threat Value:	350
Size:	3
Crew:	n/a
Armor:	5/10/15

Perks & Flaws

Name	Rating	Game Effect
Easy to Modify	-	+2 to Repair and Modify rolls
Fire Resistant	-	Halve fire Intensity
Hostile Environment Protection	-	Desert (basic air conditioning, filters)
Passenger Accomodations	-	18 persons, military
No Communication	-	Cannot communicate
No Sensor	-	Cannot perform Active Sensor checks
Large Sensor Profile	2	Easier to detect

COMMAND POST MODULE

Threat Value:	700
Size:	3
Crew:	n/a
Sensor:	0/2 km
Communications:	0/20 km
Armor:	5/10/15

Perks & Flaws

Name	Rating	Game Effect
Audio System	-	Public speakers
Easy to Modify	-	+2 to Repair and Modify rolls
Fire Resistant	-	Halve fire Intensity
High-Capacity Computer	-	Mainframe computer
Hostile Environment Protection	-	Desert
Laboratory: Leadership	1	Command equipment
Satellite Uplink	-	Orbital communication equipment
Large Sensor Profile	2	Easier to detect

7.5 FIRE BASE
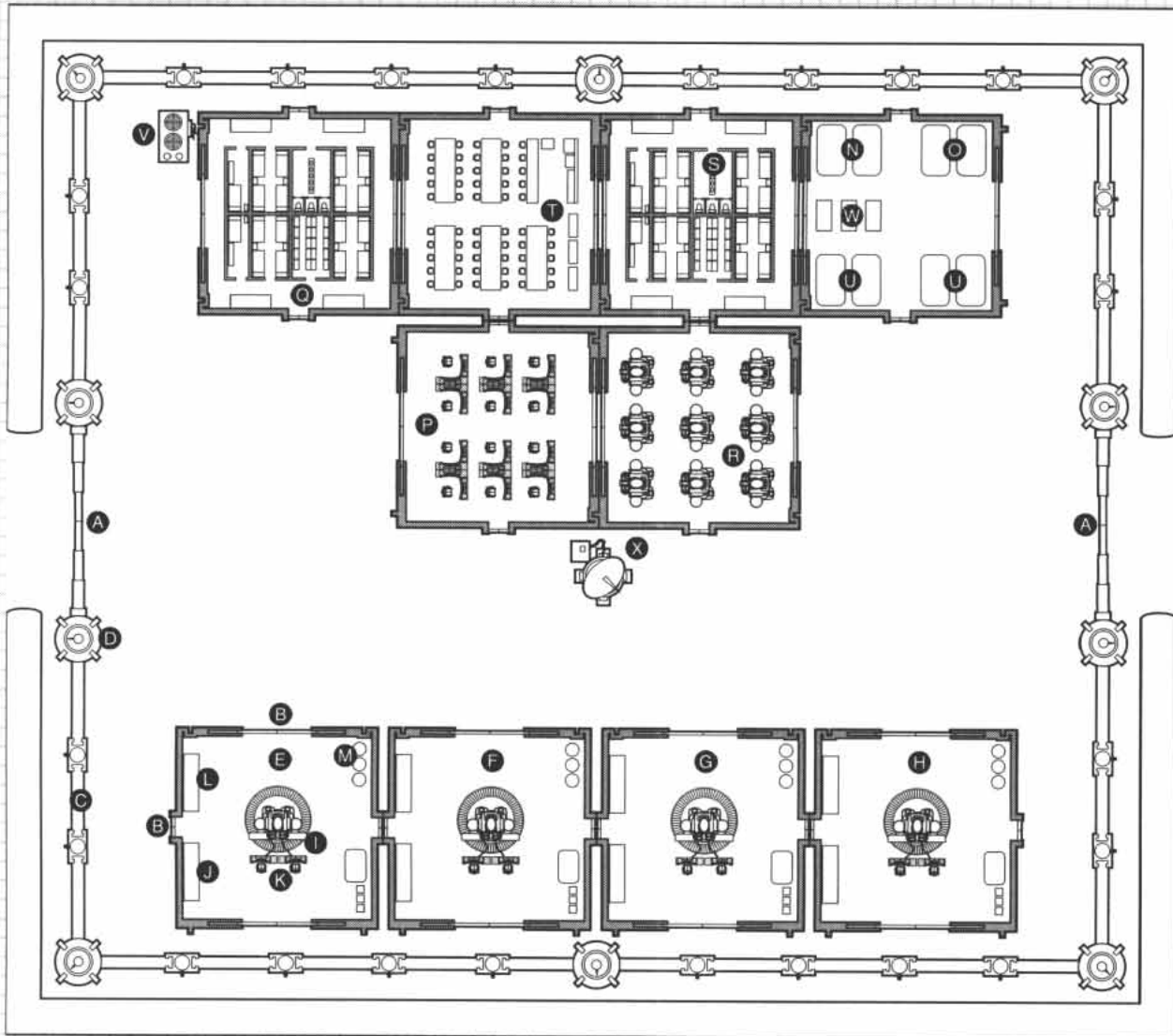
Floor Plan

A	Main Access Door	O	Binary Ammo Fuel Storage
B	Access Door	P	Command Module
C	Fence	Q	Barracks
D	Defense Tower	R	Gear Garage
E	Maintenance Module 1	S	Sandshowers
F	Maintenance Module 2	T	Mess Hall
G	Maintenance Module 3	U	Fuel Storage
H	Maintenance Module 4	V	Generator
I	Torso Winch	W	Ammunition Casing Storage
J	Tool Rack (typical)	X	Satellite Dish
K	Electronic Testing Equipment		
L	Weapon Workbench		
N	Pressure Oil Storage		
M	Parts Storage		

