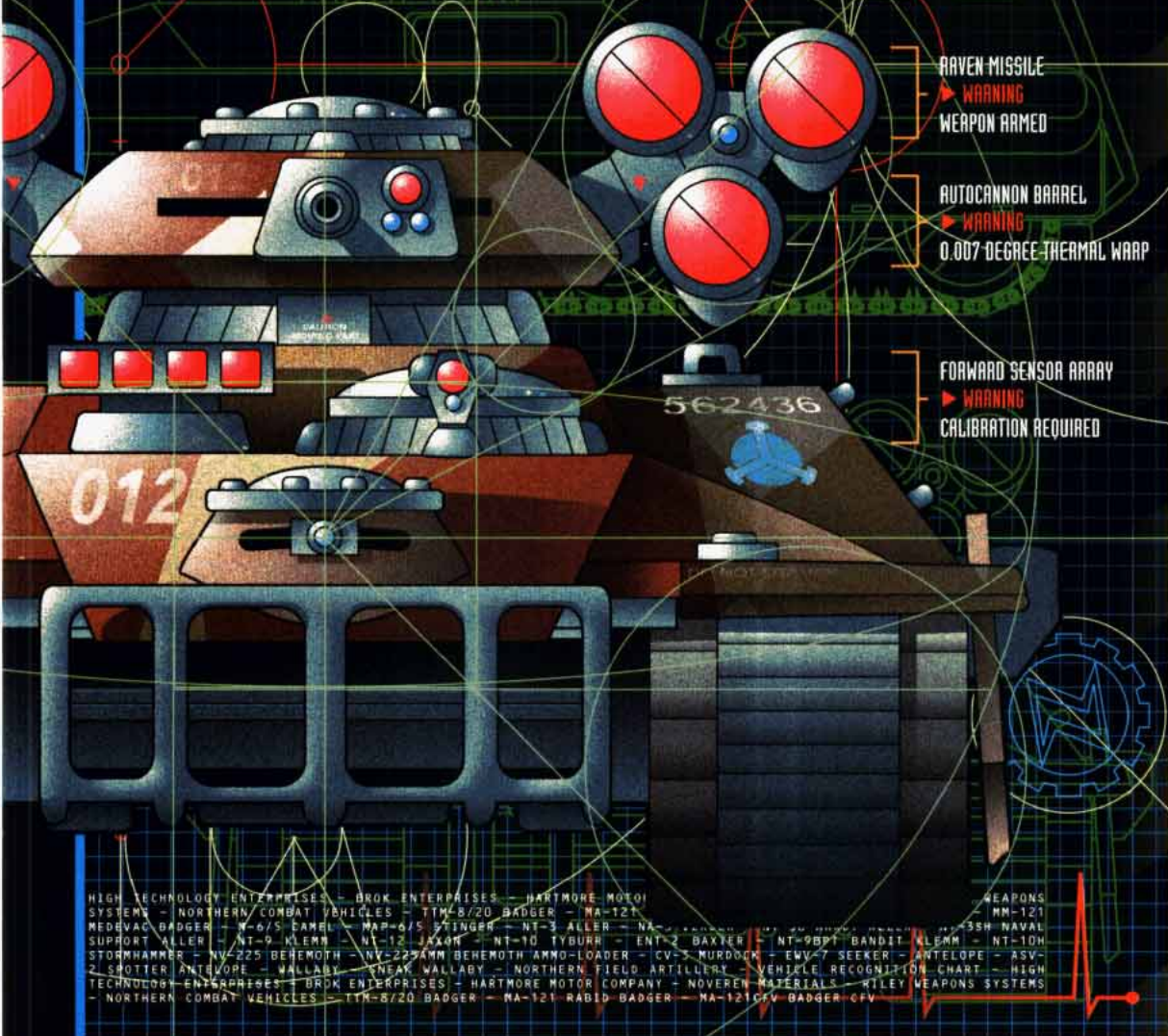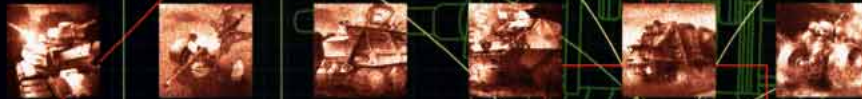# NORTHERN VEHICLES COMPENDIUM TWO

# TANKS & ARTILLERY

DP9-038

**RAVEN MISSILE**
► WARNING
WEAPON ARMED

**AUTOCANNON BARREL**
► WARNING
0.007 DEGREE THERMAL WARP

**FORWARD SENSOR ARRAY**
► WARNING
CALIBRATION REQUIRED

562436

012

# SWORDS OF FAITH

HIGH TECHNOLOGY ENTERPRISES – BROK ENTERPRISES – HARTMORE MOTOR
SYSTEMS – NORTHERN COMBAT VEHICLES – TTM-8/20 BADGER – MA-121
MEDEVAC BADGER – W-6/5 CAMEL – MAP-6/5 STINGER – NT-3 ALLER – NA-... WEAPONS MM-121
SUPPORT ALLER – NT-9 KLEMM – NT-12 JAXON – NT-10 TYBURR – ENT-2 BAXTER – NT-9BPT BANDIT KLEMM – NT-10H
STORMHAMMER – NV-225 BEHEMOTH – NV-225AMM BEHEMOTH AMMO-LOADER – CV-5 MURDOCH – ENV-7 SEEKER – ANTELOPE – ASV-
2 SPOTTER ANTELOPE – WALLABY – SNEAK WALLABY – NORTHERN FIELD ARTILLERY – VEHICLE RECOGNITION CHART – HIGH
TECHNOLOGY ENTERPRISES – BROK ENTERPRISES – HARTMORE MOTOR COMPANY – NOVEREN MATERIALS – RILEY WEAPONS SYSTEMS
– NORTHERN COMBAT VEHICLES – TTM-8/20 BADGER – MA-121 RABID BADGER – MA-121CFV BADGER CFV

# HEAVY GEAR SOURCEBOOK

DREAM POD 9

# NORTHERN VEHICLES COMPENDIUM TWO

# TANKS & ARTILLERY

Ber Yanna gritted her teeth as her Klemm tank lurched forward over the dune. The lead tank in her squadron, it was the first to clear the sand and see the forces laid out ahead of her. Intelligence had told them what to expect, but there was nothing like seeing a group of Visigoths in person to get the blood flowing. "You got those targets?"

Yanna's gunner took his time answering. The enemy had an ECM screen up that was preventing them from using indirect fire. He swiveled the main turret and took shots at the Southern formation with main gun. The rest of the squadron joined in. "Almost."

Yanna kept the tank moving as enemy shells crashed around her. "C'mon, I can't keep line of sight forever, you know."

As if to confirm what she was saying, one f the other Klemms took a glancing blow, its armor shearing off as it absorbed the shell's kinetic energy.

"Got it! Firing!" Three of the six massive RAVEN missiles on their Klemm streaked over the sand, leaving trails of dust. A second-and-a-half later, two of them smashed into the lead Visigoth, blowing immense holes into it and frying the crew inside.

"One down, three to go."

The Vehicle Compendium series showcases the most common pieces of vehicular equipment used by the armed forces of Terra Nova in the 62nd century. This second volume contains the tanks and artillery pieces originally found in the Field Guide N2 and the Tactical Field Support, along with a detailed recognition chart and ready-to-play record sheets. In all, this second volume includes:

- Badger and its variants (Rabid Badger, Badger Cavalry Fighting Vehicle and Medevac Badger)
- Camel (and its Stinger variant)
- Aller (plus the Verder, the Hardy Aller and the Naval Support Aller)
- Klemm (including the Jaxon, the Tyburr, the Baxter, the Bandit Klemm and the Stormhammer)
- Behemoth (and the Behemoth Ammo-Loader)
- Murdock (and its variant, the Seeker)
- Antelope (plus the Spotter Antelope)
- Wallaby (with one of its variants, the Sneak Wallaby)
- Field Artillery gun

**HEAVY GEAR** ®

`:1934`

SWORDS OF FAITH

DP9-038

# HEAVY GEAR

## Northern Vehicle Compendium 2 — Behind the Scenes

On the modern battlefield, it is vital to have tanks and artillery to support the advance of infantry and to batter down enemy fortifications. Despite the presence of Gears on Terra Nova, tanks and artillery still have their place. Some might argue that in four thousand years, there should not be a need for such obsolete pieces of equipment anymore; the current trends in military technology would seem to agree with them. We beg to differ nonetheless. Technological progression is not linear. The story of Terra Nova might be set in the far future, but anyone familiar with the background of Heavy Gear will quickly realize that Humanity has suffered several setbacks, both social and technological, and has not maintained the level of growth enjoyed by 20th century humans on Earth.

The greatest "problem" with Terra Nova is the initial balkanization of people and resources which followed the departure of Earth's corporations. This plunged the planet into a chaos from which it took time to emerge. By the time solid leagues and alliances were formed, the surviving Terranovans' weapons technology had been severely neglected and much had to be re-learned. Furthermore, there are about 250 million people on the planet, which is fewer individuals than there are currently in the USA. To make matters worse, Terranovans are not united under one flag, but rather fight with each other. Sadly, military research takes a great deal of money, something which a 50-million league like the Southern Republic can afford, but only to a certain extent. Smaller leagues (Western Frontier Protectorate, Humanist Alliance) cannot do it as easily.

So what happens? Low-tech solutions. Good old fashioned tanks and artillery pieces. They're not perfect, not by any stretch of the imagination, but they're all Terranovans have got. It is not because a story is set in the future that every combat vehicle is a hovertank with ultra-fast, powerful and accurate laser cannons. We'd like to think reality hinges on time-tested principles of physics and economics, not wishful thinking.

This is not to say that the vehicles within these pages are low-tech, quite the contrary. Between the Aller and M1A1 Abrams, we'll put our money on the first. Check it out.
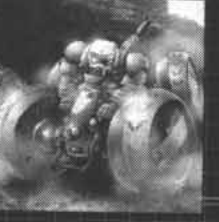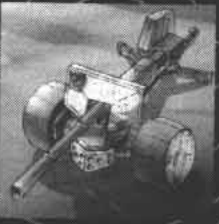
SWORDS OF FAITH

DREAM POD 9

# TABLE OF CONTENTS

## DREAM POD 9 TEAM

**Writing**

| | |
|---|---|
| Mark Hofmann | Writer |
| Jeff Mackintosh | Writer |
| Prabal Nandy | Writer |
| Jean Carrières | Writer/Senior Editor |
| Marc-Alexandre Vézina | Line Editor/Developer |
| Phil Boulle | Storyline Editor |
| Pierre Ouellette | Creative Director |

**Production**

| | |
|---|---|
| Pierre Ouellette | Art Director/Designer |
| Jean-François Fortier | Layout Artist |
| Ghislain Barbe | Illustrator/Colorist |
| Normand Bilodeau | Computer Illustrator/Colorist |
| Charles-Emmanuel Ouellette | Computer Illustrator/Colorist |

**Administration**

| | |
|---|---|
| Robert Dubois | Marketing Manager |
| Stéphane Brochu | Marketing & Sales Support |

**Silhouette System**

| | |
|---|---|
| Gene Marcil | System Designer |
| Stéphane I. Matis | System Designer |

**OTHERS**

| | |
|---|---|
| Typo Express, Inc. | Color Separations & Linotronic |
| Payette & Simms, Inc. | Printing |

# TABLE OF CONTENTS

## RABBITS IN THE HOLE



"Enemy units at two hundred meters!"

Colonel Selene Münschtradler, commander of the legendary Roving Guns, did not like surprises. She was sitting in the command chair of a Murdock command vehicle racing over the dunes of the Barrington Basin. From there, thanks to a massive array of computer-assisted communications and electronic equipment, she had a constant link with her regiment as it attacked a Southern MILICIA position. There should not be enemy units at two hundred meters. Certainly not with out her knowing.

"Get me an ID, Lieutenant Marsh!"

"Ma'am," snapped her systems operator as he aimed the Murdock's sensors. The desert winds were high and the Roving Guns were using the cover to attack. It made identifying the enemy difficult, however. "Small units, maybe infantry."

Münschtradler moved swiftly to sit beside the driver in the cabin and used the night vision scope to search the sands for her enemy. In a burst of speed she saw them, a small group of desert bikes — Jackrabbits it looked like — darting over the dunes.

"Go evasive!" Münschtradler grabbed the commands of the Murdock's top-mounted grenade launcher and began to lay down a pattern of fire. Unfortunately, the fast desert bikes easily darted through and drove toward them. Only the Colonel's cycles of experiences allowed her to not jump at the first muffled explosion. A hand grenade thrown by one of the Southern bikers, exploding on contact with the Murdock.

"No damage," reported the systems operator, "but we can't take too many more of those hits. If they nail the wheels, we're in real trouble."

"Keep dodging them, but get moving over the ridge to the north. Lieutenant, patch me through Red Squadron." As she barked orders, Münschtradler operated her grenade launcher, trying to get a solid lock on the nimble combat bikes. It took only a few seconds before the lieutenant signaled at her — she had the comm. She spoke swiftly into her headset. "Red Squadron, close on way point epsilon. We are under attack by motorcycle infantry."

The Colonel changed tactics and simply lay down cover fire, hoping to keep the Jackrabbits away from the Murdock. The grenade launcher spewed out more rounds, and she thought maybe one of the attackers took a hit. She couldn't be sure — the curtain of sand greatly hindered the visibility and it might just have veered off. A grenade blew a few meters to the left of the vehicle, immediately drawing her attention away. They were flanking the Murdock and matching its speed.

From the corner of her eye, she detected movement to her right, something jumping at her. It was one of the bikes, which had just bounced off a dune and was headed straight for her position in the Murdock's cockpit. Its front wheel crashed through the side window and impacted against her face, breaking half the bones and sending her straight into a coma. The bike bounced off the cabin, then span out of control before crashing into the sand.

The Murdock was nearing the peak of a hill when three Jaguars with red-painted heads leaped above the hilltop, guns blazing. "You're clear, Murdock. We'll handle it from here." Jeysers of sand sprang closer around the pursuers as the Gears' hits became more accurate. The remaining two Jackrabbits veered off and quickly vanished into the sandstorm.

Just then the on-board computer finally came back on line. "Way Epsilon Reached," it intoned — too little and too late.

## 1.1 INTRODUCTION

The Terra Nova Vehicle Compendium series aims at providing a set of quick reference manuals for students of military history on Terra Nova. This second volume of the Northern Vehicle Compendium contains all the basic tank and artillery vehicle chassis and variants which previously appeared in such publications as the now out-of-print Northern Field Guides and the highly popular Tactical Support series. The only models listed here are those that are common to several leagues, city-states or other paramilitary organizations. In some cases, only certain leagues still use a given model or variant, but they are all widely available throughout the hemisphere. Vehicles which were designed and used only by certain leagues will be examined at a later date in other manuals.

While meticulous care was taken to ensure that these volumes are accurate and up-to-date, the ever-changing nature of the vehicles and the secrecy of military-related designs makes this task Herculean at best. We ask the reader to keep in mind that much of the information within these pages was provided by the manufacturers themselves and reflects generic, minimally trained Gears. Depending on indivdual machines and maintenance records, field performance might differ from what is published here. Since the last edition, some specifications and statistics may have been modified to reflect newer, more accurate information. Our editors are hard at work revising these statistics on a constant basis, ensuring that you get nothing but the most accurate information available on these war machines.

The present volume, like its predecessors, covers some of the manufacturers which are involved in the design and production of combat vehicles. While these companies are listed in a book dedicated to tanks and artillery vehicles, we do not imply that they are limited to the production of the latter but rather that they have either specialized in that field or have greatly contributed to it. In this particular case, we focus on Noveren Materials, Brok Enterprises, Hartmore Motor Company and Riley Weapons Systems.

This book also covers a number of vehicles which are presented by category: personnel carriers, tanks, specialized vehicles, single infantry vehicles and artillery pieces. More specifically, we provide full specifications for the Badger and its variants (Rabid Badger, Badger Cavalry Fighting Vehicle and Medevac Badger), the Camel (and its Stinger variant), the Aller (plus the Verder, the Hardy Aller and the Naval Support Aller), the Klemm (including the Jaxon, the Tyburr, the Baxter, the Bandit Klemm and the Stormhammer), the Behemoth (and the Behemoth Ammo-Loader), the Murdock (and its variant, the Seeker), the Antelope (plus the Spotter Antelope), the Wallaby (with one of its variants, the Sneak Wallaby) and the generic Field Artillery gun.

We also include at the end of the book a series of technical data sheets that can be used during tactical play. The chassis presented within are accompanied by several of the more popular variants. Each vehicle is fully detailed both in terms of background and game statistics. Lastly, we provide a clear and concise recognition chart for all vehicles within these pages. It contains carefully detailed illustrations to scale which are regularly used by foot soldiers and various combatants to identify the enemy they are fighting at a glance and to determine what his weaknesses are.

## 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 vehicle. Both categories feature vehicles that are in full-fledged production (unless specified otherwise) or have been permanently modified into their current configuration.

A chassis is the basic production model of a certain vehicle type, often the first one of a series of derivative designs. The Aller Main Battle Tank is a prime example of this. Chassis are often mass produced and easily recognizable in shape and function; they also form the core of the armies. Because chassis are so common, three full pages have been dedicated to each one, alonw 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. The full explanation of the various sub-sections of the chassis section can be found in the Northern Vehicle Compendium 1.

Variants are vehicles derived from a basic chassis. 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 — unless specified otherwise, no distinction is made within this book. To save on space, the statistics of each variant are given only as modificationsto the statistics of the original chassis. For instance, the Naval Support Aller's statistics are given as modifications to the game statistics of the Aller. The Threat Values supplied have been calculated after the modifications were applied to the basic game statistics.

Unlike Gears, tanks and most artillery vehicles do not follow a strict identification code. The tradition for the Gears is exceptionally restrictive in comparison to other ground vehicles, often due to more modern code attribution procedures that were not in place when tanks and armored personnel carriers were first developed on Terra Nova. In general, Gears receive their identification code from the group which commissioned its design whereas tanks, APCs, all-terrain vehicles and bikes receive their ID code from the engineers and designers which worked on them. As a result, the codes for the vehicles within this book are the result of internal choices rather than a coherent identification system.

## 1.2 BROK ENTERPRISES
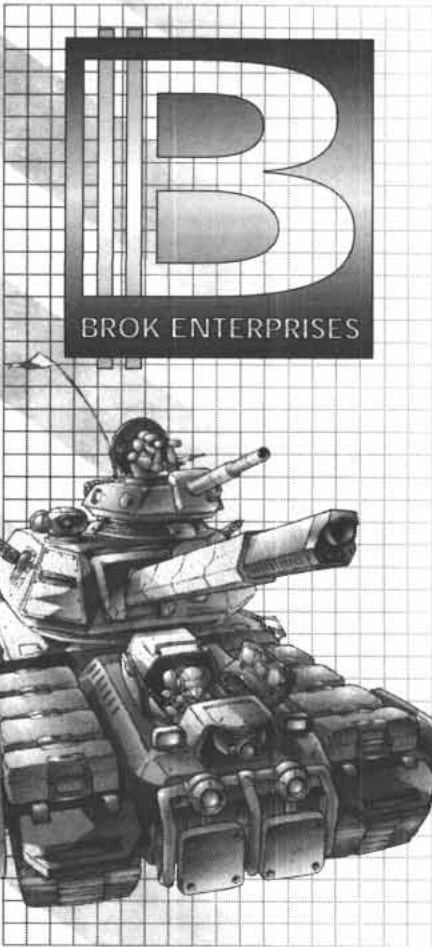
47 cycles ago, at the age of 32, Emil Brok decided that he'd had enough of working in a factory; he wanted to be his own boss. Using everything he owned as collateral along with a great deal of luck, Emil convinced his bank to finance a large loan for the purchase of Killian Enterprises, the company Emil had worked for since he was 18. The majority stockholder, at the time was Darlene Killian, who had inherited her husband's company a cycle earlier when he had passed away. Uninterested in running the company herself (something Brok had inadvertently discovered), she was quite content to sell it to Emil for what some experts described as a pittance.

Over the following cycles, Emil Brok has taken few risks with the company. Recently, however, as his children, Jon and Fala begin to shoulder larger roles in the management of the company, Brok Enterprises has taken a few contracts that have catapulted the company to a position as one of the most important companies in the North.

One of Brok Enterprises' more lucrative ventures was the production of several key components of the Aller Main Battle Tank. In TN 1912, when BattleCorp's contract for the complete production of the Aller ended, Emil's daughter, Fala, convinced her father to bid for the contract. Brok Enterprises' reputation for reliable, good quality workmanship won them the contract to manufactuer the tank powerhouse over Norlight Industries, to the surprise of everyone, Emil included. As well, a few cycles ago, when Northco chose to subcontracted the components of the Bricklayer, Fala again convinced her father to bid on the production of some of the Bricklayer's components. Once more, Brok Enterprises was awarded the contract, this time for the production of the Bricklayer's crane assembly.