8.1 COMPARATIVE VEHICLE CHART

Name	TV	Size	Crew	Armor	Primary Move	Secondary Move	Man.	D. Range	Sensor	Comm.	Fire Con.	Weapons	Page
Anolis	398	6	1	11	Walk (5/9)	Ground (7/13)	+1	800 km	+1	+1	0	DPG, 2 x LRP/8, HG	108-110
Anolis Refit	393	6	1	11	Walk (5/9)	Ground (7/13)	+1	800 km	+1	+1	0	VLAC, LRP/16, HG, VB	111
Basilisk	299	6	1	15	Walk (4/7)	Ground (7/13)	0	500 km	-1	0	0	LAC, LRP/24, APGL, 3 x HG, VB	112-114
Elint Silverscale	521	6	1	12	Walk (4/7)	Ground (7/13)	0	730 km	+3	+1	-1	DPG, APGL	115
Jammer Silverscale	289	6	1	14	Walk (4/7)	Ground (7/13)	0	730 km	+1	+1	0	LAC, APGL, 3 x HG, VB	116
Nash Basilisk	512	6	1	15	Walk (4/7)	Ground (7/13)	0	500 km	-1	0	0	LAC, AGM, APGL, 3 x HG, VB	117
Sapper Basilisk	356	6	1	15	Walk (4/7)	Ground (7/13)	0	500 km	-1	0	0	MFL, LRP/24, APGL, 3 x HHG, VB	118
Silverscale	444	6	1	14	Walk (4/7)	Ground (7/13)	0	730 km	+1	+1	0	LAC, LRP/8, APGL, 3 x HG, VB	119
Black Adder	536	7	1	16	Walk (4/7)	Ground (6/12)	0	500 km	0	0	0	SC, MRP/36, APGL	120-122
Long Fang Black Adder	578	7	1	16	Walk (4/7)	Ground (6/12)	0	450 km	0	0	0	LAC, 2 x MRP/36, APGL	123
Black Mamba	671	6	1	17	Walk (5/9)	Ground (7/14)	+1	500 km	+1	+1	+1	MAC, LRP/32, 2 x APGL, HG, VB	32-34
Barbed Fang Black Mamba	587	6	1	17	Walk (4/9)	Ground (7/13)	+1	450 km	+1	+1	0	MAC, HRP/48, 2 x APGL, HG, VB	35
Black Mamba MP	588	6	1	17	Walk (4/9)	Ground (7/14)	+1	500 km	+1	+1	+1	FGC, APGL	36
Blazing Mamba	588	6	1	17	Walk (5/9)	Ground (7/14)	+1	500 km	+1	+1	+1	HGLC, 2 x APGL, HG, VB	37
Brawler Black Mamba	831	6	1	17	Walk (4/9)	Ground (7/13)	+1	500 km	+1	+1	+1	HGL, VLRP/32, 2 x APGL, HG, VB	38
Defender Black Mamba	751	6	1	17	Walk (5/9)	Ground (7/14)	+1	500 km	+2	+1	+1	MAC, 2 x APGL, HG, VB	39
Long Fang Black Mamba	1888	6	1	17	Walk (4/9)	Ground (7/13)	+1	480 km	+1	+1	+1	MAC, 2 x MRP/36, HG, VB	40
Razor Fang Black Mamba	797	6	1	17	Walk (4/9)	Ground (7/14)	+1	500 km	+1	+1	+1	MAC, LRP/32, 2 x APGL, HG, VB	41
Snakeye Black Mamba	857	6	1	17	Walk (5/9)	Ground (7/14)	+1	500 km	+1	+1	+1	SLC, 2 x APGL, HG, VB	42
Spitting Mamba	806	6	1	17	Walk (5/9)	Ground (7/15)	+1	500 km	+1	+1	+1	LGL, APM, 2 x APGL, HG, VB	43
Brahmin Cobra	1184	7	1	21	Walk (4/6)	Ground (6/11)	0	400 km	+1	+1	0	SC, MRP/36, LAC, 3 x MPZ, 2 x APGL, VB	162-164
Brahmin Cobra Prototype	1153	7	1	21	Walk (4/6)	Ground (6/11)	0	400 km	+1	+1	0	HBZK, MRP/36, LAC, 3 x MPZ, 2 x APGL, VB	165
Chameleon	602	6	1	14	Walk (5/9)	Ground (7/14)	+1	700 km	+1	+2	+2	DPG, LRP/24, VB	60-62
Hunting Chameleon	639	6	1	14	Walk (5/9)	Ground (7/14)	+1	700 km	+1	+2	+2	MRF, 2 x HPZ, APGL, VB	63
Desert Viper	530	6	1	16	Walk (4/7)	n/a	0	475 km	0	0	0	HGL, MRP/18, APGL, HG	124-126
Pit Viper	563	6	1	16	Walk (4/7)	n/a	0	475 km	0	0	0	SC, MRP/18, APGL, 3 x HG	127
Fire Dragon	1688	11	3	28	Walk (4/7)	Ground (5/9)	-2	320 km	+1	+1	+1	2 x LAC, MFL, HRP/48	152-154
Water Dragon	4864	11	3	28	Walk (4/7)	none	-2	300 km	+2	+1	+1	2 x LAC, SC, 2 x HFM	155
Gila	989	6	1	16	Walk (5/9)	Ground (7/14)	+1	600 km	+1	+3	+1	HAC, FGC, LFL, MRP/9, 2 x HG	170-172
Rapier Gila	1020	6	1	15	Walk (5/9)	Ground (7/14)	+1	600 km	+1	+2	+1	HAC, FGC, MRP/9, APGL, 2 x HG, VR	173
Iguana	584	6	1	14	Walk (5/9)	Ground (7/14)	+1	700 km	+1	+2	0	DPG, LRP/24, VB	44-46
Black Box Iguana	554	6	1	14	Walk (5/9)	Ground (7/14)	+1	700 km	+1	+2	0	LAC, LRP/24, 3 x MPZ, VB	47
Blitz Iguana	444	6	1	14	Walk (5/9)	Ground (7/14)	+1	700 km	+1	+1	0	LAC, LRP/32, VB	48
Chatterbox	621	6	1	14	Walk (5/9)	Ground (7/14)	+1	680 km	+2	+2	0	DPG, APGL, VB	49
Iguana Commando	526	6	1	14	Walk (5/9)	Ground (7/14)	+1	600 km	+1	+2	0	LBZK, SKG, 3 x HG	50
Iguana MP	432	6	1	14	Walk (5/9)	Ground (7/14)	+1	700 km	0	+1	0	FGC, APGL, VB	51
Iguana Paratrooper	545	6	1	14	Walk (5/9)	Ground (7/14)	+1	600 km	+1	+2	0	LAC, LGL, CR	52
Iguana Paratrooper Gunner	514	6	1	14	Walk (5/9)	Ground (7/14)	+1	600 km	+1	+2	0	MAC, 4 x HG, CR	53
Lidded Iguana	479	6	1	14	Walk (5/9)	Ground (7/14)	+1	800 km	+2	+2	0	LAC, VB	54
Loudmouth	871	6	1	14	Walk (5/9)	Ground (7/15)	+1	680 km	+1	+3	0	DPG, APGL, VB	55
Racer Iguana	548	6	1	13	Walk (5/9)	Ground (7/15)	+1	650 km	+1	+2	0	DPG, 2 x HG, VB	56
Rapier Iguana	660	6	1	14	Walk (5/9)	Ground (7/14)	+1	500 km	0	+1	0	DPG, VR	57
Sortie Iguana	745	6	1	14	Walk (4/7)	Ground (7/14)	+1	1000 km	+1	+2	0	LRF, LRP/24, VB	58
Urban Rescue Iguana	397	6	1	14	Walk (5/9)	Ground (7/14)	+1	500 km	0	0	0	MFL, VB	59
Jäger	380	6	1	15	Walk (4/7)	Ground (6/12)	0	500 km	0	0	0	LAC, APGL, 3 x HG, VB	64-66
Armored Jäger	313	6	1	17	Walk (3/7)	Ground (5/11)	0	450 km	0	0	0	LAC, APGL, 3 x HG, VB, CR	67
Blitz Jäger	983	6	1	15	Walk (4/7)	Ground (6/12)	0	500 km	0	0	0	MAC, ATM, APGL, 3 x HG, VB	68
Dartjäger	366	6	1	12	Walk (4/8)	Ground (7/14)	0	520 km	0	0	0	LAC, LRP/16, APGL, 3 x HG, VB	69
Desert Jäger	231	6	1	14	Walk (4/7)	Ground (6/12)	-1	500 km	-1	-1	-1	LAC, LRP/16, APGL, 3 x HG, VB	70
Flammjäger	522	6	1	15	Walk (4/7)	Ground (6/12)	0	500 km	0	-1	0	MFL, IRP/20, APGL, 3 x HG, VB	71
Flammjäger Bunker Buster	518	6	1	15	Walk (4/7)	Ground (6/12)	0	500 km	0	0	0	MFL, IRP/20, HPZ, APGL, 3 x HHG, 2 x HG, VB	72
Heavy Shooter Jäger	498	6	1	13	Walk (4/8)	Ground (7/14)	0	520 km	0	+1	0	LFM	73

Name	TV	Size	Crew	Armor	Prim. Move	Sec. Move	Man.	D. Range	Sensor	Comm.	Fire Con.	Weapons	Page
Jäger Blacksmith	407	6	1	15	Walk (3/6)	Ground (5/10)	0	500 km	0	0	0	2 x APGL	79
Jäger Command	392	6	1	15	Walk (4/7)	Ground (6/12)	0	500 km	0	+1	0	LAC, LRP/24, APGL, 3 x HG, VB	74
Jäger Command Hero	314	6	1	15	Walk (4/7)	Ground (6/12)	0	500 km	0	+1	0	MAC, LRP/24, APGL, 3 x HG, VB	75
Jäger Commando	1036	6	1	15	Walk (4/7)	Ground (6/12)	0	550 km	0	0	0	LRF, ATM, APGL, 3 x HG, VB	76
Jäger Force Recon	348	6	1	14	Walk (4/8)	Ground (6/13)	0	600 km	0	0	0	LPLC	77
Jäger Grenadier	603	6	1	15	Walk (4/7)	Ground (6/12)	0	600 km	0	0	0	LGL, 2 x LPZ, 2 x APGL	78
Jäger Observer	435	6	1	15	Walk (4/7)	Ground (6/12)	0	500 km	0	+1	0	LAC, APGL, 3 x HG, VB	80
Jäger Paratrooper	526	6	1	15	Walk (4/7)	Ground (6/12)	0	500 km	0	0	0	LAC, LGL, 2 x APGL, CR	81
Jäger Recon	242	6	1	14	Walk (4/8)	Ground (6/13)	0	500 km	0	0	0	MAC, 2 x LPZ	82
Jäger Red Eye	289	6	1	15	Walk (4/7)	Ground (6/12)	0	500 km	0	0	0	MAAC, APGL, 3 x HG, VB	83
Long Bow Blitz	2207	6	1	15	Walk (4/7)	Ground (6/12)	0	500 km	0	0	+1	HAC, ATM, LFM, APGL, 3 x HG, VB	84
Long Bow Jäger	473	6	1	15	Walk (4/7)	Ground (6/12)	0	500 km	0	0	+1	MRF, APM, APGL, 3 x HG, VB	85
Long Bow Paratrooper	791	6	1	15	Walk (4/7)	Ground (6/12)	0	500 km	+1	0	+1	LRF, LGM, DPG, APGL, 3 x HG, VB	86
Spark Jäger	617	6	1	15	Walk (4/7)	Ground (6/12)	0	500 km	0	+1	0	LAC, LGL, 2 x APGL, CR	87
Stone Mason	118	6	1	12	Walk (4/7)	Ground (6/11)	0	320 km	-1	-1	0	APGL	88
Stone Mason Logger	147	6	1	12	Walk (4/7)	Ground (6/12)	-1	320 km	-1	-1	0	LFL, APGL	89
Stone Mason Rescue	848	6	1	12	Walk (4/7)	n/a	0	320 km	-1	-1	0	APGL	90
Swamp Jäger	529	6	1	15	Walk (4/7)	Ground (6/12)	0	450 km	+1	0	0	LAC, LRP/24, APGL, 3 x HG, VB	91
King Cobra	1100	7	1	21	Walk (3/6)	Ground (6/11)	-1	400 km	0	+1	0	LPA, MRP/36, HRP/24, LAC, LGM, APGL, 6 x HG, VB	104-106
Hooded Cobra	1047	7	1	21	Walk (3/6)	Ground (6/11)	-1	400 km	0	0	0	LLC, MRP/18, HRP/24, 2 x APGL, 6 x HG, VB, CR	107
Longwalk Jäger	504	6	1	12	Walk (3/7)	Ground (7/13)	+1	600 km	+1	0	0	MAC, LGL, LRP/24, APGL, 3 x HG, VB	174-176
Longwalk Jäger Prototype	995	6	1	12	Walk (3/7)	Ground (7/13)	+1	600 km	+1	0	0	MAC, LGL, IRP/20, 2 x LPZ, APGL, HG, VB	177
Naga	1645	8	2	23	Walk (4/7)	Ground (6/12)	-2	400 km	0	0	0	MAC, 2 x ATM	144-146
Command Naga	1312	8	2	23	Walk (4/7)	Ground (6/12)	-2	400 km	0	+2	0	MAC, ATM	147
Long Fang Naga	651	8	2	23	Walk (4/7)	Ground (6/12)	-2	400 km	0	0	0	MAC, 2 x LFG	148
Sea Naga	3096	8	2	23	Walk (4/7)	Submarine (3/6)	-2	350 km	0	0	0	LRP/16, 2 x ATM	149
Sniper Naga	648	8	2	23	Walk (4/7)	Ground (6/12)	-2	400 km	0	0	0	2 x LLC	150
Tusked Naga	1343	8	2	23	Walk (4/7)	Ground (6/12)	-1	350 km	0	0	0	MAC, HATM	151
Python	724	7	1	19	Walk (3/6)	Ground (5/10)	0	400 km	0	0	0	HAC, MRP/18, HRP/24, LGM, APGL	132-134
Badlands Python	702	7	1	18	Walk (3/6)	Ground (5/10)	0	400 km	0	0	0	HAC, MRP/18, MFM, APGL	135
Rattlesnake	317	6	1	13	Walk (4/7)	Ground (6/11)	0	500 km	-1	-1	0	LAC, MRP/9, APGL, VB	136-138
Swamp Snake	312	6	1	13	Walk (4/7)	Ground (6/11)	0	450 km	0	-1	0	FGC, 2 x LPZ, APGL, 3 x HG, VB, CR	139
Rock Mamba	1059	6	1	17	Walk (5/9)	Ground (7/14)	+1	500 km	+1	+1	+1	RFB, LGM, VLRP/32, 2 x LPZ, APGL, CR	166-168
Gold Mamba	1584	6	1	17	Walk (5/9)	Ground (7/14)	+1	500 km	+1	+1	+1	MAC, AGM, LFM, 2 x MPZ, CR	169
Sagittarius	1754	9	2	32	Walk (5/10)	none	-2	500 km	+1	0	0	LAC, HMG, LAM	156-158
Venomous Sagittarius	598	9	2	32	Walk (5/9)	none	-2	450 km	+1	0	0	LAC, HMG, 3 x VLRP/128, APGL	159
Sidewinder	387	6	1	16	Walk (4/8)	Ground (7/13)	0	550 km	0	0	0	MAC, MRP/36, APGL	140-142
Command Sidewinder	480	6	1	16	Walk (4/8)	Ground (7/13)	0	550 km	+1	0	+1	MRF, DPG, LFM, 2 x MPZ, APGL	143
Spitting Cobra	818	7	1	21	Walk (3/6)	Ground (5/10)	-1	400 km	0	0	0	HAC, MRP/18, HRP/48, LGM, LMG, 6 x HG, VB	92-94
Air Support Cobra	728	7	1	21	Walk (3/6)	Ground (5/10)	-1	400 km	+2	0	0	MAAC, AAM, LMG, APGL	95
Artillery Cobra	963	7	1	21	Walk (3/6)	Ground (5/10)	-1	400 km	0	+1	0	HAC, HFM, LGM, LMG, 6 x HG, VB	96
Cobra MP	314	7	1	21	Walk (3/6)	Ground (5/10)	-1	400 km	0	0	0	LAC, HPZ, APM, LMG, PP	97
Engineering Cobra	114	7	1	19	Walk (3/6)	Ground (5/10)	-1	400 km	-1	-1	0	None	98
Flammcobra	647	7	1	21	Walk (3/6)	Ground (5/10)	-1	400 km	0	0	0	MFL, IRP/30, HIRP/48, LMG, 6 x HG, VB	99
Razor Fang Cobra	740	7	1	21	Walk (3/6)	Ground (5/10)	-1	400 km	+1	+2	0	HAC, HRP/48, LGM, LMG, 6 x HG, VB	100
Slashing Cobra	1185	7	1	19	Walk (3/6)	Ground (6/11)	-1	400 km	0	0	0	HAC, ATM, 6 x HG, VB	101
Striking Cobra	534	7	1	21	Walk (3/6)	Ground (5/10)	-1	400 km	0	0	0	MB2K, MRP/18, LMG, 6 x HG, VB	102
Support Cobra	452	7	1	21	Walk (3/6)	Ground (5/10)	-1	400 km	0	-1	0	VHAC, VLFG, LMG, 6 x HG, VB	103
Spitting Naga	1951	8	2	23	Walk (4/7)	Ground (6/11)	-1	400 km	+1	0	0	2 x ATM, 2 x VLRP/128, MAC	178-180
Hissing Naga	1491	8	2	23	Walk (4/7)	Ground (6/11)	-1	400 km	+1	0	0	2 x AGM, 2 x MRP/36, 2 x APGL, MAC	181
Water Viper	433	6	1	16	Walk (4/7)	Submarine (4/7)	0	475 km	0	0	0	FGC, DPG, APGL, VB	128-130
Water Viper SR	871	6	1	16	Walk (4/7)	Submarine (4/7)	0	475 km	0	0	0	FGC, 2 x LRP/32, APGL, SKG, VB	131