Until that point, Emil had thought that he would pass Brok Enterprises down to his older son Jon, but Fala's initiative and sound business sense have made him realize that his daughter could also run the company. Since then, Emil has begun grooming both of his children to one day take over the reins of the company, which has led to a great deal of speculation and concern. Fala is without question the more ambitious of the two, while Jon, on the other hand, is as conservative as his father. Jon feels that the company should proceed in the tried and true path that it has forged over the past half century. He openly criticizes his younger sister as a gambling fool who will drag the company down if she ever gets her way. This debate has raised a fair amount of concern among the employees as they see an uncertain future. It would cause more concern to learn that Emil plans on giving each of his children 50% of his controlling share upon his retirement.

### Manufacturer Description

| | |
|---|---|
| Legal Appellation: | Brok Enterprises Inc. |
| Headquarters: | The Brok Plant, Livingstone, Northern Lights Confederacy |
| Directing Executive: | CEO Emil Brok |
| Major Products: | Aller Main Battle Tank, heavy machinery and robotic tools |

## 1.2.1 ORGANIZATION

Brok Enterprises is quickly becoming a major contender in the North. When it was awarded the contract for the Aller, Emil began a branch company, Brok Motors, whose sole purpose is the construction of the Aller. This new status as a conglomeration could expand as Fala continues to encourage her father to research the potential of producing their own construction Gear that could replace the Bricklayer as the standard engineering Gear of the North. Regardless of Brok Enterprises' size and status, Emil continues to be a blue collar boss. He is often found on the factory floor talking and joking with the staff, resulting in his staff being well taken care of, highly paid and given full benefits packages.

Jon and Fala, Emil's children, take a very active role in the management of the company. Jon Brok, who expected for a long time to inherit the company upon his father's retirement, has very bitter feelings towards his sister. He feels she should leave the business to the men. This has prompted the angry Fala to take an ever-increasing part in the company's development.

## 1.2.2 AREA OF EXPERTISE

Brok Enterprises produces a wide range of heavy machinery and tools used in numerous applications, mostly civilian in nature. They do, however produce the largest and most prominent tanks used by the armies of the North, the Aller. For a few cycles, the production lines had to adjust to the increased demands required of them to properly develop and manufacture the huge tank, causing a noticeable reduction in the construction of Brok's mainstay of products. Presently, Brok's only Gear-based product is the crane assembly for the Bricklayer construction Gear, but there are rumors that Fala has already begun the design process for a competitor to the Bricklayer, a Gear believed to be more efficient and cost effective. There have also been discussions within Brok Enterprises of getting further involved in the automotive business, but Emil Brok himself has dubious feelings about what he considers an already overcrowded market. His competitors and other personalities in the industry are anxiously waiting to see what happens when he retires. Many experts feel that Brok Enterprises' incredible luck might end with Emil's retirement. Several others believe that its string of luck will end only if Jon inherits the company, arguing that only Fala can continue to make the company prosperous.

## 1.3 HARTMORE MOTOR COMPANY

Hartmore Motor Co. of Kenema is one of the largest producers of commercial vehicles and engines on Terra Nova. Founded in TN 1779 by Filson J. Hartmore III, HMC produced a variety of engines for use in heavy industry, including several of the more powerful V-engines of the time. HMC also produced the rugged Wolf all-terrain vehicle, a popular truck used by many explorers and, for a time, the Northern military. As demand for the vehicles increased, HMC's production lines (and their demand for their own heavy engines) grew to accommodate them. Hartmore made a series of risky investments during the early 1800's, the payoffs of which allowed him to expand both production lines, not to mention market newer and different vehicles, including the RockProwler and Monty off-road vehicles and the King Tortoise heavy transport vehicle. In TN 1820, he consolidated his engine and vehicle lines into a massive complex located in the southernmost section Kenema.

In TN 1836 HMC entered a design competition, the prize of which was an exclusive production contract for the Walker Armored Combat System. More than thirty designs were entered, including HMC's Mammoth prototype. A disastrous ammo explosion in the grueling endurance trials crippled the prototype, but the Mammoth team managed to restore their salvaged machine and triumphed in the end. Filson J. Hartmore III died only days after hearing the news, reportedly content with his company's future. The new strider had just completed its first mass-production run in time to see action in the War of the Alliance. During this time, HMC also leased its production facilities out to other companies to allow for the increased wartime demand for military vehicles, parts, and equipment. In TN 1901, Hartmore founded the Kenema Polytechnic Institute, which remains the largest college of its kind in operation today.

HMC engines are known for their ruggedness and ease of repair, and are widely used by companies across the hemisphere. Many of the largest heavy-duty vehicles today, including Northco's Behemoth Gear transport and Brok Motor's Aller main battle tank, use HMC-made gas turbines.

HMC has also taken care to maintain its Mammoth line and is currently bidding to produce a close-fire-support model of the Thunderhammer Strider. Hartmore Motor Co.'s only current worry is growing civil concern about its proving grounds north of Kenema. While the noise of cannon fire is well muted by distance and barriers, the company must still transport its machines through the city streets, and the tread of Mammoth, Damocles, and Thunderhammer feet is not at all music to Keneman ears.
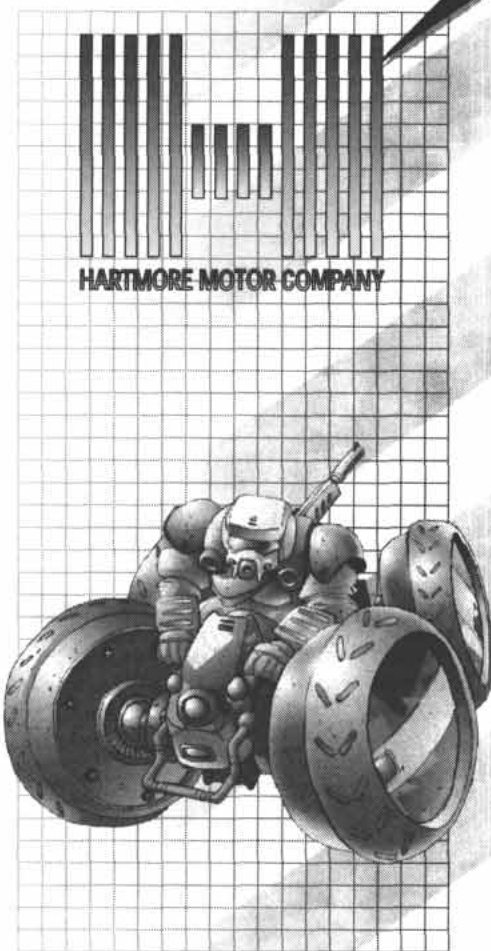
### Manufacturer Description

| | |
|---|---|
| Legal Appellation: | Hartmore Motor |
| Company Headquarters: | HMC Design & Assembly Center, Kenema, Northern Lights Confederacy |
| Directing Executive: | Executive Director Maximilian Hartmore |
| Major Products: | Striders, Off-Road Vehicles Heavy-Duty V-Engines and Gasoline Turbines |

## 1.3.1 ORGANIZATION

Hartmore Motor Company is organized according to its three main production lines. Each Production Line is governed by a series of Foremen, with the Head Foreman of each line reporting to the HMC Board of Directors and its head, Director Hartmore. Heavy Line Number One is used for military products, namely HMC's Mammoth strider. At full wartime production, Number One was producing about 250 striders per cycle: two-thirds were standard Mammoths and the remaining were Assault variants. Heavy Line Number Two manufactures HMC's industrial engines anywhere from 200 to over 1,000 per cycle. Heavy Line Number Three produces HMC's six different commercial vehicles, and their associated spare parts. Executive Director Maximilian Hartmore, at 99 cycles, is feeling his advanced age, and popular belief is that he will soon step down in favor of Heavy Line Number Two's Head Foreman, his eldest son Avery.

## 1.3.2. AREA OF EXPERTISE

Hartmore Motor Company's flagship may be its Mammoth production line, but in truth its other two divisions make up the bulk of the company's income. The Mammoth, however, has given Hartmore Motor Company a high profile and has allowed it to gain a good reputation with the Northern Guard high command. Executives in the company want to put this reputation to good use and have repeatedly tried to convince Maximilian Hartmore that the company should seek further military contracts. So far, however, the Executive Director has been reluctant, stating that getting further involved with the construction of military weapons might reflect poorly on HMC image and reputation.

Heavy Line Number Two produces in excess of one thousand engines per year, mostly for commercial use, ranging in size from small ethanol-driven lawnmower engines to the mammoth gas turbines for large vehicles and factory lines.Heavy Line Number Three, which produces HMC's popular off-road vehicles, consistently pulls in the highest profits of every quarter, with Line Number Two close behind. Annette Kale, Head Foreman of Heavy Line Number One, is reportedly resentful of the other two Lines' success and seeks to improve her revenues, namely by recruiting Gear and tank engineers. The scuttlebutt from "around the Line" says that she will have some kind of new hybrid on the proving grounds soon.

## 1.4 NOVEREN MATERIALS

In TN 1826, Noveren Ventures founded its subsidiary, Noveren Materials, after the purchase of several small but successful corporations. By combining the engineering pools of these various corporations, Noveren was able to delve into the world of synthetic alloys and metallurgy, ultimately culminating in the invention of durasteel, which would become the durasheet armor that protects most modern Gears. With heavy industry across Terra Nova on the rise, Noveren Ventures was only too eager to offer the services of its subsidiary to any or all who could pay. Within twenty cycles, Noveren Materials was providing composite materials and alloys to over thirty Northern corporations, including the industrial giant Northco. As Noveren Materials grew, Noveren Ventures found itself fielding less and less business for its other subsidiaries, including its weapons-production wing, Northern Arms, until it ultimately decided to close this and two other subsidiaries down for good. Mechanical engineers under Noveren Arms were soon replaced by chemical engineers working for Noveren Materials.

In TN 1674, Northco-owned Elementech approached Noveren Materials for an alloy for its durable Hunter frame, which Noveren was only too happy to provide. Noveren Materials now provides an even dozen different composite materials and alloys for almost every aspect of Gear production. The War of the Alliance proved to be a boon to Noveren as well, providing it with an opportunity to supply an untapped Southern clientele. Even though it was then considered "unpatriotic" to do so, Noveren accepted lucrative contracts from several Mekong-based companies over Northern ones during the reconstruction period immediately following the War. While the arrangements were temporary, they nonetheless gave the South a taste of Noveren's efficiency and quality. Currently, Noveren only accepts a few non-military contracts from Southern companies. Non-military or not, the engineers working on these contracts are kept under close scrutiny by Norlight Intelligence, and the Northern government is actively discouraging any business contact with the South.

Noveren Ventures CEO Horst Kleidenheim scoffs at recent allegations of espionage and "disloyalty to Norlight interests," insisting his company is "only doing good business and to hell with government bureaucrats who say otherwise." Noveren Materials Director Joskun Briggs has been assured of the continued support of his superiors. Briggs continually refers to Noveren Materials' contribution to environmental safety in his rebuffs of the government's allegations. The Noveren Materials Center at Livingstone boasts pollution-free runoff, and is currently the subject of several environmental studies.

### Manufacturer Description

| | |
|---|---|
| Legal Appellation: | Noveren Materials, a Subsidiary of Noveren Ventures, Unlimited. |
| Headquarters: | Noveren Materials Center, Livingstone, Northern Lights Confederacy |
| Directing Executive: | Enterprise Director Joskun Briggs |
| Major Products: | Industrial-Grade Alloys and Composite Materials |

### 1.4.1 ORGANIZATION

The Noveren Materials Center in Livingstone houses not only the company's administrative offices, but also its extensive research and development labs. In TN 1899, the structure was nearly gutted by an explosion from within. A lengthy investigation immediately ensued, but the cause of the explosion never surfaced. Miraculously, the main computer core had been removed only days before for an overhaul, and, as a result, many cycles worth of research survived. The building has since been rebuilt and security there is at a constant state of alert. The NMC tower is surrounded by several outbuildings containing facilities for synthesizing alloys and materials to order. In terms of corporate hierarchy, Noveren Materials is almost a separate company in itself. The company's structure is based on seniority, although it is possible through outstanding achievement to ascend the ranks rather quickly. Director Briggs himself is not a former chemist, as is most of the Executive Board, but instead a former Accounts Supervisor.

### 1.4.2. AREA OF EXPERTISE

The Noveren Materials Center houses one of the most comprehensive and complex metallurgical/chemical labs on Terra Nova. Research on advanced composites and new alloys takes place almost around the clock, with teams of engineers working late into the night only to be replaced by fresh men and women in the morning. It was this incredible drive that led to the conversion of durasteel to durasheet armor inside of a single season. The company executives pride themselves on not only having a very dynamic and stimulating working environment, but also on providing reknowned specialists with top research equipment in their respective fields of expertise. As a whole, Noveren specializes in the research and manufacturing of new materials, either for civilian or military use. Noveren also continues the development of the composite alloy Argyderium, which the company projects will succeed durasheet armor within a decade. Noveren Materials laboratories also pioneered their own environmental cleanup procedures, which resulted in the manufacturing plant's ninety-nine percent pollution-free runoff. The engineers at Noveren are also rumored to be on the verge of perfecting some form of supple metal, presumably called "metal rubber," which could be used to manufacture more resistant tires for armored personnel carriers and most other military vehicles.

## 1.5 RILEY WEAPONS SYSTEMS

Riley Weapons Systems of Fort William was founded in TN 1763 by Riley Haakon. Riley himself had experience in the area of weapons production, having been an upper-level technician for Northco for over thirty cycles. Riley had been engaging in independent contracting for several cycles, which Northco did not approve of, and as a result he and several others were suspended without pay. The men decided to use their expertise for their own profit and left the company altogether. They then pooled their capital together and bought out a small manufacturing plant at the edge of Fort William's corporate area. Later that same cycle, Riley Weapons Systems was producing rugged, reliable autocannons. Amazingly enough, Northco was one of Riley's first clients, although some say the whole thing was a scam created by Northco executives to give the engineers the creative freedom they needed, and the Riley Weapons Systems was, in fact, just another of Northco's subsidiary. To this day, Riley Weapons Systems fights against this stigma.

As the arming of Terra Nova's two hemispheres began to escalate, Riley found itself with more business than it knew what to do with . Several other companies, including Shaian Mechanics and Hartmore Motor Company, were using Riley-made weapons for their vehicle designs, and company revenues soared. Riley soon branched into other types of weapons, refining a series of mortar designs brought with them from the design tables of their former employers. By the time the powerful Grizzly lumbered off the assembly lines at Northco's Rapid City facility, it carried with it a powerful and accurate Riley-made guided mortar. Riley's production lines, already in full swing when CEF forces invaded Terra Nova, increased their output tenfold, producing not only vehicular weapons, but also a series of automatic rifles and heavy anti-armor weapons for infantry.

Near the end of the War, several of Riley's experimental weapons systems made it into the field, including the now widely-used M25 "Pack Gun" and the devastating M88-5RA1 Ram Accelerator Cannon. The huge cannon used exploding in-barrel gases to propel massive solid projectiles, with three times the force of a landship railgun. Only five of the awesome weapons were ever produced, and the remaining one currently adorns the main gate to Riley's facilities in Fort William.

CEO Cameron Jacosta is also in the process of re-negotiating her company's service contract with Northco. The current agreement favors the industrial mammoth too much and does not providing enough for fluctuations in the common market.
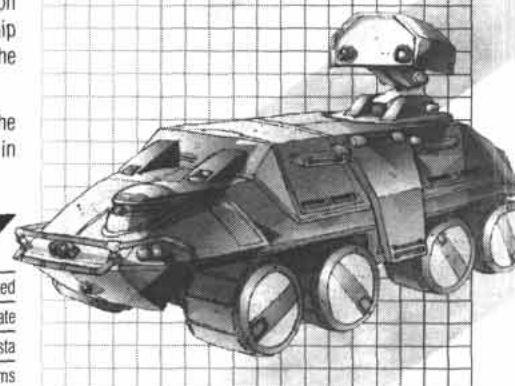
### Manufacturer Description

| | |
|---|---|
| Legal Appellation: | Riley Weapons Systems, Incorporated |
| Headquarters: | RWS Assemblies and Proving Grounds, Fort William, Western Frontier Protectorate |
| Directing Executive: | Cameron Jacosta |
| Major Products: | Military Weaponry, Ammunition (Various types), Targeting/Tracking Systems |

## 1.5.1 ORGANIZATION

All of Riley Weapons Systems' facilities are contained within a single fortified site located at the edge of the Fort William industrial zone. Administration, design and production divisions are housed in large concrete structures which also serve as buffers for the sound and shock waves generated on the testing grounds. The weapons proving grounds are at center of the compound and contain sufficient facilities for the testing of even the most powerful of conventional weapons (Riley does not deal in nuclear devices). The engineers have the luxury of seeing their designs in operation, resulting in innovations on the testing grounds.

Riley's system of advancement is based upon the ability and merit of the individual. The company's policy of providing necessary training for advancement has produced a talented corps of technicians and engineers, and is perhaps the reason for its current success. The system also instills intense company loyalty; attempts by competitors to buy out the contracts of Riley employees tend not to succeed.

## 1.5.2. AREA OF EXPERTISE

Riley Weapons Systems produces many of the weapons in use by the Northern Guard today, including the popular B-300 medium-class bazooka, the GM-60L mortar and the M-25 Pack Gun. The praises of these weapons have been sung by technicians and soldiers alike, making the Riley Weapons label synonymous with ruggedness and reliability, not to mention ease of repair and maintenance. Riley also produces ammunition for all these weapons, including a variety of special-ordinance rounds for field guns and rocket launchers. Much of the ammunition is not contained on the main compound, but instead shipped to secure military depots, or otherwise directly to the distributor or client company (Northco receives an estimated 2,000 tonnes per season). Of late, Riley has been producing a series of guidance system upgrades for its anti-aircraft and heavy anti-landship missiles in conjunction with Hyperion Werks, although the bulk of the research is being done at the Riley Weapons facility in Fort William. There are rumors within and without the walls of Riley weapon systems that the company might soon invest in satellite and communication technologies. This is corroborated by the large (and unusual) quantity of electronic components which the company has purchased from its regular suppliers, but CEO Cameron Jacosta remains silent about the whole matter.

# REMEMBER WHEN
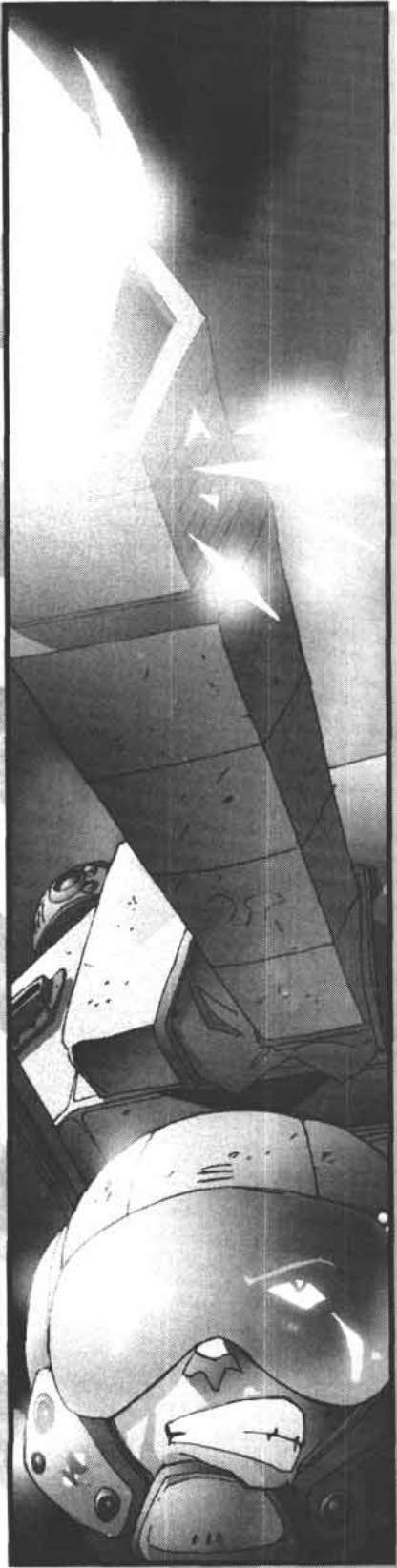
In the decades that followed, Ron Sanchez never had any trouble answering the inevitable question. "Where were you," someone would ask, "when Hutchison died?"

For most Norlights — and many other Terranovans — that first day of Autumn in 1935, when Second Follower Thor Hutchison was assassinated, was a signpost in their lives. They remember the trideo show they were watching or the cawfee they were drinking when they heard the news.

Sanchez was a captain in the Norlight Armed Forces then and in command of a squadron of Aller Main Battle Tanks. They had been deployed in the Karaq Wastes to reinforce Norlight forces around the city-state of Massada. As always, the desert was hot and dusty, and Sanchez was less than thrilled to be going into another stand-off with the enemy. A convoy of MILICIA light armor — Huns and other light tanks for the most part — was moving through a dried river bed to the northwest and Sanchez was just supposed to observe.