HEAVY GEARS
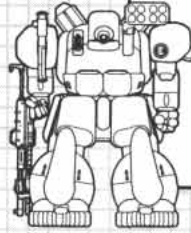
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OACS-16H/FS
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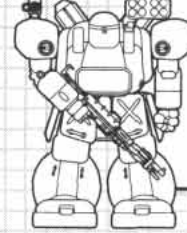
BOA
OACS-15H/FS
No Variants Produced

MEDIUM GEARS
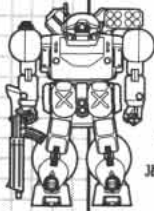
JÄGER
OACS-01M/SU
Armored Jäger OACS-01M/HR
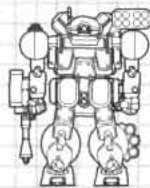Blitz Jäger OACS-01M/RS
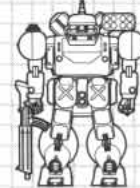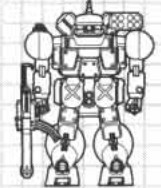Dartjäger OACS-01M/RRV
Desert Jäger OACS-01M/DST
Flammjäger OACS-01M/FLM
Jäger Blacksmith OACS-01M/M
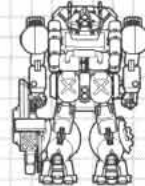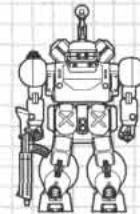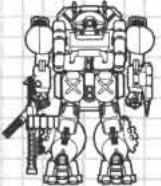Jäger Command OACS-01M/OU
Jäger Commando OACS-01M/RRS
Jäger Force Recon OACS-01M/HSC
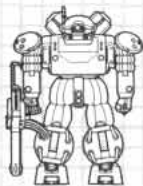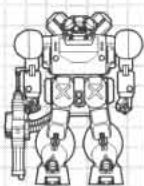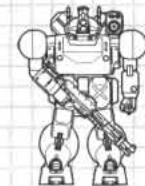Jäger Grenadier OACS-01M/PTG
Jäger Command Hero OACS-01M/HOU
Jäger Observer OACS-01M/FO
Jäger Paratrooper OACS-01M/PT
Flammjäger Bunker Buster OACS-01M/FLM-A
Heavy Shooter Jäger OACS-01M/HRRV
Jäger Recon OACS-01M/SC
Jäger Red Eye OACS-01M/AR
Long Bow Blitz OACS-01M/HRS
Long Bow Jäger OACS-01M/TE
Long Bow Para OACS-01M/TEPT
Spark Jäger OACS-01M/EWP
Stone Mason OACS-01M/ENG
Stone Mason Lagger OACS-01M/LDG
Stone Mason Rescue OACS-01M/MED
Swamp Jäger OACS-01M/SW
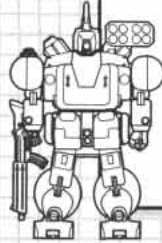
COPPERHEAD
OACS-07M/SU
No Variants Produced
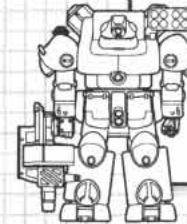
DESERT VIPER
OACS-02M/SU
Pit Viper OACS-02M/RS
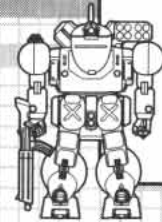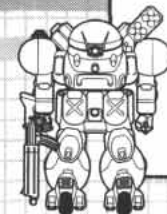
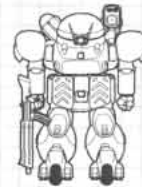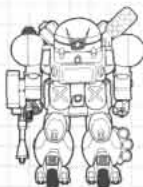**RATTLESNAKE**
OACS-06M/SU
Swamp Snake OACS-06M/SW
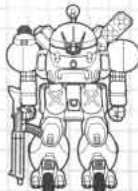
BASILISK
OACS-03M/SU
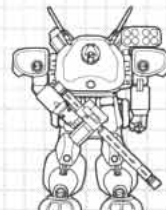Flint Silverscale OACS-03M/COM
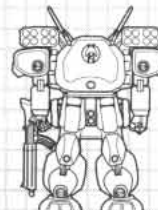Jammer Silverscale OACS-03M/EW
Nash Basilisk OACS-03M/RR
Sapper Basilisk OACS-03M/FLM
Silverscale OACS-03M/SC

LIGHT GEARS

ANOLIS
OACS-03L/SC
Anolis Refit OACS-03L/SC-R
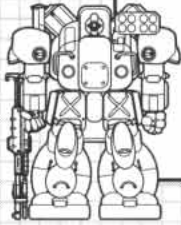
PYTHON
OACS-03H/FS

Badlands Python OACS-03H/FS-A
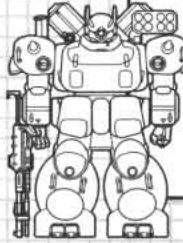
SPITTING COBRA
OACS-01H/SU

Air Support Cobra OACS-01H/AR
Artillery Cobra OACS-01H/FS
Cobra MP OACS-01H/MP
Engineering Cobra OACS-01H/ENG
Flammcobra OACS-01H/FLM
Razor Fang Cobra OACS-01H/OU
Slashing Cobra OACS-01H/ART-A
Striking Cobra OACS-01H/RS
Support Cobra OACS-01H/ART
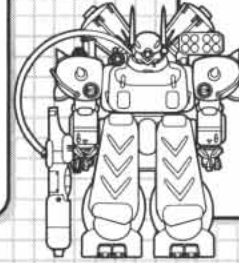
KING COBRA
OACS-12H/AS

Hooded Cobra OACS-12H/FS

BLACK ADDER
OACS-04M/AR
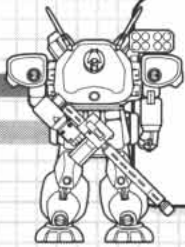
Long Fang Black Adder OACS-04M/FS
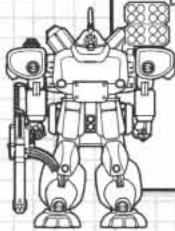
SIDEWINDER
OACS-04M/SU

Command Sidewinder OACS-04M/OU
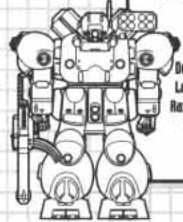
BLACK MAMBA
OACS-05M/SU

Barbed Fang Black Mamba OACS-05M/NFS
Black Mamba MP OACS-05M/MP
Blazing Mamba OACS-05M/LAS
Brawler Black Mamba OACS-05M/RS
Defender Black Mamba OACS-05M/DEF
Long Fang Black Mamba OACS-05M/FS
Razor Fang Black Mamba OACS-05M/OU
Snakeye Black Mamba OACS-05M/TE
Spitting Mamba OACS-05M/AP
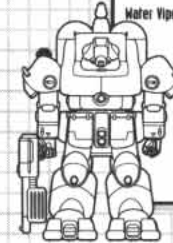
WATER VIPER
OACS-02M/AQ

Water Viper Silent Running OACS-02M/AQ-STL
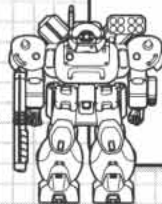
IGUANA
OACS-01L/SC

Urban Rescue Iguana OAYS-01L/SP
Racer Iguana OACS-01L/RRY
Rapier Iguana OACS-01L/DL
Sortie Iguana OACS-01L/LAP
Black Box Iguana OACS-01L/EW
Blitz Iguana OACS-01L/RS
Chatterbox OACS-01L/COM
Iguana Commando OACS-01L/HPT
Iguana MP OACS-01L/MP
Iguana Paratrooper OACS-01L/PT
Iguana Paratrooper Gunner OACS-01L/PTE
Lidded Iguana OACS-01L/FO
Loudmouth OACS-01L/COM-A
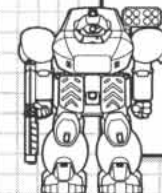
CHAMELEON
OACS-01L/STL

Hunting Chameleon OACS-01L/TE

Gear Recognition
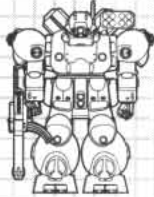
Black Mamba
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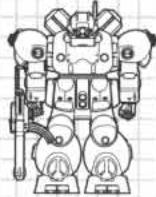
Black Mamba Barbed Fang
OACS-01LM/HF
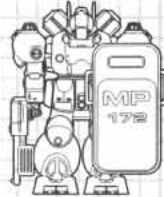
Black Mamba MP
OACS-05M/MP
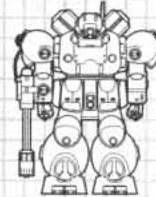
Blazing Mamba
OACS-05M/LAS
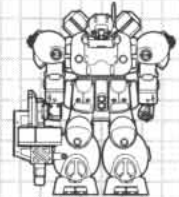
Brawler Mamba
OACS-05M/AS
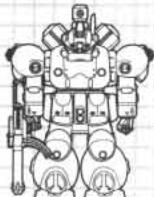
Defender Black Mamba
OACS-01LM/DEF
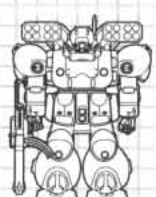
Long Fang Black Mamba
OACS-01LM/FS
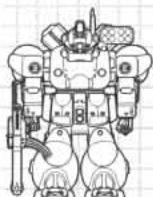
Razor Fang Black Mamba
OACS-01M/OU

Snakeye Black Mamba
OACS-05M/TE

Spiting Mamba
OACS-05M/AP

Iguana
OACS-01L/SC
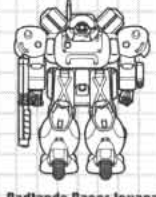
Badlands Racer Iguana
OACS-01L/RRV
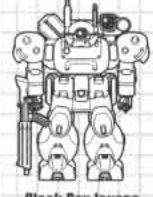
Black Box Iguana
OACS-01L/EW
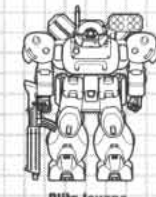
Blitz Iguana
OACS-01L/AS
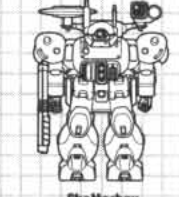
Chatterbox
OACS-01L/COM
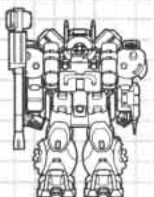
Iguana Commando
OACS-01L/HPT