His whole squadron was just over the lip of a ridge, in what tankers called "hull down" position. Only the turrets of the tanks, each bearing a massive THOR railgun and other arms, peaked out of cover — and even they were covered with thermal camouflage tarps. This type of situation was hard on morale; they had the snakes cold, but they couldn't do anything about it except report to base on a regular basis. This particular column of tanks was moving to support a sizable MILICIA task force threatening Massada, the holiest city in the Revisionist faith, and all they could do was watch. Politicians in Valeria were still deluding themselves with hopes for diplomacy and economic sanctions. They were making "official protests" and "strongly worded statements" while the MILICIA got ready for war. It was stupid and it was going to get some good Northern troops killed, he knew.

Sanchez kept his eyes on his command console, using sensors to keep track of both the enemy and his own forces. He didn't want anyone to act out of turn. Still more Southern cavalry units crept into view.

"Merrick," he said to the gunner sitting below him, "get a bead on that strider." The main gun swiveled slightly in response, targeting the Long Fang Naga artillery strider that had just come into view. With its twin field guns, both capable of indirect fire, the "chicken walker" was the worst long range threat so far.

A flashing light on the command console caught Sanchez' eye. A satellite communication from brigade command. He thought it might finally be an okay to engage and tapped the display.

"Be advised of death by assassination of Rev. T. Hutchison in Sorrento," it read in shinning green letters. "All units to report in to brigade command post for defensive redeployment orders—"

Sanchez stopped reading then, overcome with a wave of emotion. That was it. The bloody snakes were moving in on Massada and they had killed the Second Follower. Was nothing sacred to them? Were they even human? And the politicians were calling for a "defensive redeployment." What the Prophet was that? Were they just going to sit there and take this?

"Permission to fire," he whispered.

When Merrick didn't respond, he spoke louder and opened his general communication channel. "All units open fire. Take them out, ladies."

Sanchez would always remember the sight of the Naga being ripped asunder by the shockwave of a round from the THOR cannon. He could almost feel the shock among the Southerners.

Sanchez would always remember when he drew first blood.

## 2.1 BACKGROUND

During the last ten centuries, tanks and artillery vehicles have almost invariably dominated the battlefield, and only during the last 150 cycles have they been challenged by the more modern and versatile Gears. In the North, after the formation of the Norlight Confederacy in TN 1525, the Norlight government formed the first of the northern leagues' armed forces and gathered — through force or by simply purchasing them — as many of the abandoned Earth combat vehicles as they could until it could manufacture its own. It was not before TN 1529 that the newly formed league began producing the NBT-04 Athenian, a home-grown design that would spawn dozens of variants and derivative models over the following century. In TN 1558, its design was still valid and made it a good force on the battlefield, but the Norlight Armed Forces had begun replacing it with the VK-77 Spartan, a faster and better-armed model. It was not before TN 1641 that the Athenian was officially retired and put into museums or recycled for spare parts.

The Spartan lasted until the late 1600s, when the introduction of new ceramics yielded improved and lighter armor materials. In TN 1687, the Western Frontier Protectorate introduced a new tank on the battlefield, the CFT-05a Charon, equipped with twin field guns, linked snub cannons and anti-infantry machineguns, and capable of excellent speeds. The Charon was the WFP's answer to the United Mercantile Federation's new battlefield invention, the Hunter Gear. While the new tank fared adequately against this new and more mobile opponent, it also convinced the WFP government that it too needed its own Gears. The Charon survived twenty cycles on the battlefield, then was retired.

In the 18th century, with Gears as opponents, the older, less mobile tanks or artillery pieces were becoming quickly obsolete. A great deal of resources were invested into Gears, making their technology and inherent flexibility more appealing than tanks. Most of the time, Gears were cheaper, more versatile and faster than artillery vehicles, and their sheer size and appearance had a daunting effect on enemy morale which tanks did not have. Adding insult to injury, more than half the Northern cavalry regiments suffered heavy casualties during the St. Vincent's War while Gear units fared much better. For the next fifty cycles, due to a lack of political will more than from deficient technology, tanks fell out of fashion.

It was not until 1775, with the introduction of the AS-22 Morten by the WFP that the Gears' supremacy on the battlefield was challenged. The Morten, also dubbed "Gear Hunter," had been specifically designed to hunt down Gears and protect other vehicles against them. Armed with light anti-aircraft cannons and light autocannons, they established a defense perimeter around friendly tanks which Gears found hard to penetrate. This brought an about-face in the government and re-established the tanks as a necessary weapon on the battlefield. The Morten was so successful that it remained in service until the mid-1800s, when it was finally retired. It remains to this date one of the most successful tanks and a landmark in military history.
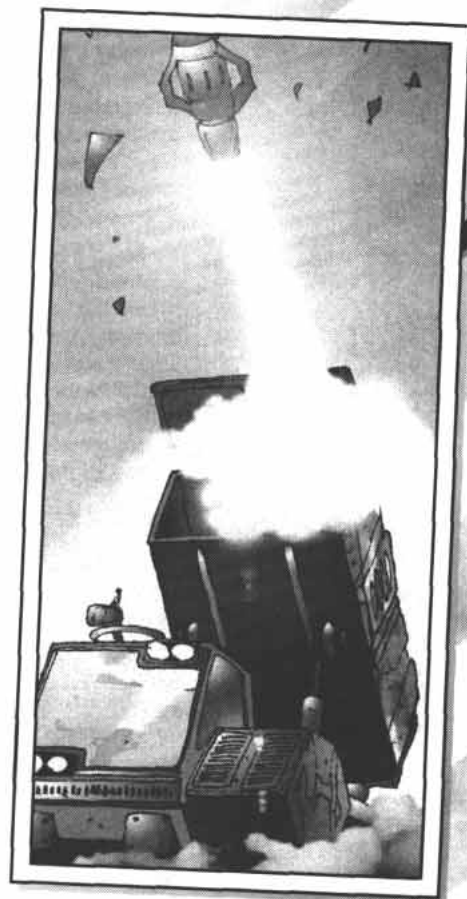
### About the Author

This new addition to the *Fort William Military Review Vehicle Guide* aims at providing readers with accurate information on the tanks and artillery vehicles currently by the Northern Guard. Citizens should be advised that this material was carefully tested and edited, and the greatest care was taken in obtaining precise information. While it would have been easier to vaunt only the merits of all vehicles, the author and editors of this book felt it was vital to take a honest look at the flaws as well, if only to ensure that future generations have access to an unbiaised recording.

Writer Gaül Estebàn (see picture at right), son of War of the Alliance hero Major Gaül Maria, spent five cycles in the cavalry corps of the Western Frontier Protectorate Army and participated in several minor conflicts in the Badlands. Now a full-fledged citizen and a self-described tank-lover, he has dedicated much of his life to writing military history novels or hard-core military science fiction. His exclusive publisher, Antioch Publishing, was kind enough to allow Mr. Gaül to write this book while on their retinue. We wish to express our gratitude to Antioch for their contribution to this work.

Gaül Estebàn's experience as a tank pilot has inspired much of his writing, and proved an invaluable asset. He worked on the present volume for two full cycles before being satisfied with the results. He dutifully maintained his survey of the industry even after delivering the manuscript, as a preventive measure for sudden specs modifications. Thanks to his vigilance, recent changes in vehicle technology, availability and performance were incorporated mere weeks before the publication of this book.

Not pictured at right are several contributors whose efforts should be mentioned: veteran illustrators Bilo Naurman and Berban Slaine, and talented newcomer Valet Manuel-Karl; designers Valet Peter and Fertan Jan Francys, whose talent gave this book its graphic quality; editors and consultants Veyman Marcus, Carteran Jon and Boyle Phyllip.

## 2.2 TTM-8/20 BADGER APC

The Badger is typical of the Armored Personnel Carriers used by the armies of the Confederated Northern City-States. It was first introduced in the CNCS in TN 1799 as a replacement to the Mongoose line, which had become too obsolete on the battlefield to be reliable. Its sturdy eight-wheeled design can transport up to twenty fully equipped troopers to battle through almost any terrain. The Badger is powered by four axial electric engines connected to banks of superconducting batteries. A front-mounted ceramic IC engine constantly recharges them and can also be used for extra power. This gives the Badger greater autonomy, allowing it to travel through the Badlands desert without having to worry about being jammed in the sand or having no heated shelter during the night. The driver and passenger sections have been specially reinforced to withstand greater damage and to protect its crew. This has had a positive impact on morale, and soldiers who have to spend any amount of time in Badgers are grateful for the extra protection

The Badger is crewed by two men: one driver, and one gunner for the turred-mounted M56 autocannons. The initial problems with the suspension were resolved in the 1820s and the Badger's design was left alone since then. Its speed, good armor and reliable armament have made it a staple of all northern infantry regiments. One of the Badger's only flaws is its vulnerable fire control system, which is part of the autocannon turret. Due to weight considerations, it could not be armored sufficiently to protect it against damage. Still, since the Badger is not meant to enter heavy combat, this was deemed a minor flaw and ignored by the engineers. The Badger has survived almost a century of use with only a few modifications, and its efficiency and affordability is unmatched by other APCs. At little over 80,000 marks, the Badger is the most reliable personnel carrier in the North. Over the long decades of use, several variants have been designed, the most successful of which were the Mark III "Pintle," featuring four pintle-mounted 7 mm assault rifles, and the Mark IV "Stealth," coated with radar-absorbing paint and equipped with a low-end ECM pod.

### Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Badger APC | Production Code: | TTM-8/20 |
| Production Type: | Mass Production | Cost: | 80,250 marks |
| Manufacturer: | Shaian Mechanics | Use: | Wheeled Infantry Vehicle |
| Height: | 2.37 meters | Length: | 7.82 meters |
| Average Armor Thickness: | 28 mm | Armor Material: | Ceramic Alloy |
| Standard Operational Weight: | 12,627 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 560 km |
| Sensor Range: | 2 km | Communication Range: | 10 km |
| Powerplant: | Electric (x4) w/gas turbine | Horsepower: | 300 hp (x4) + 150 hp |

### Weapon Payload

| Name | Ammunition Payload |
|---|---|
| M56 Autocannon (x2) | 60 |
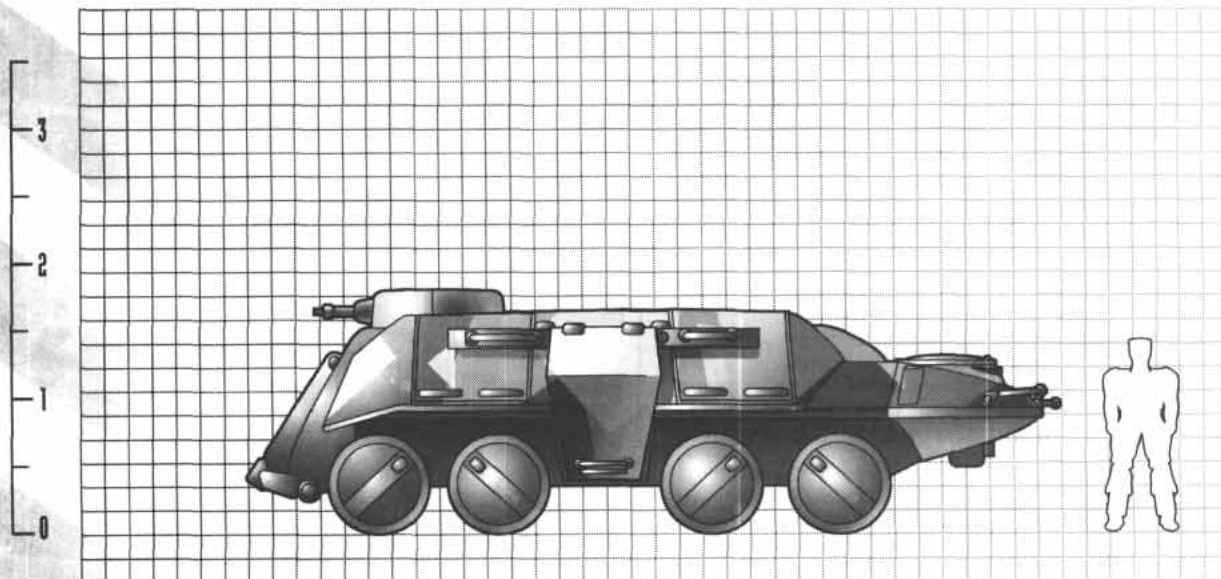
## SERVICE RECORD

Before the Badger entered service in TN 1799, the armored personnel carrier of choice had been the Mongoose. It could only carry ten infantry instead of twenty, but it was equipped with better sensors to avoid detection and could achieve greater speeds than any APC at the time (the Raccoon's record was clocked at 107 kph). When it fell out of grace in the latter half of the 18th century, mostly because the company that had created it in no longer existed and product support had become non-existent, Northern high command turned to the Badger for a replacement. Not only was the design slick, but it performed great services to the infantry regiments which used it, capable of transporting twice as many soldiers as the Mongoose. This proved invaluable during the pre-War North-South tensions, when continuous troop movements required the use of fast and capacious carriers. The Badger's great capabilities were further put to the test during the War of the Alliance, when the unpredictability of CEF troops deployment required a vehicle that would handle short response time and immediate counter-deployment. In the early days of the War, a good number of Badgers fell prey to the superior fighting skills of the GREL soldiers, but once the effect of surprise had passed, they handled them with great efficiency.

### General Stats

| | |
|---|---|
| Threat Value: | 214 |
| Offensive: | 406 |
| Defensive: | 69 |
| Miscellaneous: | 169 |
| Size: | 8 |
| Original Default Size: | 6 |
| Individual Lemon Dice: | 3 |
| Crew: | 2 |
| Bonus Actions: | 1 |

### Movement

| | |
|---|---|
| Primary Movement Mode: | Ground |
| Combat Speed: | 10 |
| Top Speed: | 20 |
| Secondary Movement Mode: | N/A |
| Combat Speed: | - |
| Top Speed: | - |
| Maneuver: | -3 |

### Electronics

| | |
|---|---|
| Sensors: | 0 |
| Communications: | 0 |
| Fire Control: | 0 |

### Armor

| | |
|---|---|
| Light Damage: | 12 |
| Heavy Damage: | 24 |
| Overkill: | 36 |

### Vehicle Availability

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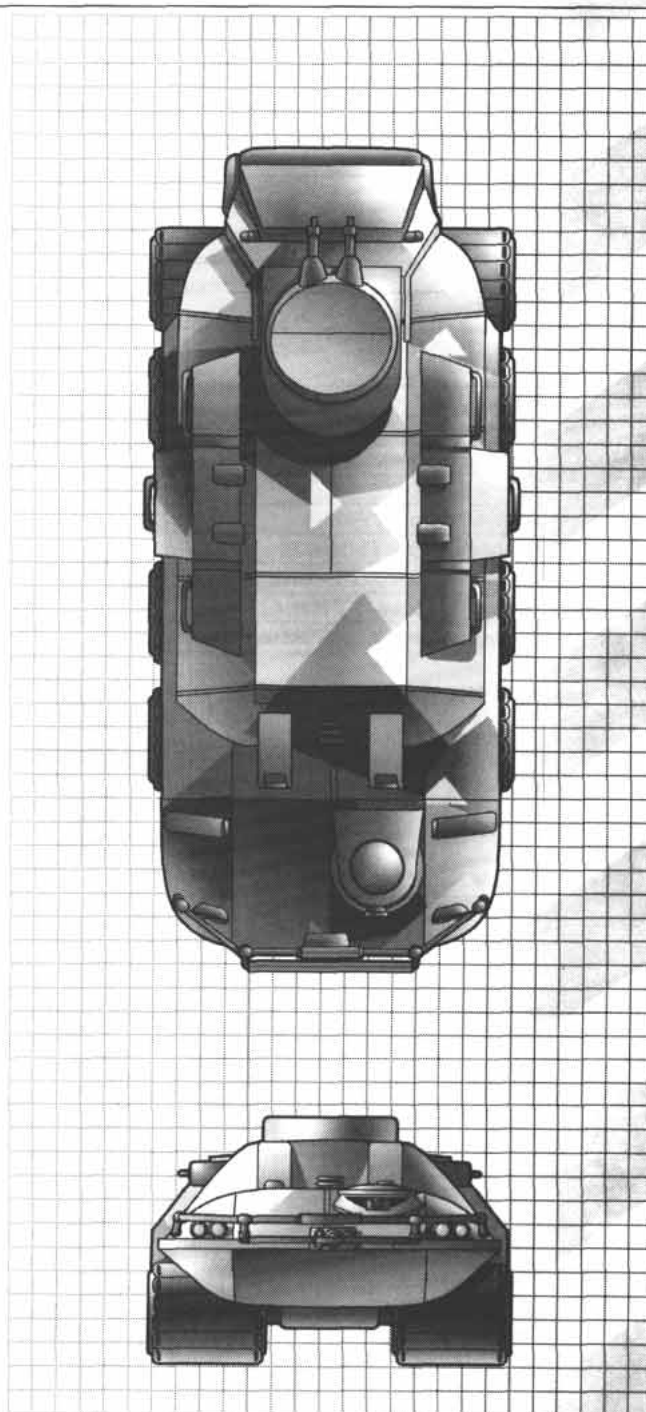
▼

## Weapons Summary

| Name | Code | Fire Arc | Qty | Ammo |
|------|------|----------|-----|------|
| Light Autocannon | LAC | Turreted | 2 | 60 |

▼

## Perks

| Name | Rating | Game Effects |
|------|--------|--------------|
| Hostile Environment Protection | - | Desert |
| Passenger Seating | 20 | |
| Reinforced Passenger Compartment | - | |

▼

## Flaws

| Name | Rating | Game Effects |
|------|--------|--------------|
| Exposed Fire Control System | - | |

▼

## Defects

| Name | Rating | Game Effects |
|------|--------|--------------|
| None | - | - |

▼

## Optional Equipment

| Name | Modified Threat Value |
|------|----------------------|
| Add 4 pintle mounts w/7 mm assault rifles | OS + 8 |
| Add 4 pintle mounts w/37 mm grenade rifles | OS + 32 |
| Add APGL (6 shots, F) | OS + 29.6 |
| Add smoke launchers (10 shots) | MS + 9 |
| Add strengthened glacis (Reinforced Armor 1, F) | MS + 9 |
| Command vehicle (add ECCM 2, +1 Crew, +1 Communications) | 241 |
| Covert vehicle (add Stealth 2, ECM 2) | 257 |
| Late War of the Alliance "K" variant (add Haywire Resistant) | 285 |

▼

## Typical Camouflage

Desert 2    Broken Ground    Pattern-Breaker 1    Woodland 1

▼
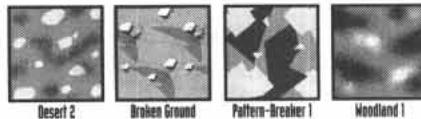
## Weapons Location Diagram

| A | M56 Autocannon |
|---|----------------|
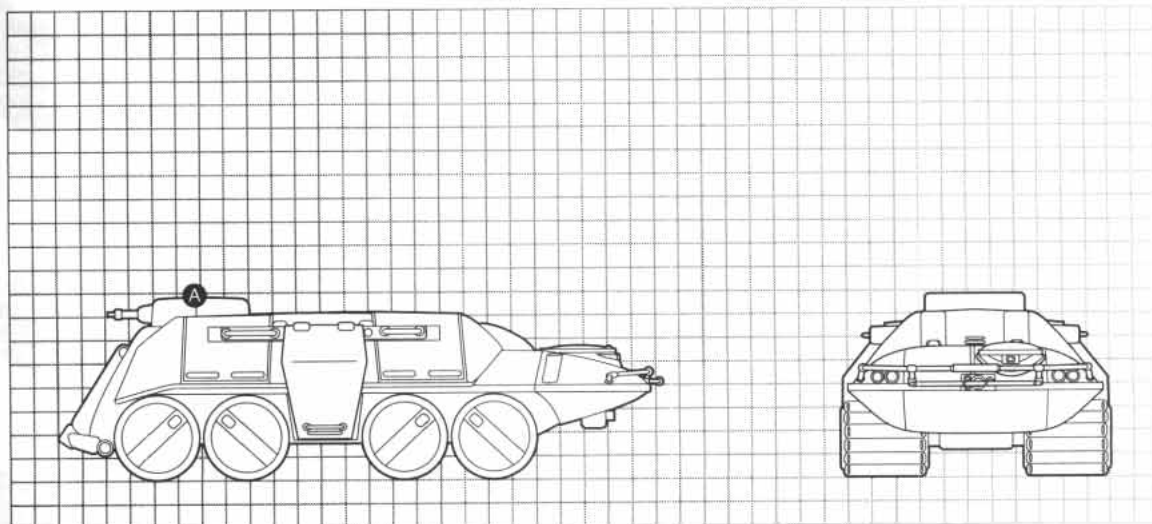
## 2.2.1 MA-121 RABID BADGER APC

In the early TN 1880s, growing tensions between North and South prompted the Northern Guard high command to commission some formal improvements to the Badger line, although those were arguably needed. The Badger's polymeric suspension, while still perfectly efficient, was further imrpoved and incorporated into the new Rabid Badger production lines that were opening in Valeria. Because of its high price, the variant did not replace all other Badgers already in production, but gained a status and a reputation all its own. In TN 1914, with the War of the Alliance in full swing, an APC with more bite became essential to fight off the GRELs, leading to the Rabid Badger we know today. The first Rabid Badger rolled off the production lines in Autumn 1889, but the roller coaster of politics between the polar superpowers — going from critical tension to a détente and back to tension — greatly slowed down its incorporation into the Northern Guard regiments. It was only with the War of the Alliance in TN 1914 that the Rabid Badger was put to effective use. It was sent into critical areas to help boost the morale of troops that had been severely injured in combat against GREL infantry and Terran hovertanks.

## Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Rabid Badger | Production Code: | MA-121 |
| Production Type: | Mass Production | Cost: | 295,500 marks |
| Manufacturer: | Shaian Mechanics | Use: | Wheeled Infantry Vehicle |
| Height: | 2.77 meters | Length: | 7.82 meters |
| Average Armor Thickness: | 39 mm | Armor Material: | Ceramic Alloy |
| Standard Operational Weight: | 12,748 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 550 km |
| Sensor Range: | 2 km | Communication Range: | 10 km |
| Powerplant: | Electric (x4) w/gas turbine | Horsepower: | 300 hp (x4) + 150 hp |

## Modifications

| | |
|---|---|
| Add: | AGM (T, 12 ammo) |
| Remove: | Both LAC |
| Change: | Ground Speed 10/20 to 10/19, Deployment Range from 560 to 550 |
| Modified Threat Value: | 591 |
| Offensive: | 1542 |
| Defensive: | 67 |
| Miscellaneous: | 165 |

## Vehicle Availability

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

0  1  2  3  4  5  6  7  8  9
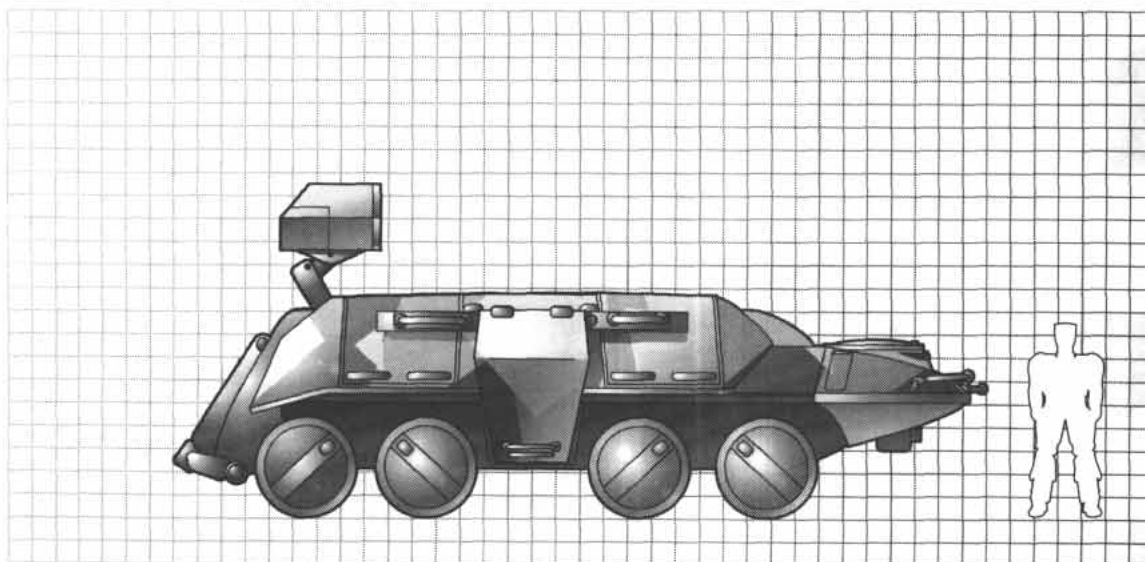
## 2.2.2 MA-121CFV BADGER CALVARY FIGHTING VEHICLE

When the first Rabid Badgers rolled off the assembly lines, they were hailed as a potent modification of the standard Badger chassis. While a boon to troop morale during the War of the Alliance, however, the Rabid Badger was never intended to be much more than a stopgap solution. After the War, Shaian Mechanics foresaw an end to the popularity of heavy-weapons CFVs and took its design back to the drawing board to comply with the demands of modern urban warfare and post-war economics. The Badger CFV foregoes an infantry-carrying capacity in favor of Gear-support firepower. Armed with two deadly pairs of 71mm medium rocket, a single Badger CFV can spell doom for any Gear caught within its sights. For extended battlefield life, the Badger CFV fills out the bulk of its old passenger bay with a large armored ammunitions storage bin carrying an additional 72 rockets for the rocket launchers. With assistance of the four calvary support troops carried by the Badger CFV, these two launchers can be reloaded, rearmed and ready to fire in a matter of minutes.

### Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Badger CFV | Production Code: | MA-121CVF |
| Production Type: | Mass Production | Cost: | 467,438 marks |
| Manufacturer: | Shaian Mechanics | Use: | Cavalry Fighting Vehicle |
| Height: | 2.87 meters | Length: | 7.82 meters |
| Average Armor Thickness: | 32 mm | Armor Material: | Ceramic Alloy |
| Standard Operational Weight: | 13,880 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 550 km |
| Sensor Range: | 2 km | Communication Range: | 10 km |
| Powerplant: | Electric (x4) w/gas turbine | Horsepower: | 300 hp (x4) + 150 hp |

### Modifications

| | |
|---|---|
| Add: | MRP/36 (x2, T, 36 ammo ea. + 72 extra ammo), Ammo/Fuel Containment System, Ammo Storage (72 ammo) |
| Remove: | LAC |
| Change: | Ground Speed from 10/20 to 10/19, Deployment Range from 560 to 550, Passenger Seating from 20 to 4 |
| Modified Threat Value: | 831 |
| Offensive: | 1970 |
| Defensive: | 67 |
| Miscellaneous: | 455 |

### Vehicle Availability

| | | | |
|---|---|---|---|
| Availability Threshold: | 5 | Maximum Number of Units in the Field: | 3 |
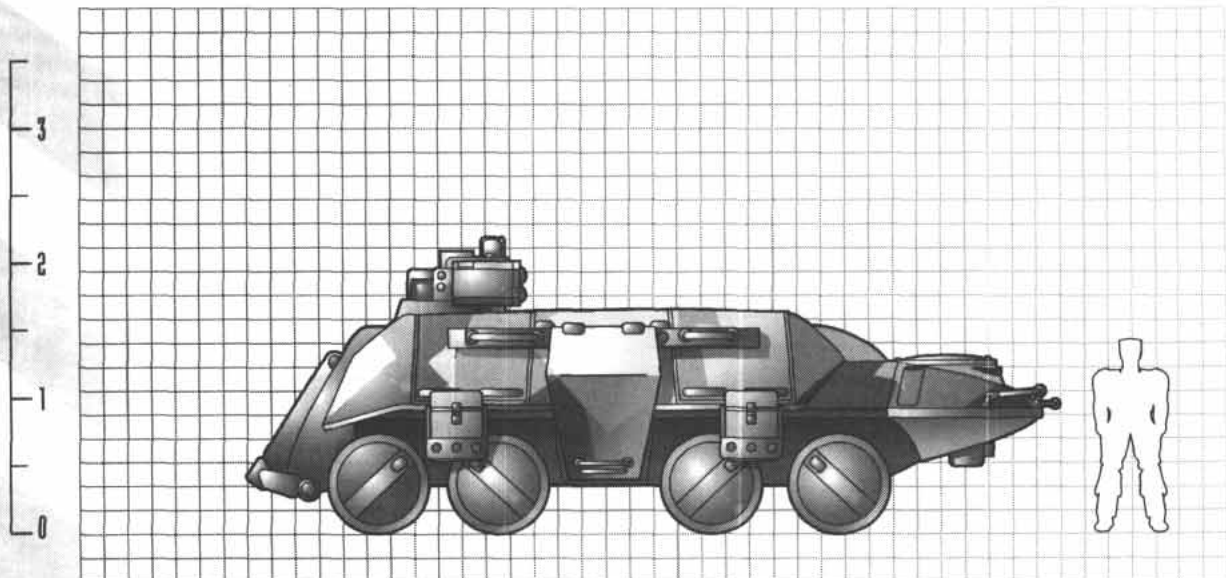
## 2.2.3 MM-121 MEDEVAC BADGER

Often seen racing across the battlefields of the War of the Alliance, painted a conspicuous dark green and eblazoned with the Red Cross of the CNCS Field Medical Corps, Medevac Badgers, (affectionately nicknamed "Mamma Badgers") were instrumental in the stabilization and evacuation of critically injured troops. The original Medevac Badgers were simply standard APC with weapons removed and seats replaced with gurneys until the announcement of MedStim Corporation's MM-121 Medevac Badger Factory Refit Program. Designed to function as more than a simple ambulance, the official Medevac Badger is a completely stripped down Badger reconstructed from the chassis up containing four state-of-the-art MedStim 409 model intensive care capsules and enough life-sustaining systems for four more passengers (or 'walking-wounded'). In certain not-so-rare cases, Medevac Badger became ad hoc surgical theatres while battlefield surgeons desperately tried to stabilize and save the lives of critically injured soldiers.

## Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Medevac Badger | Production Code: | MM-121 |
| Production Type: | Mass Production | Cost: | 153,562 marks |
| Manufacturer: | MedStim Corporation | Use: | Field Medical/Evacuation Vehicle |
| Height: | 2.35 meters | Length: | 7.82 meters |
| Average Armor Thickness: | 28 mm | Armor Material: | Ceramic Alloy |
| Standard Operational Weight: | 13,435 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 600 km |
| Sensor Range: | 1 km | Communication Range: | 20 km |
| Powerplant: | Electric (x4) w/gas turbine | Horsepower: | 300 hp (x4) + 150 hp |

## Modifications

| | |
|---|---|
| Add: | Ammo/Fuel Containment System, Chaff/Flare Dispenser (2, 10 charges), Emergency Medical (6 people), Life Support (Limited), Sick Bay (4 patients) |
| Remove: | LAC |
| Change: | Deployment Range from 560 to 600, Sensors from 0/2 to 0/1, Communication from 0/10 to 0/20, Passenger Seating from 20 to 4 |
| Modified Threat Value: | 351 |
| Offensive: | 0 |
| Defensive: | 69 |
| Miscellaneous: | 984 |

## Vehicle Availability

| | | | |
|---|---|---|---|
| Availability Threshold: | 5 | Maximum Number of Units in the Field: | 1 |
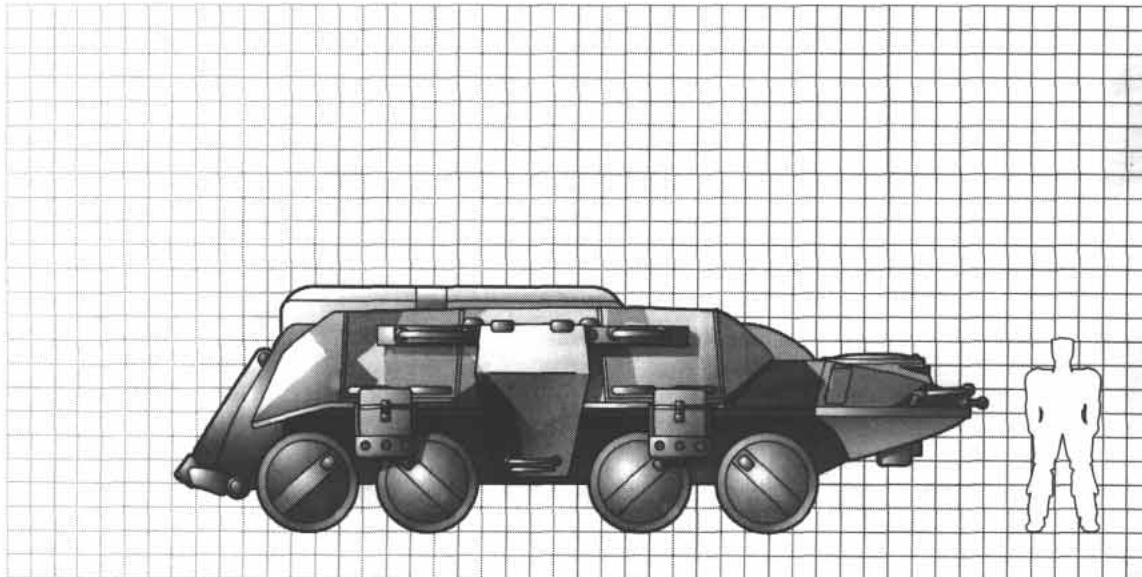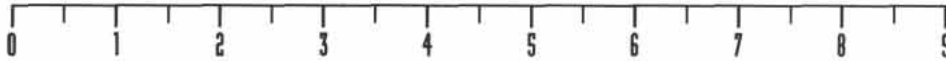
## 2.3 M-6/5 CAMEL

The Camel is a large and sturdy transport truck frequently used by military and paramilitary groups. Large numbers have been sold all over the planet during the fifty cycles of its existence. It was designed as a replacement for the century-old Dromedary line of trucks, an eight-wheeled design whose sales drastically dropped after cuts in quality turned it into a hopeless lemon. The Camel's frame has six large wheels attached to a heavy-duty syspension. The early design called for an eight-wheeled vehicle just like the Dromedary, but stronger and lighter materials allowed for the reduction to six wheels, greatly simplifying the engineering and reducing the potential for transmission damage. The engine is a diesel-type powerplant linked to a high-efficiency computer-controlled transmission. Most Terranovan trucks come with a simple radio system, and the Camel is no exception. Although it is adequate for normal use, its range and the quality of its transmissions are drastically reduced under combat conditions and cannot penetrate ECM. Some Camels are also equipped with a pintle-mounted machine gun situated on the top of the driver's cab, just beside the searchlight. In the Badlands, this is often a valuable deterrent against aggressive animals or against Rovers.

There is enough room on the Camel's platform to carry 40 cubic meters in equipment or vehicles, up to a maximum of about 6.5 tons in weight. Its small size, low cost and desert capabilities have made it very popular with Badlands homesteaders, who often need a low-maintenance vehicle to carry their equipment and their crops back and forth between the county and their homes. The low-price of the Camel is also an important factor which is not lost on homesteaders, most of whom need to have their own equipment and have a substantial overhead to repay. Over the last ten cycles, several Badlands variants of the truck have appeared, featuring a closed container on the back to protect and hide their cargo from marauding rovers looking for an easy prey. Several of those variants feature light machineguns to provide an additional deterrent against attacks.

### Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Came | Production Code: | M-6/5 |
| Production Type: | Mass Production | Cost: | 37,500 marks |
| Manufacturer: | Mercantile Automotive (& various) | Use: | All-Purpose Transport Vehicle |
| Height: | 2.92 meters | Length: | 6.09 meters |
| Average Armor Thickness: | 12 mm | Armor Material: | Rolled Steel |
| Standard Operational Weight: | 3,276 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 700 km |
| Sensor Range: | N/A | Communication Range: | 2 km |
| Powerplant: | Diesel Engine | Horsepower: | 1100 hp |

### Weapon Payload

| Name | Ammunition Payload |
|---|---|
| None | - |
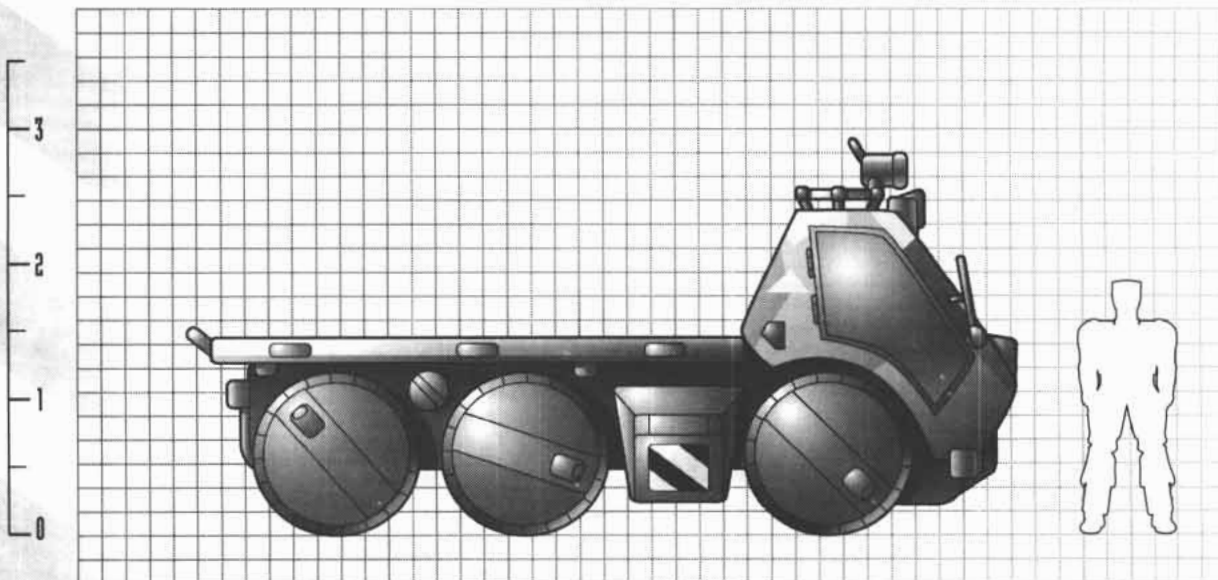
## SERVICE RECORD

The Camel was not readily accepted as a replacement to the Dromedary. Its release on the market was somewhat premature and for the first five cycles it was plagued by constant electrical problems. The engine would not start in the morning after a cold night; the lights would flicker after an hour and shut down after two; the engine created electromagnetic interference with the radio system; the list goes on. Fortunately, those problems were always resolved to the customer's satisfaction and the Camel's kinks were all worked out after ten cycles. Unfortunately, the high costs involved in perfecting the vehicle caused the mother company (Silent Running Automotive) to go bankrupt. The Camel's design became public domain and the vehicle was further improved to its current configuration and performance. It is now broadly manufactured and distributed throughout the world — even in the South — and performs its functions without fail. Regular improvements are made every cycle to keep it to the current level of technology, occasionally finding modern replacement for systems that have become obsolete or that are no longer supported by the original manufacturer. In all other respects, the Camel remains unchanged and its performance remains within the same standards; only its durability improves.