Iguana MP
OACS-01L/MP
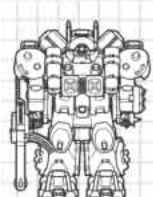
Iguana Paratrooper Gunner
OACS-01L/PTE

Iguana Paratrooper
OACS-01L/PT
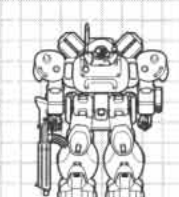
Lidded Iguana
OACS-01L/FO
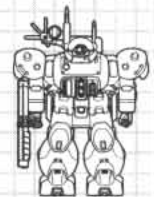
Loudmouth
OACS-01L/COM-A

Rapier Iguana
OACS-01L/DL

Sortie Iguana
OACS-01L/LRP

Urban Rescue Iguana
OACS-01L/SP

Jäger
OACS-01M/SU

Armored Jäger	**Jäger Blacksmith**	**Blitz Jäger**	**Dart Jäger**	**Desert Jäger**
OACS-01M/HA	OACS-01M/M	OACS-01M/AS	OACS-01M/RRV	OACS-01M/DST

Heavy Shooter Jäger	**Flammjäger**	**Flammjäger Bunker Buster**	**Jäger Command**	**Jäger Command Hero**
OACS-01M/HRRV	OACS-01M/FLM	OACS-01M/FLM-A	OACS-01M/OU	OACS-01M/HOU

Jäger Commando	**Jäger Force Recon**	**Jäger Grenadier**	**Jäger Observer**	**Jäger Paratrooper**
OACS-01M/RAS	OACS-01M/HSC	OACS-01M/PTG	OACS-01M/FO	OACS-01M/PT

Jäger Recon	**Jäger Red Eye**	**Jäger Long Bow Blitz**	**Jäger Long Bow**	**Jäger Long Bow Paratrooper**
OACS-01M/SC	OACS-01M/AA	OACS-01M/HAS	OACS-01M/TE	OACS-01M/TEPT

Spark Jäger	**Stone Mason**	**Stone Mason Logger**	**Stone Mason Rescuer**	**Swamp Jäger**
OACS-01M/EWP	OACS-01M/ENG	OACS-01M/LDG	OACS-01M/MED	OACS-01M/SW

8.3 VEHICLE RECOGNITION CHART

Chameleon OACS-01L/STL	**Hunting Chameleon** OACS-01L/TE	**Spitting Cobra** OACS-01H/SU	**Air Support Cobra** OACS-01H/AA	**Artillery Cobra** OACS-01H/FS
Engineering Cobra OACS-01H/ENG	**Flamm Cobra** OACS-01H/FLM	**Razorfang Cobra** OACS-01H/OU	**Slashing Cobra** OACS-01H/ART-A	**Striking Cobra** OACS-01H/AS
Spitting Cobra MP OACS-01H/MP	**Support Cobra** OACS-01H/ART	**King Cobra** OACS-12H/AS	**Hooded Cobra** OACS-02MG-AST	**Anolis** OACS-03L/SC
Anolis Refit OACS-03L/SC-A	**Basilisk** OACS-03M/SU	**Elint Silverscale** OACS-03M/COM	**Jammer Silverscale** OACS-03M/EW	**Nash Basilisk** OACS-03M/AB
Sapper Basilisk OACS-03M/FLM	**Silverscale** OACS-03M/SC	**Black Adder** OACS-04M/AR	**Long Fang Black Adder** OACS-04M/FS	**Desert Viper** OACS-02M/SU
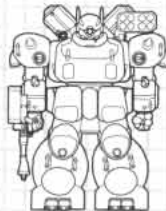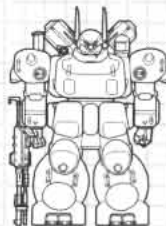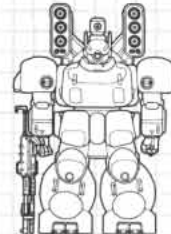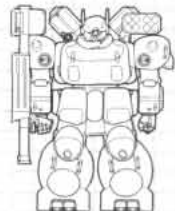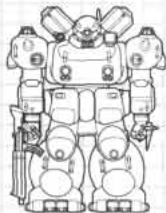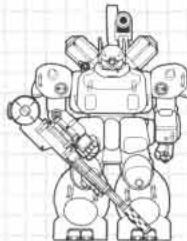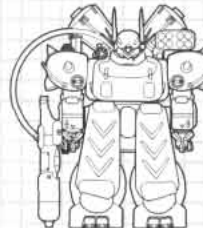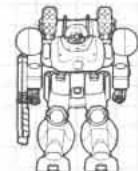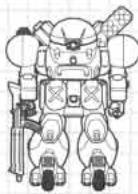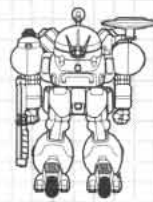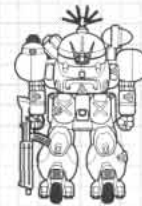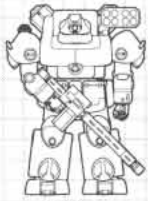
Pit Viper
OACS-02M/AS

Water Viper
OACS-02M/AQ
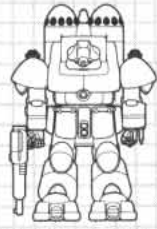
Water Viper Silent Running
OACS-02M/AQ-STL
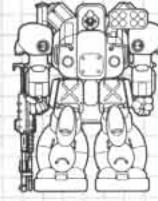
Python
OACS-08H/FS
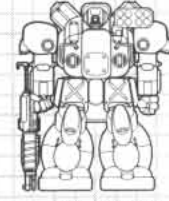
Badlands Python
OACS-08H/FS-A
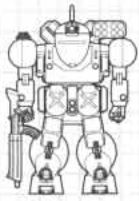
Rattlesnake
OACS-06M/SU
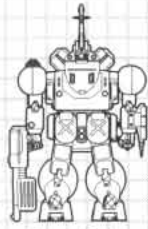
Swamp Snake
OACS-06M/SW
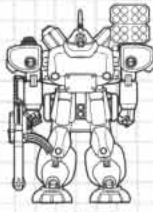
Sidewinder
OACS-04M/SU
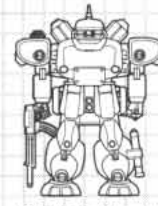
Sidewinder Command
OACS-04M/SU

Chevalier
AEV-1
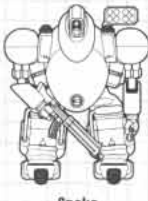
Snake
AEV-2
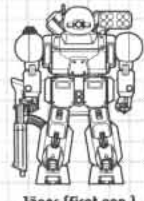
Jäger (first gen.)
AV-1

Gear Prototype Recognition
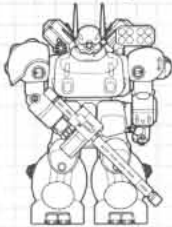
Brahmin Cobra
S-C2001X
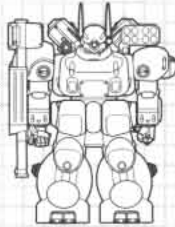
Brahmin Cobra Protype
S-C2001X-B
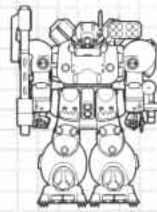
Rock Mamba
N-103X

Gold Mamba
N-103X-2
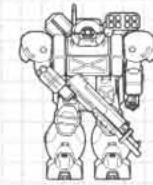
Gila
NG-1549X
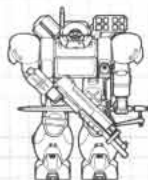
Rapier Gila
NG-1549X-3
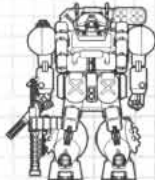
Long Walk Jäger
N-1521XSAP
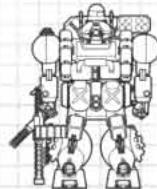
Long Walk Jäger Protype
N-1523XSAP

8.3 VEHICLE RECOGNITION CHART

Strider Recognition
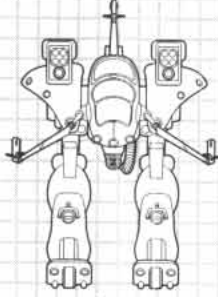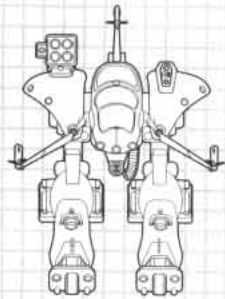
Naga
OWCS-01AS
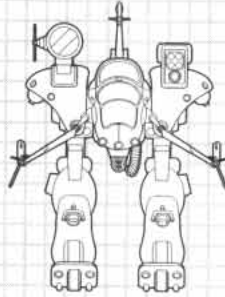
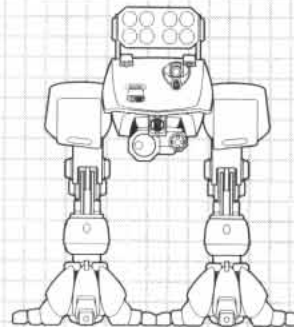**Command Naga**
OWCS-01OU
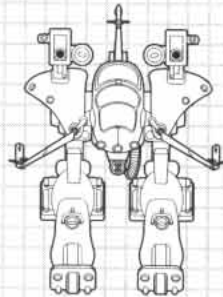
Long Fang Naga
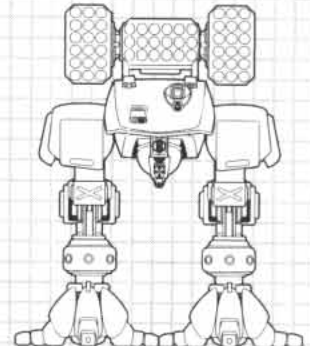OWCS-01FS
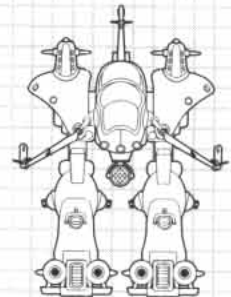
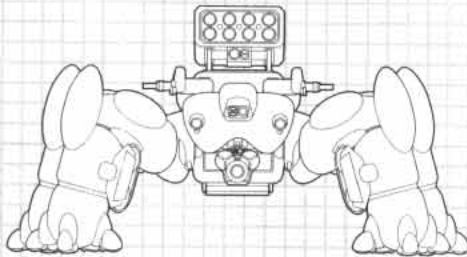**Sea Naga**
OWCS-01AQ
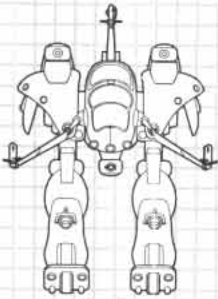
Sniper Naga
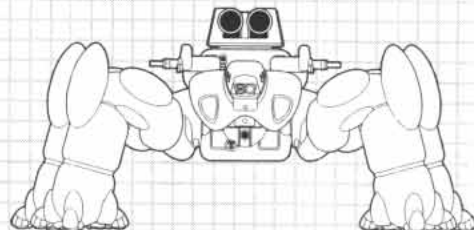OWCS-01TE

Tusked Naga
OWCS-01HAS

Sagittarius
OWCS-54X

Venomous Sagittarius
OWCS-54X/UA

Fire Dragon
OWCS-04FS

Water Dragon
OWCS-04AS

Strider Prototype Recognition
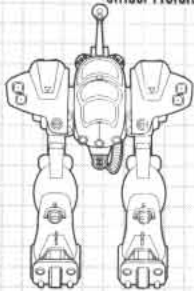
Spitting Naga
N-MA4203X

Hissing Naga
N-MA4204X

8

NAME:

ARMOR DAMAGE

10

20

30

40

50

SYSTEMS DATA

VEHICLE SPECIFICATIONS
- SIZE:
- CREW:
- BONUS ACTIONS:

CREW SKILLS
- PILOT (LVL/ATTR):
- GUNNERY (LVL/ATTR):

MOVEMENT
- PRIMARY COMBAT SPD:
- PRIMARY TOP SPD:
- SECONDARY COMBAT SPD:
- SECONDARY TOP SPD:
- MANEUVER:

ELECTRONICS
- SENSORS:
- COMMUNICATION:
- FIRE CONTROL:

ARMOR
- LIGHT DAMAGE:
- HEAVY DAMAGE:
- OVERKILL:

SYSTEMS DAMAGE

VEHICLE
- CREW
- BONUS ACTIONS

MOVEMENT
- COMBAT SPD
- TOP SPD
- COMBAT SPD
- TOP SPD
- MANEUVER

ELECTRONICS
- SENSORS
- COMM
- FIRE CONTROL

ARMOR
- LIGHT DAMAGE
- HEAVY DAMAGE
- OVERKILL

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Special

AMMO

FULL	LEFT

WEAPONS
- WEAPON 01
- WEAPON 02
- WEAPON 03
- WEAPON 04
- WEAPON 05
- WEAPON 06
- WEAPON 07
- WEAPON 08
- WEAPON 09
- WEAPON 10