### General Stats

| | |
|---|---|
| Threat Value: | 75 |
| Offensive: | 0 |
| Defensive: | 29 |
| Miscellaneous: | 200 |
| Size: | 4 |
| Original Default Size: | 5 |
| Individual Lemon Dice: | 3 |
| Crew: | 1 |
| Bonus Actions: | 0 |

### Movement

| | |
|---|---|
| Primary Movement Mode: | Ground |
| Combat Speed: | 7 |
| Top Speed: | 13 |
| Secondary Movement Mode: | - |
| Combat Speed: | - |
| Top Speed: | - |
| Maneuver: | -3 |

### Electronics

| | |
|---|---|
| Sensors: | - |
| Communications: | -2 |
| Fire Control: | -3 |

### Armor

| | |
|---|---|
| Light Damage: | 8 |
| Heavy Damage: | 16 |
| Overkill: | 24 |

### Vehicle Availability

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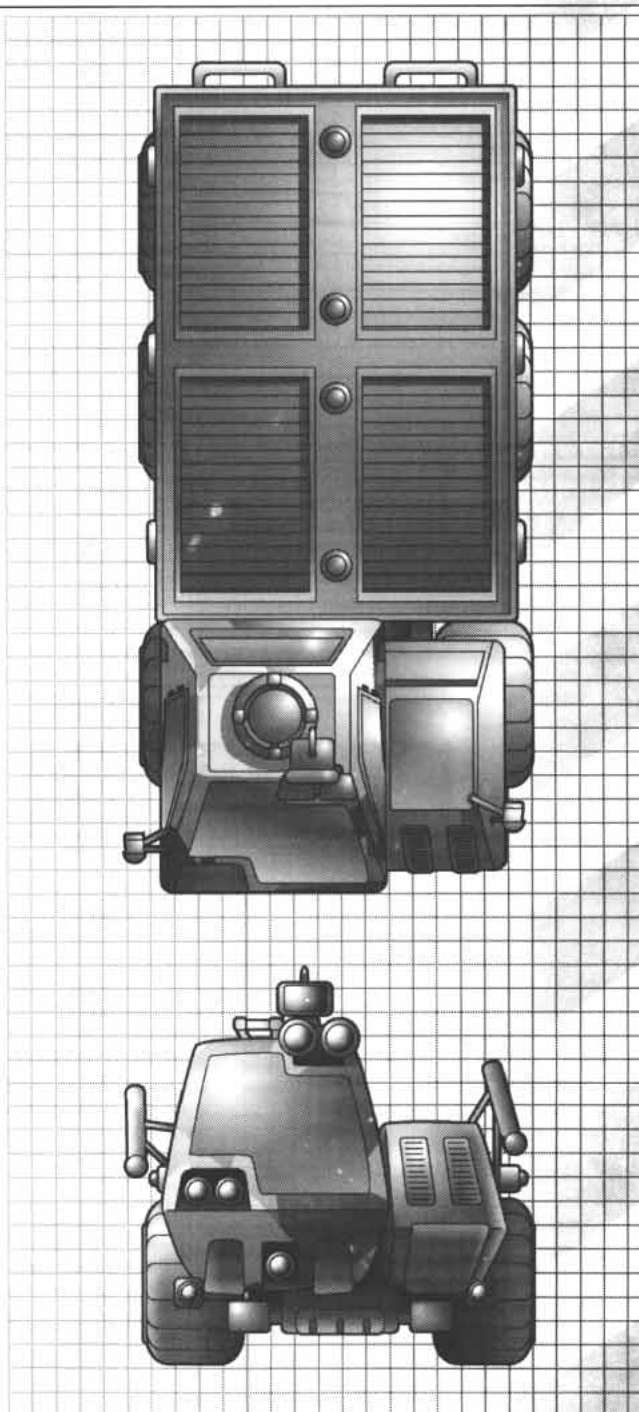
### Weapons Summary

| Name | Code | Fire Arc | Qty | Ammo |
|------|------|----------|-----|------|
| None | - | - | - | - |

### Perks

| Name | Rating | Game Effects |
|------|--------|--------------|
| Cargo Bay | - | 40m3 |
| Double Towing Capacity | - | |
| Hostile Environment Protection | - | Desert |
| Passenger Seating | 2 | |
| Wide-Angle Searchlight | - | Front, 100 m |

### Flaws

| Name | Rating | Game Effects |
|------|--------|--------------|
| No Sensors | | |
| Exposed Movement System | | |
| Large Sensor Profile | 1 | |

### Defects

| Name | Rating | Game Effects |
|------|--------|--------------|
| Motive Defect | - | -1 MP, already factored in stats |

### Optional Equipment

| Name | Modified Threat Value |
|------|----------------------|
| Add pintle mount w/9 mm machinegun | OS + 3 |
| Add pintle mount w/37 mm grenade rifle | OS + 8 |
| Add smoke launchers (10 shots) | MS + 1 |
| Civilian Truck (Armor 6, add Poor Off-Road Capacity) | 71 |

### Typical Camouflage
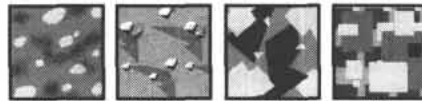
Desert 2     Broken Ground     Pattern-Breaker 1     Urbain

### Weapons Location Diagram

-

None
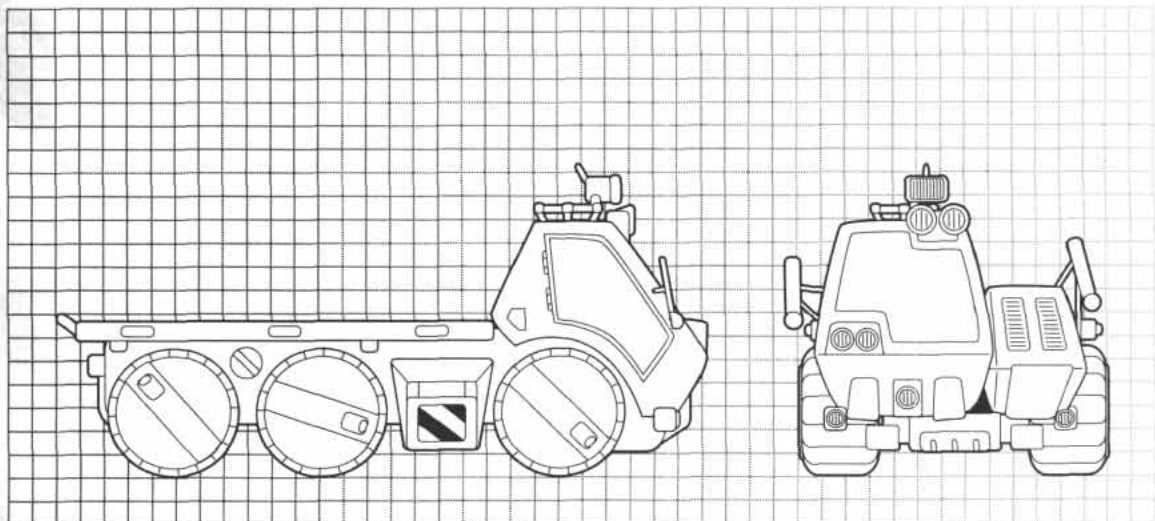
## 2.3.1 MAP-6/5 STINGER

The Stinger Missile Artillery Platform is a light battlefield missile delivery system built on the reliable Camel truck chassis. It is made exclusively by Davenger Industries, which purchased the Camel license in the late TN 1800s. Hydraulic jacks raise the large boxy launcher above the cabin into firing position, while exhaust gases are vented through special vents at the rear and sides. A sensor package located on the cabin allows the crew to make minor corrections to the trajectory of the rockets. These sensors are quite fragile and many crews simply remove them completely when they fail. Stinger missile trucks were put to extensive use during the initial days of the War of the Alliance to try and slow down the advance of the CEF troops. They were only mildly successful because the vaunted speed of the enemy hovertanks made it difficult to saturate an area with the inaccurate artillery missiles. Hundreds of Stingers were abandoned where they were parked, their launching racks empty and their supply trucks in flames. Engineers at Davenger eventually perfected a variant of the Stinger that used the heavier Talon-IV artillery missiles normally used to defend fortifications, with better results.

### Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Stinger | Production Code: | MAP-6/5 |
| Production Type: | Mass Production | Cost: | 1,009,938 marks |
| Manufacturer: | Davenger Industries | Use: | Missile Artillery Platform |
| Height: | 2.92 meters | Length: | 6.09 meters |
| Average Armor Thickness: | 12 mm | Armor Material: | Rolled Armor Steel |
| Standard Operational Weight: | 5,120 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 350 km |
| Sensor Range: | 4 km | Communication Range: | 20 km |
| Powerplant: | Diesel Engine | Horsepower: | 1100 hp |

### Modifications

| | |
|---|---|
| Add: | LAM (FF, 16 ammo), Sensors (0/4 km), Stabilizer Mount (for LAM) |
| Remove: | Cargo Bay, Double Towing Capacity, Wide-Angle Searchlight |
| Change: | Ground Speed from 7/12 to 6/11, Communications from -2/2 to 0/20, Deployment Range from 700 to 350 |
| Modified Threat Value: | 1469 |
| Offensive: | 4306 |
| Defensive: | 28 |
| Miscellaneous: | 73 |

### Vehicle Availability

| | | | |
|---|---|---|---|
| Availability Threshold: | 5 | Maximum Number of Units in the Field: | 3 |

0    1    2    3    4    5    6    7
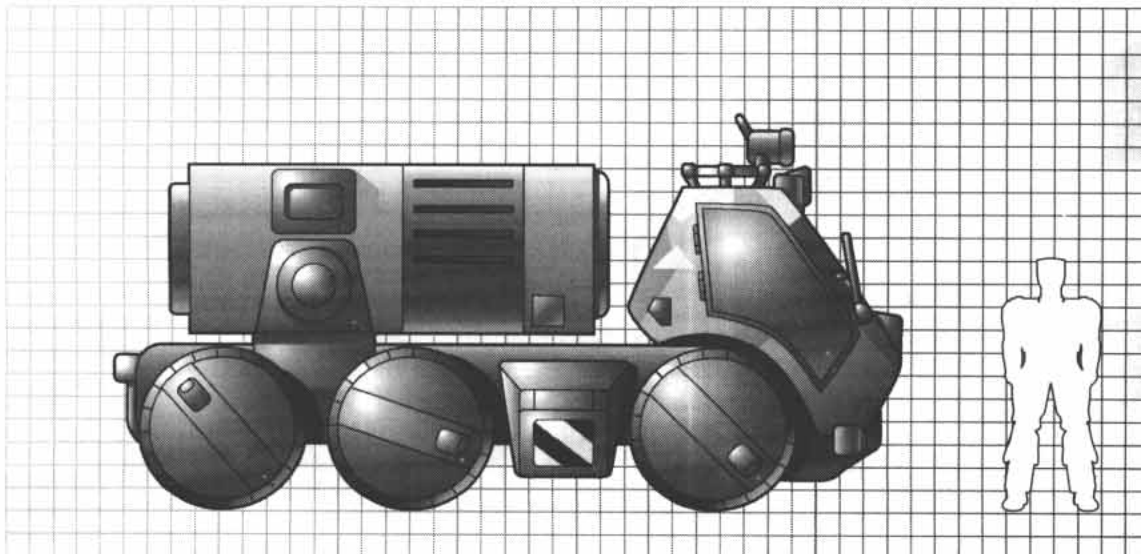
## 2.4 NT-3 ALLER MAIN BATTLE TANK

The Aller is the pride and joy of the armies of the Norlight Confederation. A hulking main battle tank equipped with the largest railgun currently in use, the Aller has served the Confederation and its allies faithfully for the past 34 cycles. The layout of the vehicle is traditional, with the driver in the forward portion of the main hull and the weapons officer and the commander riding in the main turret. The Aller's twin gas turbines are placed on either side of the driver's compartment, with armored air intakes and exhausts placed around the glacis. Cargo-carrying plates with spring-mounted latches are placed on top of the treads and can accept a variety of storage boxes. The Aller carries all its offensive punch in a large blocky turret mounted at the rear of the chassis. A pintle mount placed beside the commander's hatch can also accept a variety of light support weapons, most often a 7 mm machinegun or a 9 mm chaingun.

The early prototypes of the Aller were not as promising as the vehicle later became, however, and it was almost cancelled several times. One of the first problems emerged when the cramped cockpit offered only minimal protection from shocks and a test pilot was suffered severe head injuries despite wearing a helmet. The design team seemed unable to find space to expand the cockpit area and include additional safety features, until the designs specs were changed and the backup batteries were abandoned. Some fuel space was also removed, reducing the Aller's potential deployment range, but not enough so that it would be missed. Another problem arose when the development budget was cut and engineers had to cut corners to get the Aller finished in time for the official review. Quite fortunately, the vehicle held up for the tests and they could work out the remaining kinks prior to mass production.

### Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Aller | Production Code: | NT-3 |
| Production Type: | Mass Production | Cost: | 1,411,500 marks |
| Manufacturer: | Brok Enterprises | Use: | Main Battle Tank |
| Height: | 3.82 meters | Length: | 8.26 meters |
| Average Armor Thickness: | 370 mm | Armor Material: | Durasheet w/ceramic |
| Standard Operational Weight: | 67,880 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | None | Deployment Range: | 580 km |
| Sensor Range: | 2 km | Communication Range: | 20 km |
| Powerplant: | 2 x AGP-865 gas turbines | Horsepower: | 2 x 2,000 hp |

### Weapon Payload

| Name | Ammunition Payload |
|---|---|
| Westfellows Technologies THOR 10 mm Railgun | 20 shots |
| Northco Weapons Division 30 mm Autocannon | 60 shells |
| Sergon Optics 20 MW Pulse Laser Cannon | 30 pulses |
| Aberdov G6 10 mm Machinegun (x2) | 1,200 belted cartridges (ea.) |
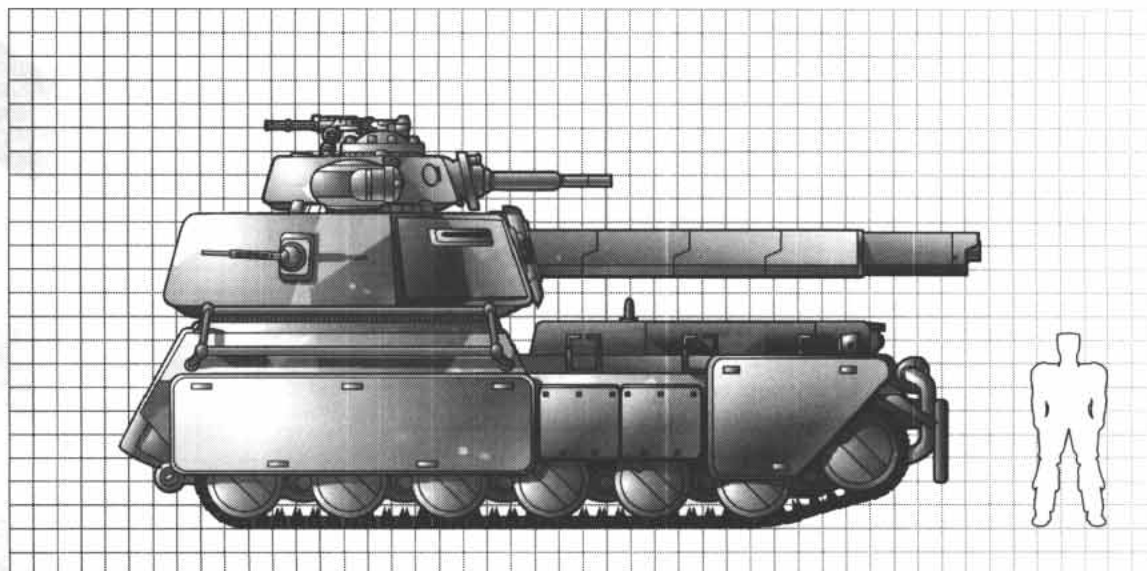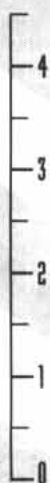
## SERVICE RECORD

The Aller is the current main battle tank used by the armies of the CNCS. Almost all armored Northern Guard units are equipped with it, with only a few exceptions. The Aller is the favorite tank of the Norlight Armed Forces, although both the UMF and the WFP forces also field a few to supplement their own homemade designs. Its relatively high price, however, makes it less frequent in the two smaller leagues (it appears that Brok Motors gives a preferential price to the Norlight Confederacy, as most of its production plants are located within its borders). Over the last two decades, more particularly in the cycles following the War of the Alliance, the Aller has participated in several conflicts near the Badlands borders. It has performed very well and has been instrumental in several battles which were later regarded as pivotal by historians. Case in point: the Rover Tempests which plagued most of the Southern leagues following the War of the Alliance were averted through careful positioning of armored companies based on the Aller's powerful capabilities and blatant advertising of their presence *en masse* in those areas. Most Rover gangs which were hoping to prey on the post-War weakness of the hemispheres, steered clear of those well-defended zones, unaware that the Allers had too little ammo to carry through with the Northern threat.

## General Stats

| | |
|---|---|
| Threat Value: | 2817 |
| Offensive: | 5733 |
| Defensive: | 802 |
| Miscellaneous: | 1917 |
| Size: | 14 |
| Original Default Size: | 14 |
| Individual Lemon Dice: | 3 |
| Crew: | 3 |
| Bonus Actions: | 2 |

## Movement

| | |
|---|---|
| Primary Movement Mode: | Ground |
| Combat Speed: | 5 |
| Top Speed: | 10 |
| Secondary Movement Mode: | n/a |
| Combat Speed: | - |
| Top Speed: | - |
| Maneuver: | -2 |

## Electronics

| | |
|---|---|
| Sensors: | 0 |
| Communications: | 0 |
| Fire Control: | 0 |

## Armor

| | |
|---|---|
| Light Damage: | 40 |
| Heavy Damage: | 80 |
| Overkill: | 120 |

## Vehicle Availability

| | |
|---|---|
| Availability Threshold: | 4 |
| Maximum Number of Units in the Field: | 3 |
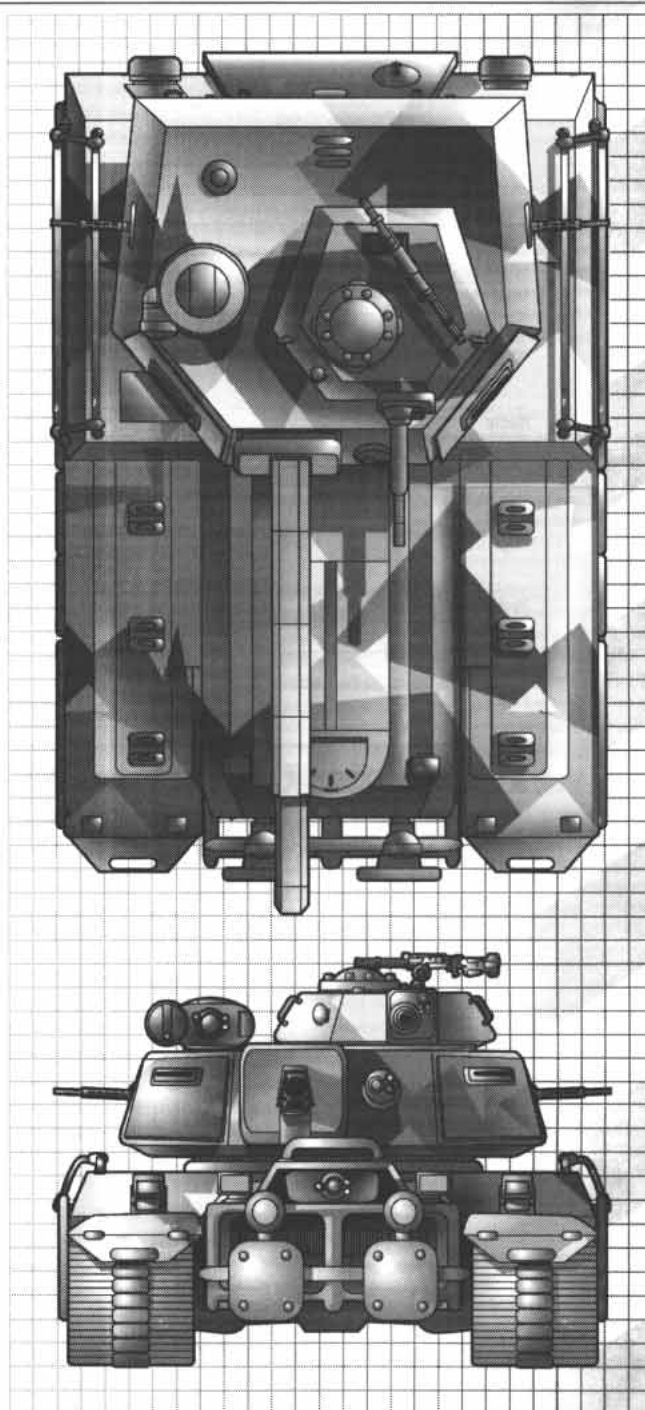
## Weapons Summary

| Name | Code | Fire Arc | Qty | Ammo |
|------|------|----------|-----|------|
| Westfellows Tech THOR 10 mm Railgun | HRG | Turreted | 1 | 20 |
| Northco Weapons 30 mm Autocannon | MAC | Turreted | 1 | 60 |
| Sergon Optics 20MW Pulse Laser Cannon | LPLC | Turreted | 1 | 30 |
| Aberdov G6 10 mm Machinegun | LMG | Turreted | 2 | 1200 ea. |

## Perks

| Name | Rating | Game Effects |
|------|--------|--------------|
| Autopilot | - | Acts as level 1 pilot |
| Automation | 1 | Acts as one crewman |
| Backup Sensors | - | Absorbs first "Sensors" hit |
| HEAT-resistant Armor | 10 | Added to Base Armor vs HEAT weapons |
| Hostile Environment Protection: Desert | - | - |
| Pintle Mount | - | Can hold one infantry weapon |
| Reinforced Armor | 5 | Front, add to base rating |
| Reinforced Crew Compartment | - | Absorbs first "Crew" hit |
| Rugged Movement System | - | Absorbs first "Movement" hit |
| Smoke Launchers | - | 10 shots |
| Sniper System | - | +1 to Railgun at Long and Extreme ranges |

## Flaws

| Name | Rating | Game Effects |
|------|--------|--------------|
| Large Sensor Profile | 2 | Easier to detect, subtract from Concealment |
| Sensor Dependent | - | Must rely on sensors during combat |

## Defects

| Name | Rating | Game Effects |
|------|--------|--------------|
| Annoyance | - | Cramped forward cabin |

## Typical Camouflage

**Broken Ground**  **Desert 2**  **Mountain 1**  **Pattern-Breaker 1**
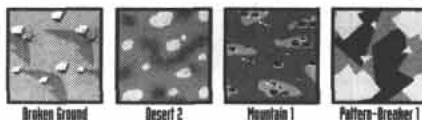
## Weapons Location Diagram

| | |
|---|---|
| A | Westfellow Tech THOR 10 mm Railgun |
| B | Northco Weapons 30 mm Autocannon |
| C | Sergon Optics 20MW Pulse Laser Cannon |
| D | Aberdov G6 10 mm Machinegun |
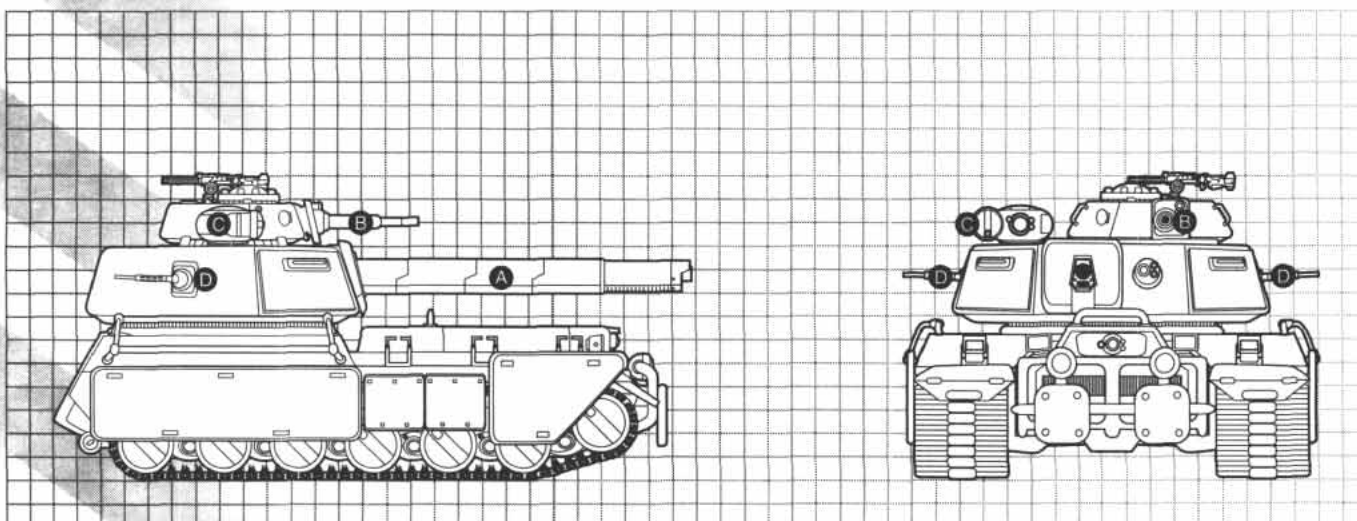
## 2.4.1 NA-3 VERDER

The pride of several Northern artillery units, the Verder is a heavy self-propelled gun based on the hull and drive train of the Aller main battle tank. The lower chassis remains the same, but the upper hull of the MBT has been extensively modified to accomodate the Verder's characteristic 200 mm artillery gun and its associated machinery. The large Aller turret is gone, replaced by a sloping gun mount and armor plating. The gun mount is fixed forward in azimut but is capable of almost 70° elevation. In addition to its large gun, the Verder carries a single Sergon Optics laser turret for anti-aircraft defense. The removal of the main turret has increased the effective armor profile of the vehicle, and so the Verder does not carry the additional armor plating of the Aller. Shells are automatically loaded from a six-shell cassette, allowing the entire salvoe to be fired in under ten seconds. The cassette is mechanically extracted from the gun and replaced by a new one. The process is automated, but prone to jamming. Additional crew are often assigned to increase the rate of fire of the unit. They do not ride with the Verder, but follow in an APC which also carries additional ammunition and spare parts for the battery.

## Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Verder | Production Code: | NA-3 |
| Production Type: | Mass Production | Cost: | 2,405,143 marks |
| Manufacturer: | Brok Enterprises | Use: | Heavy Self-Propelled Gun |
| Height: | 3.84 meters | Length: | 11.50 meters |
| Average Armor Thickness: | 410 mm | Armor Material: | Durasheet w/ceramic |
| Standard Operational Weight: | 69,200 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | None | Deployment Range: | 540 km |
| Sensor Range: | 5 km | Communication Range: | 20 km |
| Powerplant: | 2 x AGP-865 gas turbines | Horsepower: | 2 x 2,000 hp |

## Modifications

| | |
|---|---|
| Add: | HAG (FF, 1 ammo), SLC (T, 20 ammo), Stabilizer Mount |
| Remove: | HRG, LPLC, MAC, LMG, Reinforced Armor, Annoyance Defect |
| Change: | Ground speed from 5/10 to 5/9, Maneuver from -2 to -3, Deployment Range from 580 to 540 km, Sensors from 0/2 to +1/5, Armor from 40 to 42 |
| Modified Threat Value: | 4209 |
| Offensive: | 10,172 |
| Defensive: | 707 |
| Miscellaneous: | 1748 |

## Vehicle Availability

| | | | |
|---|---|---|---|
| Availability Threshold: | 5 | Maximum Number of Units in the Field: | 3 |
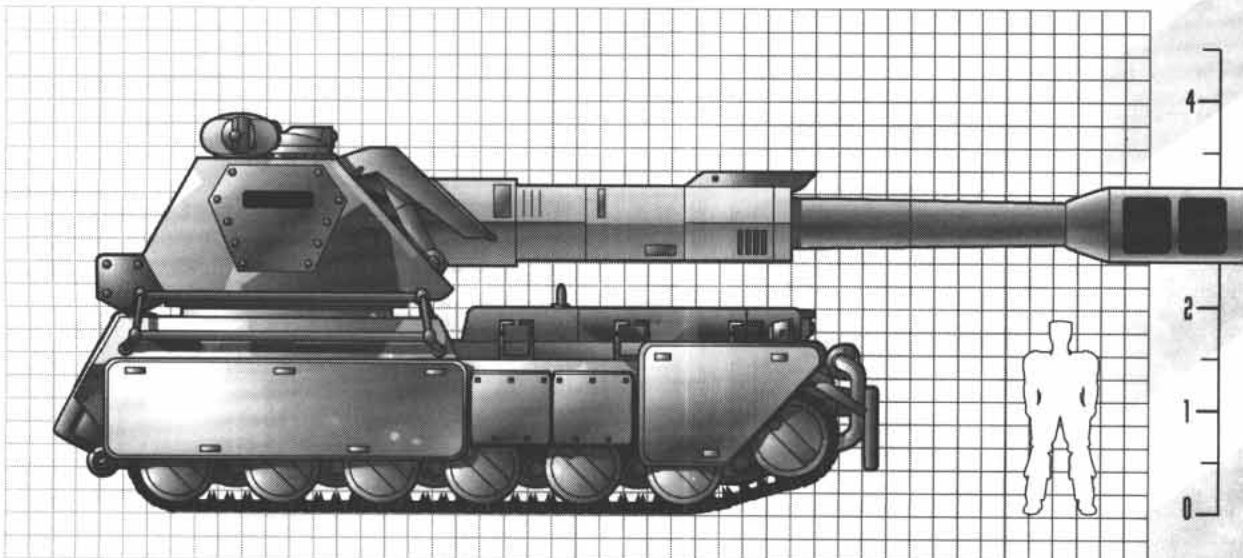
## 2.4.2 NT-30 HARDY ALLER

When Brok Motors first decided to equip the NT-3 Aller with the 10 mm THOR hypervelocity railgun, they very proudly proclaimed it to be the "most powerful tank-gun ever used in armored warfare!" Truly enough, the then-new Westfellow Technologies THOR-Cannon's almost unstoppable 10 mm supersonic 'spike' projectile made short work of every kind of tank armor available during its protyping trials in the late TN 1800's. Unfortunately, Allers deployed in the front lines of the War of the Alliance suffered terribly from the unforgiving conditions of the Badlands and were often separated from their resupply and repair teams for weeks on end. While Aller support teams waited for upgraded desert-ruggedized weapons packages from Westfellow Technologies, many field engineering companies began retrofitting their defective Allers with older, more dependable armaments. The THOR cannon and 20 MW laser were replaced with the 200 mm Forge Weapons Field Gun and the Northco 30 mm Automatic Cannon. This revamped Hardy Aller carried eight rounds for its field gun in its autoloading magazine, and a few extra rounds stored within the tank's chassis itself (generally 'specialty' ammunitions-rounds).

### Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Hardy Aller | Production Code: | NT-30 |
| Production Type: | Mass Production | Cost: | 2,048,248 marks |
| Manufacturer: | Brok Enterprises | Use: | Desert Main Battle Tank |
| Height: | 3.82 meters | Length: | 10.04 meters |
| Average Armor Thickness: | 370 mm | Armor Material: | Armoplast |
| Standard Operational Weight: | 68,225 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | None | Deployment Range: | 580 km |
| Sensor Range: | 2 km | Communication Range: | 20 km |
| Powerplant: | 2 x AGP-865 gas turbines | Horsepower: | 2 x 2,000 hp |

### Modifications

| | |
|---|---|
| Add: | VHFG (T, 8 rounds), HAAC (T, 600 rounds), Ammunitions Bay (10 standard VHFG rounds) |
| Remove: | HRG, LPLC |
| Change: | Reduce Ground speed to 4/8 (47 kph) |
| Modified Threat Value: | 3706 |
| Offensive: | 7195 |
| Defensive: | 802 |
| Miscellaneous: | 3121 |

### Vehicle Availability

| | | | |
|---|---|---|---|
| Availability Threshold: | 5 | Maximum Number of Units in the Field: | 3 |
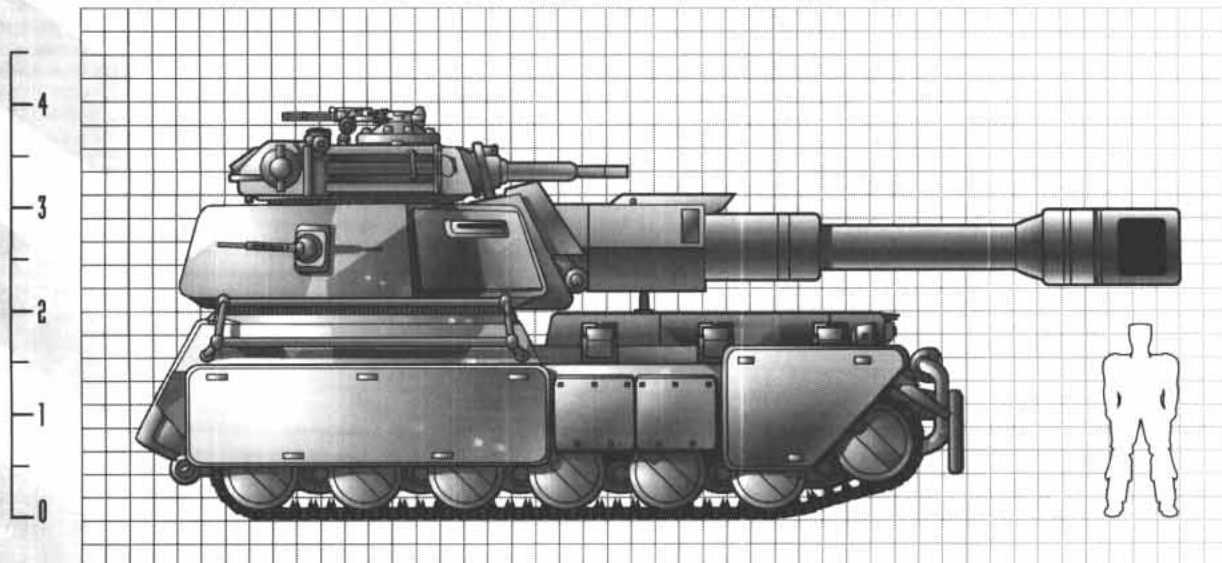
## 2.4.3 NT-3SK NAVAL SUPPORT ALLER

The Naval Support Aller, (nicknamed "Aller Slammer" during the War of the Alliance) is a tough, dependable heavy tank designed almost exclusively for assaults on heavy armor vehicles. Equipped with a half-dozen heavy anti-armor missiles capable of flattening most MBTs and seriously injuring patrol landships after friendly laser designation, Naval Support Allers are often also deployed with standard Aller attack groups as a specialty tank-destroyer "blitz" vehicle. In this particular role, the Aller Slammer remains stationary and under cover while firendly forces beat the enemy's armor within the range of its powerful missiles and cannon where they are trapped and destroyed. Carrying more armor than the standard Aller (at the cost of reduced speed), the Aller Slammer is allegedly capable of even surviving a limited engagement with a landship long enough to lock on critical areas on its superstructure and damage it with railgun rounds or RAVEN-guided missiles. While tough, rugged and better armed than the standard Aller, the Naval Support is not designed to engage smaller, faster-moving vehicles. As such, it must be deployed in tandem with other units to defend it against more mobile enemies.

### Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Naval Support Aller | Production Code: | NT-3SK |
| Production Type: | Mass Production | Cost: | 3,526,071 marks |
| Manufacturer: | Brok Enterprises | Use: | Landship Support Tank |
| Height: | 4.41 meters | Length: | 8.26 meters |
| Average Armor Thickness: | 450 mm | Armor Material: | Durasheet w/ceramic |
| Standard Operational Weight: | 71,440 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 560 km |
| Sensor Range: | 2 | Communication Range: | 20 |
| Powerplant: | 2 x AGP-865 gas turbines | Horsepower: | 2 x 2,000 hp |

### Modifications

| | |
|---|---|
| Add: | HATM (F, 6 ammo), HAAC (T, 600 ammo), HMG (T, 1200 ammo), Ammo Storage (10 HRG shots), Shielded Weapons, Target Designator (5) |
| Remove: | LMG, Pintle Mount, Reinforced Armor, Smoke Launchers |
| Change: | HRG ammo from 20 to 18, Armor from 40 to 45, Ground Speed from 5/10 to 4/8, Deployment Range from 580 to 560 km |
| Modified Threat Value: | 5485 |
| Offensive: | 11055 |
| Defensive: | 1013 |
| Miscellaneous: | 4386 |

### Vehicle Availability

| | | | |
|---|---|---|---|
| Availability Threshold: | 6 | Maximum Number of Units in the Field: | 3 |
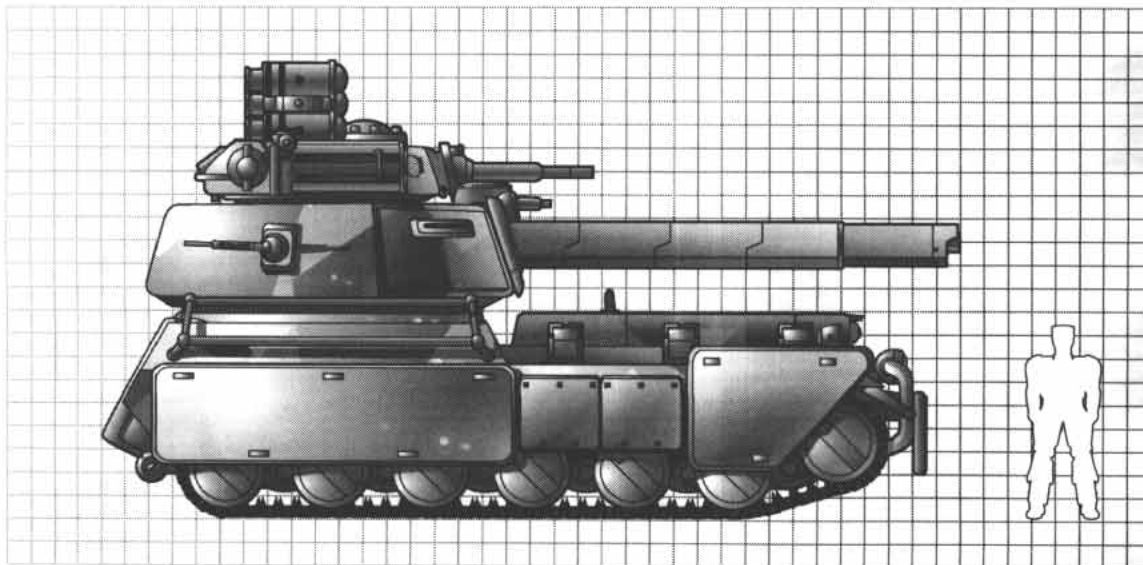
## 2.5 NT-9 KLEMM LIGHT BATTLE TANK

The Klemm, named after a famous Terranovan officer of the early days of the Norlight Confederacy, is the main CNCS light battle tank. They were commissioned in TN 1798 by the Norlight Armed Forces to intimidate the two neighboring leagues (UMF and WFP) to avoid confrontations, and initially designed by Variance Industries. The latter only manufactured 200 units before selling them to the Norlight army and transferring all manufacturing rights to a new branch of Variance, Norlight Industries, which was partially owned by the Norlight government. While it was never proven, there were always strong suspicions that Variance (which went bankrupt in TN 1881) had been coerced into selling the rights to the Klemm; it never received other contracts from the NLC and never prospered as it should rightfully have. Since its first production run, there have been two revisions to the Klemm's design, one to improve its fire control system (in TN 1820) and another one to upgrade its internal electronics (in TN 1878). There have been discussions of another overhaul of the Klemm during the coming cycles, particularly with the re-emergence of North-South tensions, but budgets may not allow for it.

The driver rides in the main body of the tank and also serves as the tank's communications officer. The commander sits in the turret and operates both the 30 mm chaingun and the battery of six RAVEN anti-tank missiles. He is helped in this task by an automated CP-S25 fire control display, a standard that was established in TN 1901 and proved invaluable both during the pre-War tensions and during the War of the Alliance itself. The tank is protected against infantry assaults by an anti-personnel grenade launcher mounted in a small turret placed at the front of the chassis. In addition, layers of ceramite armor are bonded within the armored skin to deflect HEAT-effect warheads used in many infantry-launched anti-tank missiles.

### Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Klemm | Production Code: | NT-9 |
| Production Type: | Mass Production | Cost: | 1,120,200 marks |
| Manufacturer: | Norlight Industries | Use: | Light Battle Tank |
| Height: | 2.53 meters | Length: | 6.08 meters |
| Average Armor Thickness: | 125 mm | Armor Material: | Durasheet w/ceramic |
| Standard Operational Weight: | 25,650 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 500 km |
| Sensor Range: | 1 km | Communication Range: | 15 km |
| Powerplant: | NI-65 gas turbine | Horsepower: | 500 hp |

### Weapon Payload

| Name | Ammunition Payload |
|---|---|
| RAVEN anti-tank missiles | 6 missiles |
| WD G997 20 mm Autocannon | 200 belted shells |
| AP165 Grenade Multilanucher | 16 grenades |
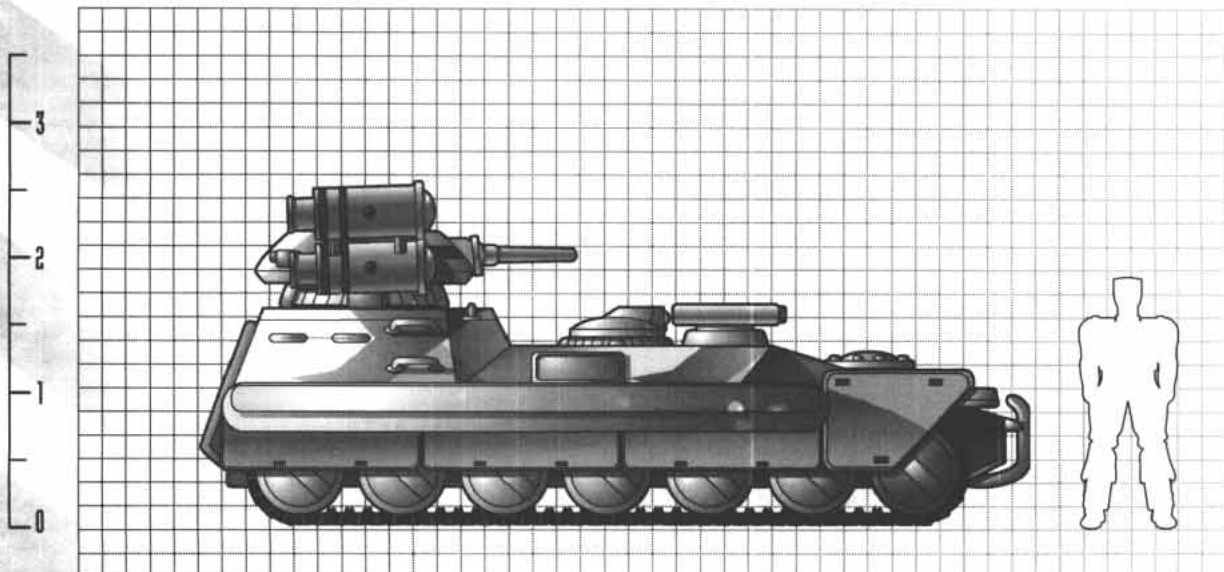
## SERVICE RECORD

The Klemm has seen action on many fronts, first while serving with the Norlight Confederation's armored forces, then with the CNCS's Northern Guard. The Klemm is well liked by its crew thanks to its ruggedness, although several soldiers complain about its cramped combat chamber. Before the TN 1820 modifications to the fire control system, the Klemm suffered from reduced accuracy to the point that armored regiments refused to enter it into the Norlight Military Games. Past that date, however, the tank improved greatly and had no trouble competing or performing efficiently on the battlefield. Its ability to fire almost a hundred rounds in a minute without overheating and its good speed allowed it to remain dangerous while avoiding precise artillery fire. Field refits during the War of the Alliance, such as the addition of 25 mm plates to the front armor or extra ammunition compartments for the autocannon and the grenade launcher, allowed it to survive many GREL and hovertank attacks, but could still not prevent the loss of over a two hundred Klemms. Regardless of the Klemm's early failings, the most eloquent argument in its favor are the numerous decades during which it has been used. While it has been often modified for specific missions, its basic chassis remains unchanged and its popularity with tank drivers is high.