PERKS

NAME	RATING	GAME EFFECT	AUX

PERKS
- PERK 01
- PERK 02
- PERK 03
- PERK 04
- PERK 05
- PERK 06
- PERK 07
- PERK 08
- PERK 09
- PERK 10
- PERK 11

FLAWS

NAME	RATING	GAME EFFECT

DEFECTS

NAME	RATING	GAME EFFECT

HEAVY GEAR

HEAVY GEAR OFFICIAL COLLECTOR PINS

HEAVY GEAR™
COLLECTOR PINS

THESE PINS ARE ONLY AVAILABLE BY DIRECT MAIL ORDER FROM DREAM POD 9

HEAVY GEAR SILHOUETTE

DREAM POD 9 PIN
(Gold & Black)
Available May 1, 1996. Price: $6.00

HEAVY GEAR SILHOUETTE PIN
(Gold & Black)
Available March 1, 1996. Price: $8.00

SOUTH MEMBER PIN
(Silver & Red)
Available April 1, 1996. Price: $6.00

NORTH MEMBER PIN
(Silver & Blue)
Available April 1, 1996. Price: $6.00

SOUTH KILL MARKER: ORDER OF CHARON
"black skull for 1 kill (Gold & Black)
Available July 1, 1996. Price: $4.00

NORTH KILL MARKER: EBON STONE
"tombstones for 1 kill" (Silver, Blue & Red)
Available June 1, 1996. Price: $4.00

SOUTH KILL MARKER: ORDER OF CHARON
"white skull for 5 kills (Gold & White)
Available July 1, 1996. Price: $4.00

NORTH KILL MARKER: EBON STONE
"Coffin-shape for 5 kills" (Silver, Blue & Red)
Available June 1, 1996. Price: $4.00

SOUTH KILL MARKER: ORDER OF CHARON
"red skull for 20 kills (Gold & Red)
Available July 1, 1996. Price: $4.00

NORTH KILL MARKER: EBON STONE
"Coffin-shape for 20 kills" (Silver & Red)
Available June 1, 1996. Price: $4.00

PINS WILL BECOME AVAILABLE AT THE DATES LISTED ABOVE,
SO GET YOUR ORDERS IN AS SOON AS POSSIBLE!

HEAVY GEAR PINS MAIL ORDER FORM:

HEAVY GEAR

Name:

Address:

City:

State/Province: Country: Zip/Postal Code:

ORDERS: TOTAL PRICE + SHIPPING AND HANDLING
US & Foreign orders must be in $US. Canadians must add 7% GST.
For Shipping and Handleing add $2 for the first item, plus $1 per
additional item. Foreign: $3 plus, $1.50 per additional item.
Make all ckecks or money orders payable to "Dream Pod 9"

Send check or money order to:
Dream Pod 9
5000 Iberville, Suite 332
Montreal, Quebec
Canada, H2H 2S6

DREAM POD 9

DREAM POD 9

HEAVY GEAR MINIATURES

FOR USE WITH THE HEAVY GEAR RPG, TACTICAL GAME AND HEAVY GEAR FIGHTER CARD GAME

NORTHERN GUARD	
ITEM #	DESCRIPTION
☐ 1200	Hunter
☐ 1201	Assault Hunter
☐ 1202	Jaguar
☐ 1203	Strike Jaguar
☐ 1204	Cheetah
☐ 1205	Strike Cheetah
☐ 1206 ▲	Grizzly
☐ 1207 ▲	Assault Grizzly
☐ 1208	Hunter Commando
☐ 1209	Bricklayer
☐ 1210	Fire Jaguar
☐ 1211 ▲	Rabid Grizzly
☐ 1212 ▲	Kodiak
☐ 1213	White Cat
☐ 1214 ●	Light Artillery
☐ 2050 ◆	Northern Box Set

SOUTHERN MILICIA	
ITEM #	DESCRIPTION
☐ 1300	Jäger
☐ 1301	Blitz Jäger
☐ 1302	Black Mamba
☐ 1303	Long Fang BM
☐ 1304	Iguana
☐ 1305	Blitz Iguana
☐ 1306 ▲	Spitting Cobra
☐ 1307 ▲	Striking Cobra
☐ 1308	Stone Mason
☐ 1309	Flammjäger
☐ 1310	Snakeye BM
☐ 1311 ▲	Support Cobra
☐ 1312	Razorfang BM
☐ 1313 ▲	King Cobra
☐ 1314 ●	Light Artillery
☐ 2051 ◆	Southern Box Set
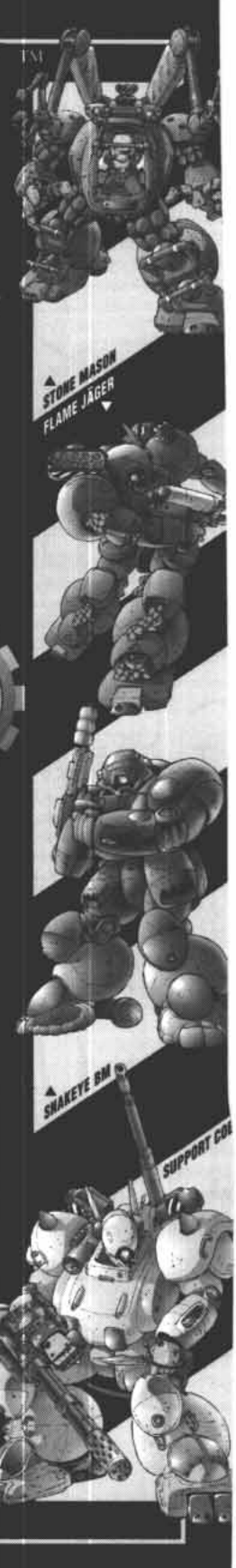
HEAVY GEAR MINIATURE MAIL ORDER FORM:

Name:

Address:

City:

State/Province: Country: Zip/Postal Code:

	☐ Qty ordered ☐	● Qty ordered ☐	▲ Qty ordered ☐	◆ Qty ordered ☐	
PEWTER:	x $7.50 ea.	x $5.50 ea.	x $10.00 ea.	x $35.00 ea.	
LEAD:	x $5.75 ea.	x $4.50 ea.	x $8.00 ea.	x $30.00ea.	
RAFM CATALOGS ORDERED:				x $3.00 ea.	

Send check or money order to:

RAFM COMPANY, INC.
20 Parkhill Road East,
Cambridge, Ontario,
Canada, N1R 1P2,

Phone: (519) 623-4832, Fax: (519) 623-2795

Sub-Total: _____
Shipping & Handling: _____ $3 .00
Canadian residents add 7% GST: _____
Total: _____

Actual Miniatures may vary from images shown

RAFM

BRICK LAYER ▲
STONE MASON ▲
FLAME JÄGER ▼
HUNTER COMMANDO
FIRE JAGUAR ▲
RABID GRIZZLY ▼
SNAKEYE BM
SUPPORT CO