## General Stats

| | |
|---|---|
| Threat Value: | 1867 |
| Offensive: | 3974 |
| Defensive: | 420 |
| Miscellaneous: | 1206 |
| Size: | 10 |
| Original Default Size: | 12 |
| Individual Lemon Dice: | 3 |
| Crew: | 2 |
| Bonus Actions: | 2 |

## Movement

| | |
|---|---|
| Primary Movement Mode: | Ground |
| Combat Speed: | 6 |
| Top Speed: | 11 |
| Secondary Movement Mode: | N/A |
| Combat Speed: | - |
| Top Speed: | - |
| Maneuver: | -1 |

## Electronics

| | |
|---|---|
| Sensors: | 0 |
| Communications: | 0 |
| Fire Control: | 0 |

## Armor

| | |
|---|---|
| Light Damage: | 25 |
| Heavy Damage: | 50 |
| Overkill: | 75 |

## Vehicle Availability

| | |
|---|---|
| Availability Threshold: | 3 |
| Maximum Number of Units in the Field: | 3 |
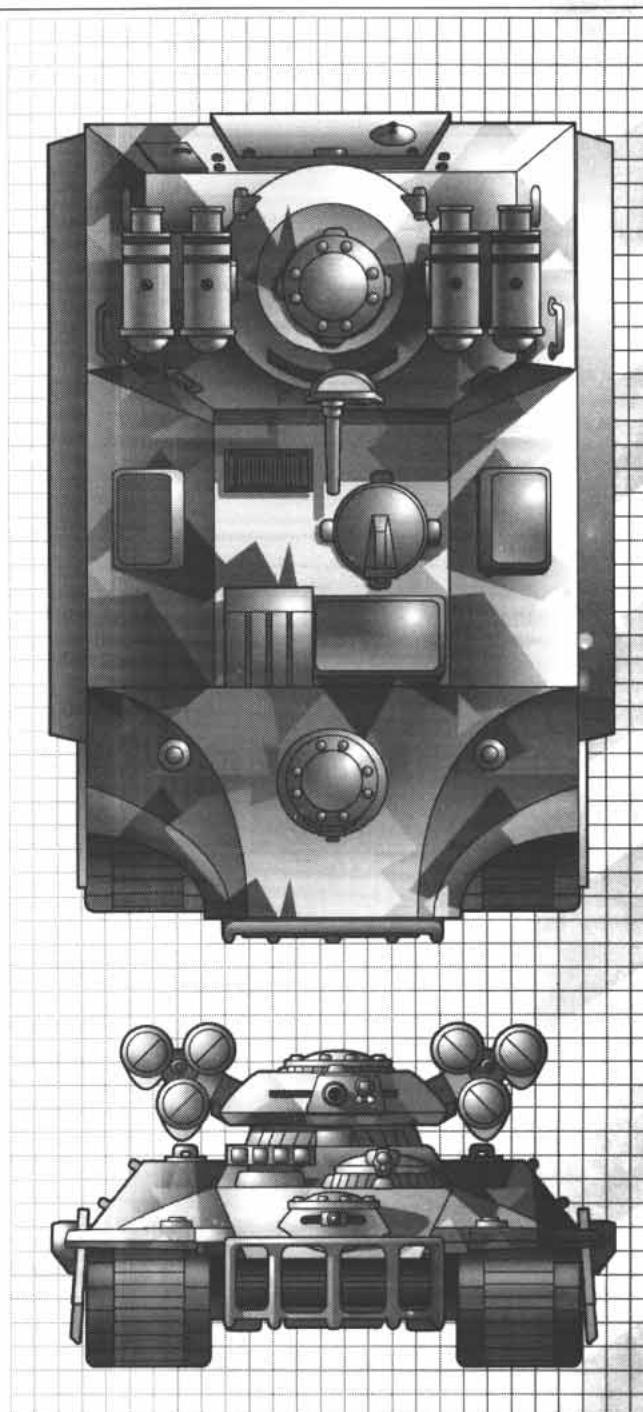
# NORTHERN COMBAT VEHICLES

## Weapons Summary

| Name | Code | Fire Arc | Qty | Ammo |
|------|------|----------|-----|------|
| Light Autocannon | LAC | Forward | 1 | 200 |
| Anti-Tank Missile | ATM | Turreted | 1 | 6 |
| Anti-Personnel Grenade Launcher | APGL | Turreted | 1 | 16 |

## Perks

| Name | Rating | Game Effects |
|------|--------|--------------|
| Automation | 2 | Acts as two crewmen |
| Autopilot | - | Acts as level 1 pilot w/limitations |
| Backup Sensors | - | Absorbs first "Sensors" hit |
| HEAT-resistant Armor | 5 | Add to base Armor against HEAT weapons |
| Hostile Environment Protection | - | Desert |
| Reinforced Armor | 5 | Front, add to base Armor |

## Flaws

| Name | Rating | Game Effects |
|------|--------|--------------|
| Annoyance | - | Cramped combat chamber; max Build is 0 |

## Defects

| Name | Rating | Game Effects |
|------|--------|--------------|
| None | - | - |

## Optional Equipment

| Name | Modified Threat Value |
|------|----------------------|
| Add pintle mount w/9 mm chaingun | OS + 3 |
| Add smoke launchers (10 shots) | MS + 67 |
| Add Light Mining Equipment (dozer blade, digging charges) | MS + 352 |

## Typical Camouflage

**Broken Ground** **Desert 2** **Mountain 1** **Pattern-Breaker 1**
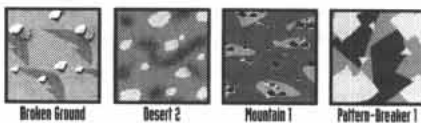
## Weapons Location Diagram

| | |
|---|---|
| RAVEN anti-tank missiles | A |
| WD G997 20 mm Autocannon | B |
| AP165 Grenade Multilanucher | C |
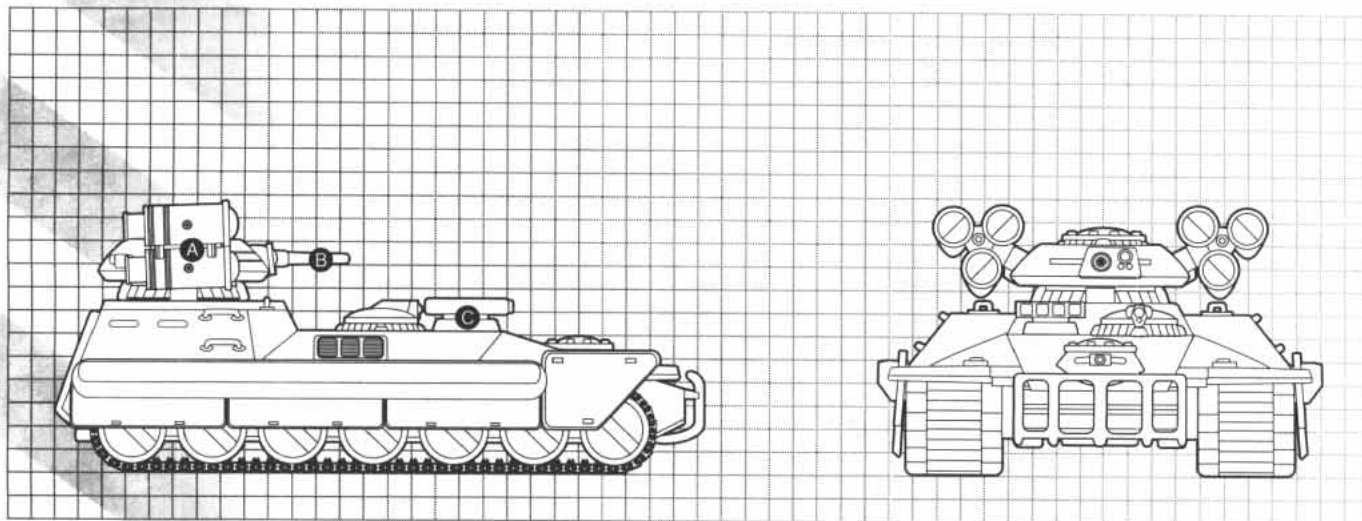
## 2.5.1 NT-12 JAXON SUPPORT TANK

The Jaxon is a light support tank based on the chassis and suspension of the well-known Klemm light battle tank. The entire hull of the Klemm has been carried over to the Jaxon, so spare parts are plentiful in the field. The main differences between the two vehicles is the crew compartment. The Klemm's commander rides in the turret, but the Jaxon carries both crewmen in the hull. The missile-bearing turret of the Klemm is replaced by a pair of heavy 90 mm rocket launchers with 48 rockets apiece. The latter are loaded in groups of four behind articulated armored doors. Field engineers are presently testing an experimental configuration wherein each group of four internal 90 mm launch rails is replaced by a special berth that contains a single 200 mm light artillery missile. This modular feature would allow the Jaxon to serve as either a close support vehicle or a dedicated artillery carrier. Jaxons are used mostly by the Northern Guard, since the armed forces of the member-leagues generally prefer to use home-grown designs. The Guard is presently considering converting about one third of its Jaxons to the artillery carrier configuration if the field tests prove successful.

### Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Jaxon Support Tank | Production Code: | NT-12 |
| Production Type: | Mass Production | Cost: | 574,300 marks |
| Manufacturer: | Northern Motors | Use: | Light Support Tank |
| Height: | 3.45 meters | Length: | 6.08 meters |
| Average Armor Thickness: | 125 mm | Armor Material: | Durasheet w/ceramic |
| Standard Operational Weight: | 26,870 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 500 km |
| Sensor Range: | 1 km | Communication Range: | 15 km |
| Powerplant: | NI-65 gas turbine | Horsepower: | 500 hp |

### Modifications

| | |
|---|---|
| Add: | HRP/48 (T, x2, 48 ea.) |
| Remove: | LAC, ATM, Automation |
| Change: | - |
| Modified Threat Value: | 1142 |
| Offensive: | 2461 |
| Defensive: | 420 |
| Miscellaneous: | 544 |

### Vehicle Availability

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

0    1    2    3    4    5    6    7
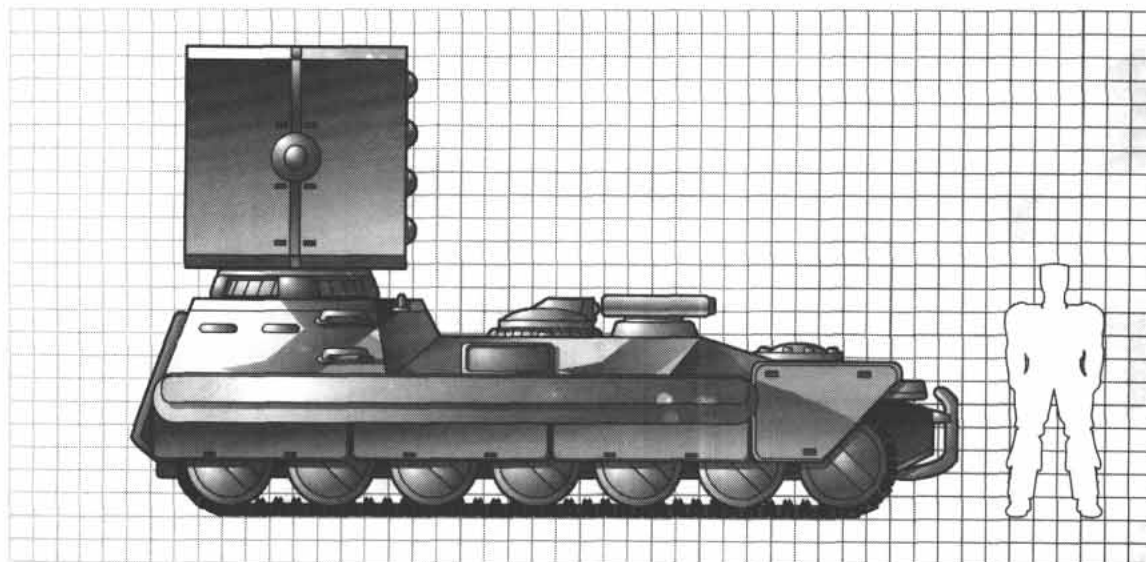
## 2.5.2 NT-10 TYBURR SELF-PROPELLED GUN

The Tyburr is yet another variant of the rugged Klemm light tank chassis. The Tyburr has a lower road speed than its brethren, however, because of the weight of the large gun and the additional armor plates it carries. Its main armament is a Forge Weapons 100 mm Field Gun using binary propellants to precisely launch the armor-piercing warheads at the desired distance, either directly or indirectly. The gun is mounted on a large automated platform at the rear of the tank, reducing the overall length of the vehicle. The ammunition is stored in a large armored box attached to the turret; it can be quickly exchanged for a fresh one by an engineering vehicle or even a Gear. A single GU-12 heavy machinegun prevents infantry close assault. The Tyburr presently serves in the Guard's artillery regiments and support companies. Because of their relatively low speed, most Tyburr tanks are assigned to static defensive positions on the outskirts of the various CNCS city-states. Occasionally, the Northern Guard may employ them in protracted campaigns.

### Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Tyburr | Production Code: | NT-10 |
| Production Type: | Mass Production | Cost: | 570,000 marks |
| Manufacturer: | Norlight Industries | Use: | Self-Propelled Gun |
| Height: | 2.70 meters | Length: | 6.52 meters |
| Average Armor Thickness: | 125 mm | Armor Material: | Durasheet w/ceramic |
| Standard Operational Weight: | 28,900 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 500 km |
| Sensor Range: | 1 km | Communication Range: | 15 km |
| Powerplant: | NI-65 gas turbine | Horsepower: | 500 hp |

### Modifications

| | |
|---|---|
| Add: | LFG (T, 16 ammo), HMG (T, 600 ammo), Reinforced Location Armor (1, Movement System) |
| Remove: | LAC, ATM, APGL |
| Change: | Ground speed from 6/11 to 5/10, Maneuver from -1 to -2 |
| Modified Threat Value: | 1140 |
| Offensive: | 1866 |
| Defensive: | 314 |
| Miscellaneous: | 1239 |

### Vehicle Availability

| | | | |
|---|---|---|---|
| Availability Threshold: | 4 | Maximum Number of Units in the Field: | 3 |
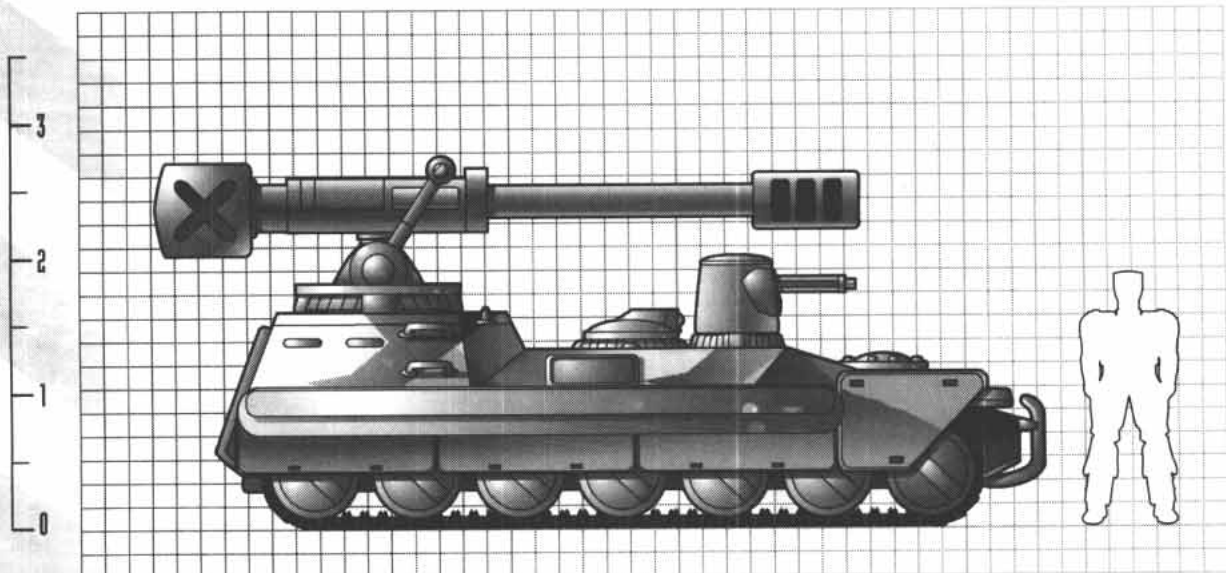
## 2.5.3 ENT-2 BAXTER

The Baxter answers a need for a dedicated battlefield "towtruck" capable of salvaging the heaviest Main Battle Tank. The Baxter is based on the chassis of the Klemm, the most common light battle tank in the Norlight army. In this case, however, the chassis has been extensively modified and strengthened for its new role. The engine and transmission have both been replaced by more powerful systems for an increased towing capacity. The turret is a new high torque model that carries a sturdy crane capable of lifting nearly 50 tons with the tank appropriately braced. A hydraulically activated earthmoving blade is attached to the front of the hull for filling in ditches and digging earthworks. Attachment points for digging cannons are provided on both sides of the hull, which also features numerous handles and tie-down rings. The Northern Guard engineering companies attached to mechanized units always have at least one Baxter in service, more if they can manage to get them. Since they are unarmed, Baxters are kept out of the way during battles.

### Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Baxter | Production Code: | ENT-2 |
| Production Type: | Mass Production | Cost: | 346,950 marks |
| Manufacturer: | Norlight Industries | Use: | Armored Engineering Vehicle |
| Height: | 2.87 meters | Length (w/o crane): | 6.53 meters |
| Average Armor Thickness: | 120 mm | Armor Material: | Durasheet w/ceramic |
| Standard Operational Weight: | 26,086 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 500 km |
| Sensor Range: | 2 km | Communication Range: | 12 km |
| Powerplant: | HT-NI-68 gas turbine | Horsepower: | 900 hp |

### Modifications

| | |
|---|---|
| Add: | Grapple Launcher (12), Light Mining Equipment, Pintle Mount, Wide Angle Searchlight (3), Tool Arm (12), Triple Towing Capacity |
| Remove: | All weapons, Automation, Autopilot, Backup Sensors |
| Change: | Ground Speed from 6/11 to 5/9, Maneuver from -1 to -3, Sensor from 0/1 to -1/2, Comm from 0/15 to 0/12, Fire Control from 0 to -2, Armor from 25 to 23 |
| Modified Threat Value: | 771 |
| Offensive: | 0 |
| Defensive: | 213 |
| Miscellaneous: | 2100 |

### Vehicle Availability

| | | | |
|---|---|---|---|
| Availability Threshold: | 5 | Maximum Number of Units in the Field: | 2 |
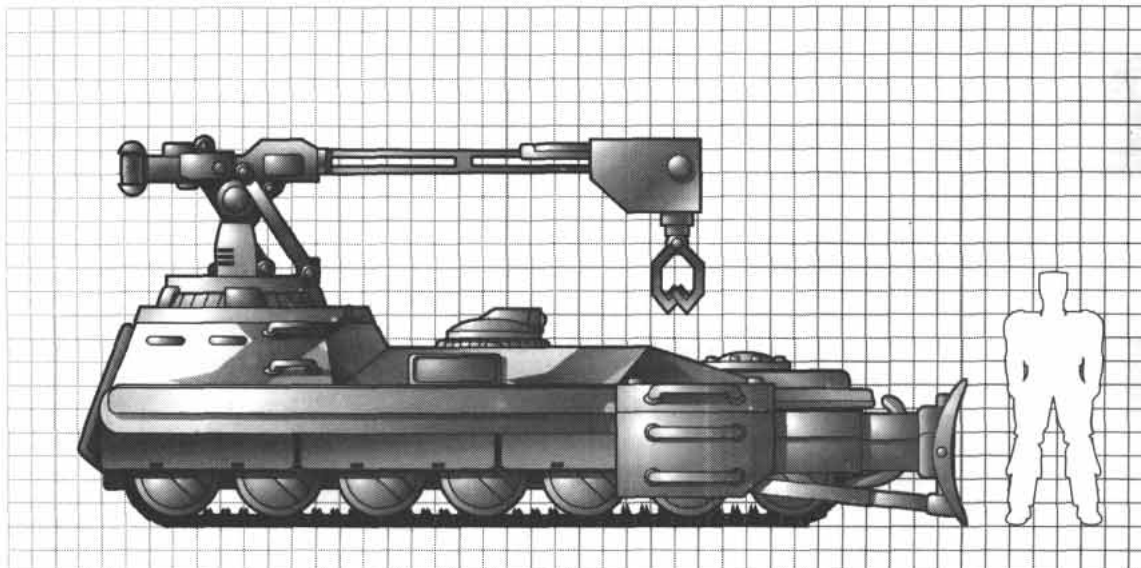
## 2.5.4 NT-9BPT BANDIT HUNTER KLEMM

A comparatively recent refit of the popular Klemm chassis, the Bandit Hunter is a fast, rugged light support tank optimized for use in the Badlands. CNCS patrol forces operating on the frontier have long required a light tank capable of operating for long periods of time, carrying cheap and readily available ammunitions effective against light desert vehicles and rogue Gears. The dependable Klemm chassis filled this support role nicely when Northern Guard field engineers replaced its old 30 mm autocannon with a much more potent M-405 Riley 40 mm long range rifled gun capable of sniping at targets over a kilometer away. The Bandit Klemm sports a deadly 40 mm rocket pod integrated into the top rear of the tank turret. Norlight engineers took notice and went back to the drawing board to improve on these crude field refits; the result of this effort would be a new turret containing the new weapons. In a move some sympathizers would label "poetic justice," hijacked Bandit Klemms have fallen into the hands of the very pirates and rebels they were designed to fight.

### Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Bandit Hunter Klemm | Production Code: | NT-9BPT |
| Production Type: | Mass Production | Cost: | 553,00 marks |
| Manufacturer: | Norlight Industries | Use: | Light Support Tank |
| Height: | 2.88 meters | Length: | 6.08 meters |
| Average Armor Thickness: | 125 mm | Armor Material: | Durasheet w/ceramic |
| Standard Operational Weight: | 27,305 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 600 km |
| Sensor Range: | 3 km | Communication Range: | 15 km |
| Powerplant: | NI-65 gas turbine | Horsepower: | 500 hp |

### Modifications

| | |
|---|---|
| Add: | HRF (T, 100 ammo), MRP/36 (T, 36 ammo), HMG (F, 200), Smoke Launchers (10) |
| Remove: | LAC, ATM |
| Change: | Deployment Range from 500 to 600, Sensors from 0/1 to +1/3 |
| Modified Threat Value: | 1106 |
| Offensive: | 1529 |
| Defensive: | 420 |
| Miscellaneous: | 1370 |

### Vehicle Availability

| | | | |
|---|---|---|---|
| Availability Threshold: | 5 | Maximum Number of Units in the Field: | 3 |
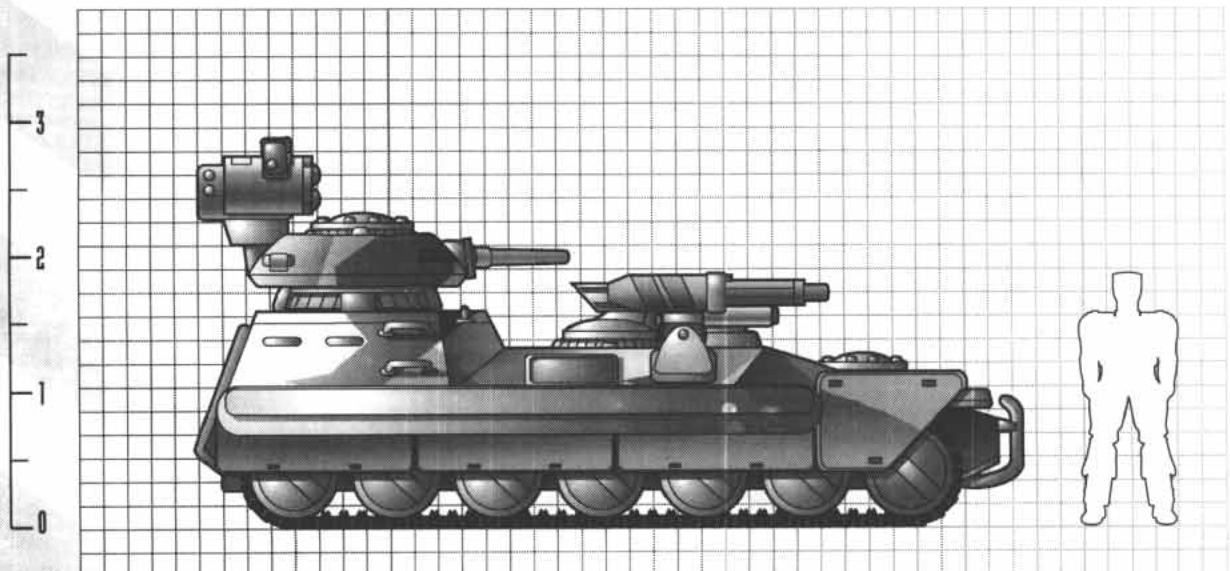
## 2.5.5 NT-10H STORMHAMMER TYBURR

Named after its massive 160 mm heavy field mortar, the Stormhammer Tyburr was originally designed to carry and fire this massive bombardment weapon from behind walled defenses or battlefield embankments. It allowed this light support tank chassis to be used as a capable short-range artillery platform during the War of Alliance. Stormhammers are often the "poor-man's mobile-artillery," the vehicle of choice for defending mobile encampments and small towns where their small size, concealable profile, easy maintenance, rapid "shoot-and-scoot" ability, and economical nature make them a prized weapon. While Tyburr-based tanks are slowly being phased out by the CNCS high command in favor of artillery strider, the heavy-hitting brute force of the Stormhammer Tyburr still makes it the economical choice for fixed-perimeter defense roles. While no longer produced, Stormhammers still operate at the perimeters of frontier city-states in the CNCS, parked against decades-old defensive berms, some still sporting their original War of Alliance markings and armor.

## Vehicle Specifications ▼

| | | | |
|---|---|---|---|
| Code Name: | Stormhammer Tyburr | Production Code: | NT-10H |
| Production Type: | Mass Production | Cost: | 820,050 marks |
| Manufacturer: | Norlight Industries | Use: | Second-Line Support Tank |
| Height: | 2.51 meters | Length: | 6.08 meters |
| Average Armor Thickness: | 125 mm | Armor Material: | Durasheet w/ceramic |
| Standard Operational Weight: | 24,530 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 500 km |
| Sensor Range: | 1 km | Communication Range: | 15 km |
| Powerplant: | NI-65 gas turbine | Horsepower: | 500 hp |

## Modifications ▼

| | |
|---|---|
| Add: | HFM (T, 20 rounds), Reinforced Location Armor (1, Movement Systems) |
| Remove: | LAC, ATM |
| Change: | Maneuver from -1 to -2 |
| Modified Threat Value: | 1491 |
| Offensive: | 2904 |
| Defensive: | 314 |
| Miscellaneous: | 1254 |

## Vehicle Availability ▼

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

0   1   2   3   4   5   6   7
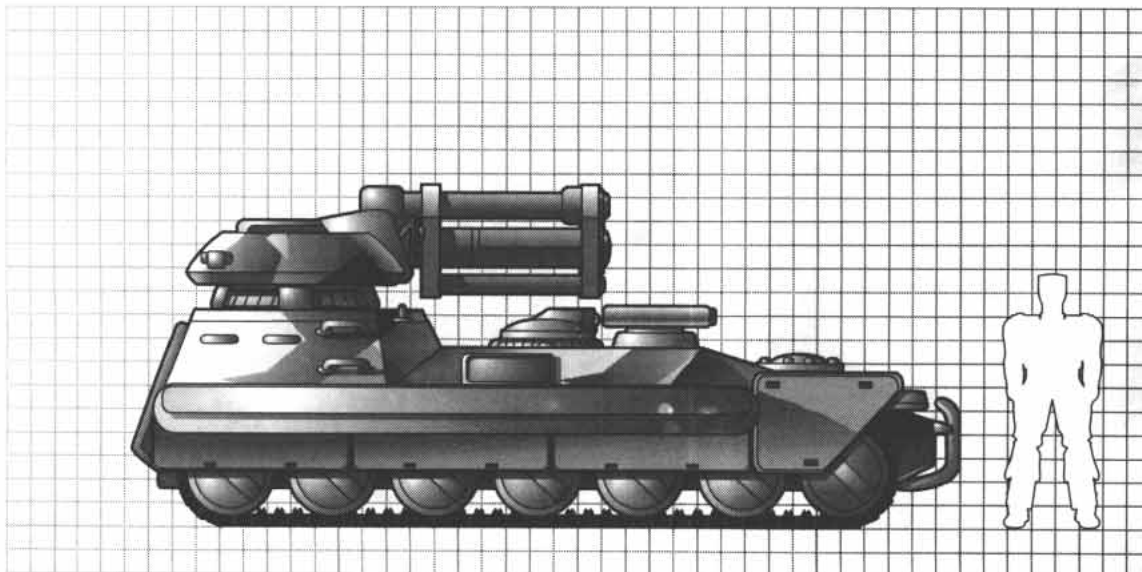
## 2.6 NV-225 BEHEMOTH

The Behemoth Gear transport was designed in TN 1706 by Northco when it became obvious that Gears could be used for more than simple sentinel duty. The first version, nicknamed "Big Guy," was a variant of the Hunchback transport, which was used by regional technicians to tranport their Prairie Dogs when they were called away to perform heavy repairs in homesteads. The technical lab and crew quarters were removed and replaced by more vehicle bays. The transmission was reinforced as well, allowing the vehicle to increase its performance and durability. The less efficient engine of the Hunchback was replaced by a smaller and more powerful PPN-S24 diesel engine capable of generating above 1000 hp. Its armor was also 50% thicker than that of the Hunchback, ensuring solid protection for the Gears in the vehicle bay. An early prototype also had a hitch and a stronger engine to attach an equipment trailer to the back of the carrier, but it was abandoned because it reduced the maneuverability and speed of the Behemoth below the design specifications.

Unfortunately, despite the increased passenger count, the designers neglected to include an improved ventilation system. The resulting vehicle, while very uncomfortable for the crew and passengers, was efficient and very popular with the brass. During the War of the Alliance, a slightly more aggressive variant (Mk 3) was released. The passenger seating was removed and the Gear pilots had to stay in their respective machines throughout the trip, which led to many cramps and back pains for pilots of smaller models. The "Big Guy" was a good enough machine for the time it was designed, but lacked the proper finish that is characteristic of most Northco products nowadays. Many of the Mk 1 models are still in operation in the Badlands, where they were sold once the Mk2 was released. The Mk 3 was discontinued after the War of the Alliance because of the health problems it caused. Engineers at Northco are currently working on a new and smaller engine which would allow for independent axle traction. Not only would the Behemoth have better traction, but it would save some internal space that could be converted into a small repair workshop for Gears.

### Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Behemoth | Production Code: | NV-225 |
| Production Type: | Mass Production | Cost: | 437,917 marks |
| Manufacturer: | Northco | Use: | Gear/Personnel Transport |
| Height: | 9.53 meters | Length: | 17.28 meters |
| Average Armor Thickness: | 64 mm | Armor Material: | Durasheet w/ceramic alloy |
| Standard Operational Weight: | 52,745 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 1250 km |
| Sensor Range: | 2 km | Communication Range: | 20 km |
| Powerplant: | Diesel | Horsepower: | 1020 hp |

### Weapon Payload

| Name | Ammunition Payload |
|---|---|
| None | - |
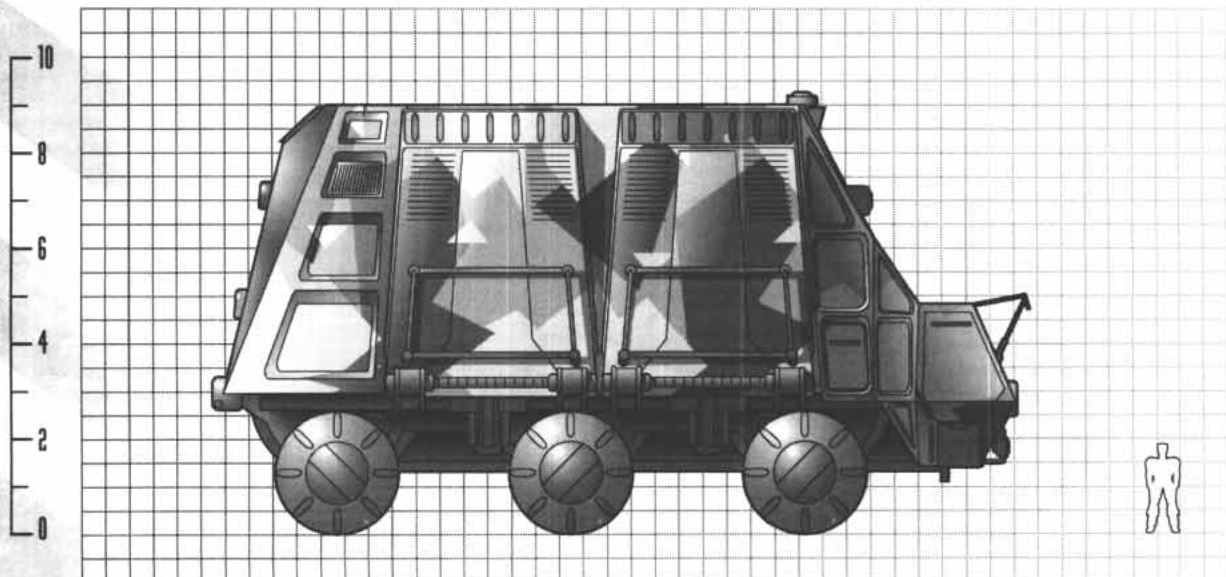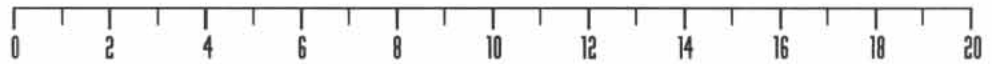
## SERVICE RECORD

The first run of Behemoths produced six hundred vehicles, two thirds of which were immediately sold to the Northern Lights Confederacy to fulfill a pressing request for Gear transports. Most of those, however, suffered from the early flaws of a first release, but those were quickly corrected by UMF technicians. The Behemoths performed mostly non-combat duties until the St. Vincent's War, where they allowed rapid deployment of Gears in positions far from supply bases or to outposts in need of reinforcements. Northern high command, in an attempt to reduce the number of raids conducted by Southerners against Behemoth convoys, had two hundred make-believe Behemoths built. Designed to be cheap to produce and simply look like Behemoths, those "Cardboard Behemoths" were used to create visible convoys and draw the attention away from the real reinforcements, which were camouflaged and sent along a less obvious route. Most Cardboard Behemoths were totalled and did not survive the St. Vincent's War. This tactic was used once more during the War of the Alliance and surprised the Earth forces, which were not familiar enough with Terranovan vehicles to make out the differences between the real and the fake Behemoth. It provided the Alliance with a valuable advantage to use against the technologically superior CEF units.

### General Stats

| | |
|---|---|
| Threat Value: | 1051 |
| Offensive: | 0 |
| Defensive: | 168 |
| Miscellaneous: | 2984 |
| Size: | 12 |
| Original Default Size: | 10 |
| Individual Lemon Dice: | 3 |
| Crew: | 2 |
| Bonus Actions: | 1 |

### Movement

| | |
|---|---|
| Primary Movement Mode: | Ground |
| Combat Speed: | 8 |
| Top Speed: | 15 |
| Secondary Movement Mode: | N/A |
| Combat Speed: | - |
| Top Speed: | - |
| Maneuver: | -2 |

### Electronics

| | |
|---|---|
| Sensors: | 0 |
| Communications: | 0 |
| Fire Control: | -3 |

### Armor

| | |
|---|---|
| Light Damage: | 18 |
| Heavy Damage: | 36 |
| Overkill: | 54 |

### Vehicle Availability
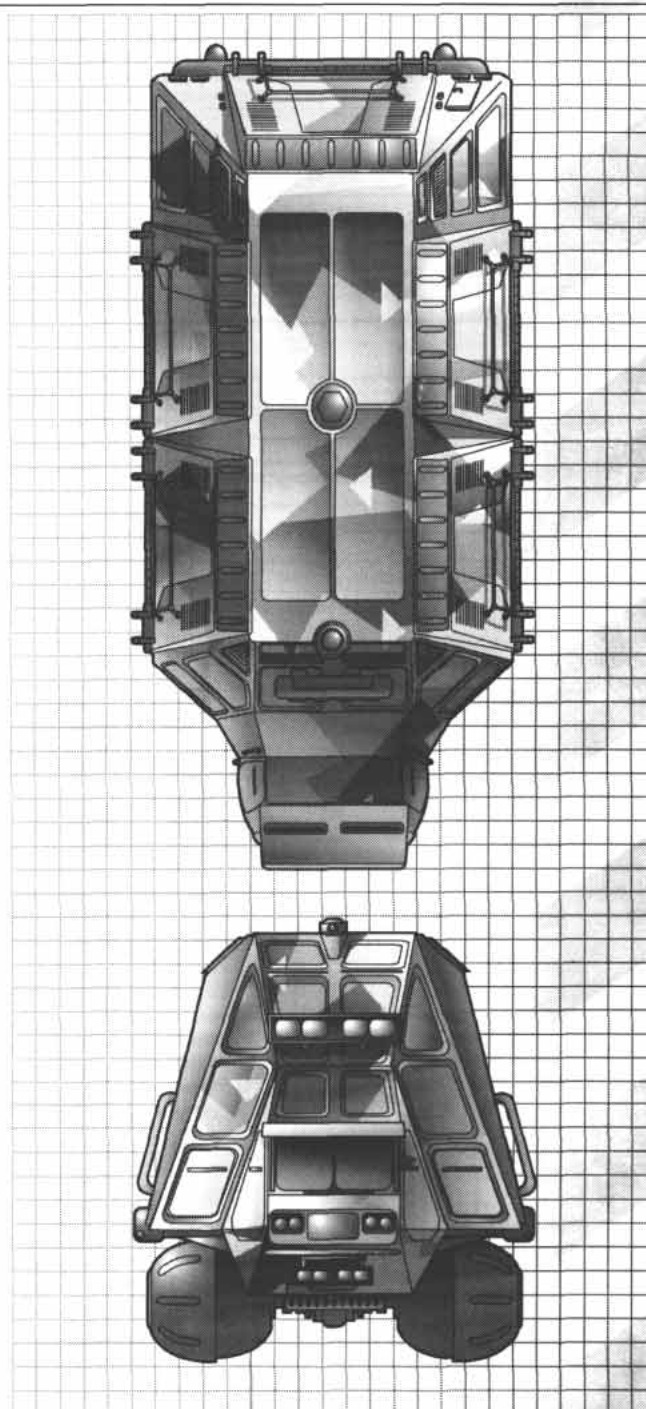
| | |
|---|---|
| Availability Threshold: | 3 |
| Maximum Number of Units in the Field: | 3 |

## Weapons Summary

| Name | Code | Fire Arc | Qty | Ammo |
|------|------|----------|-----|------|
| None | - | - | - | - |

## Perks

| Name | Rating | Game Effects |
|------|--------|--------------|
| Crew Accomodations | 2 | Military |
| Hostile Environment Protection | - | Desert |
| Passenger Seating | - | 5 |
| Pintle Mount | - | - |
| Searchlight | - | FF, 100 m |
| Vehicle Bay (x5) | 7 | Carry up to 10 tons in vehicles |

## Flaws

| Name | Rating | Game Effects |
|------|--------|--------------|
| Annoyance | - | Cramped passenger seating |
| Annoyance | - | Deficient ventilation system |
| Large Sensor Profile | 2 | Subtract from concealment |

## Defects

| Name | Rating | Game Effects |
|------|--------|--------------|
| None | | |

## Optional Equipment

| Name | Modified Threat Value |
|------|----------------------|
| "Big Guy" (Size 6 vehicle bays, Problem Prone R2, Unstable) | 841 |
| Mk 3 (+2 Armor,no Passenger Seating, no Annoyance) | 982 |
| Add APGL (6 shots, F), Fire Control -1 | OS + 15 |

## Typical Camouflage

Desert 2    Pattern-Breaker 1    Broken Ground

## Weapons Location Diagram

None    -
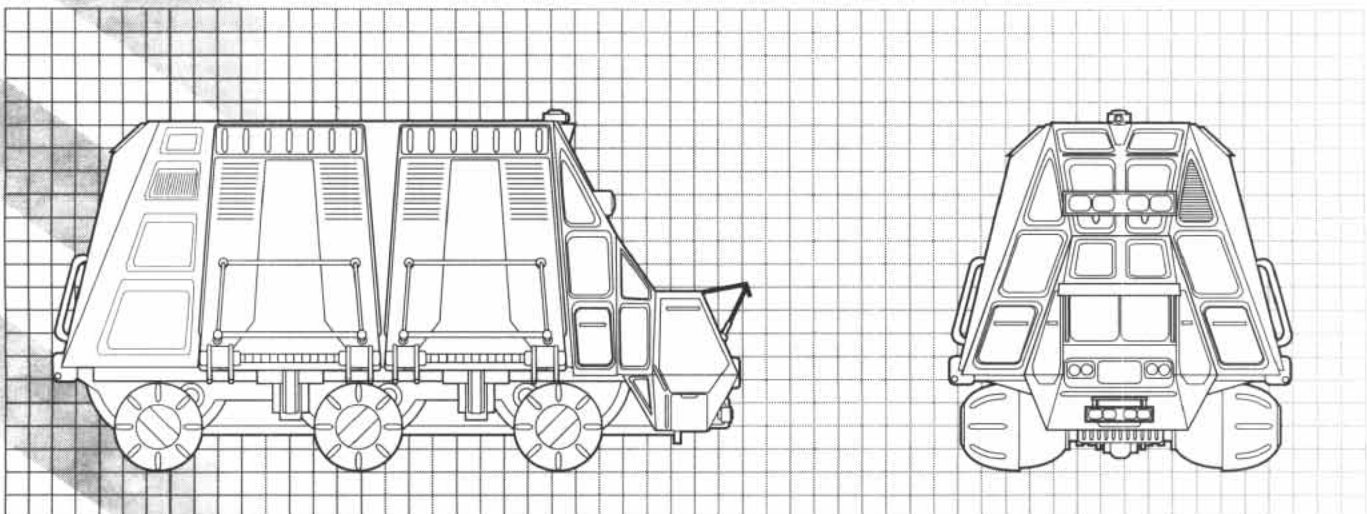
# NORTHERN COMBAT VEHICLES

## 2.6.1 NV-225AMM BEHEMOTH AMMO-LOADER

The Behemoth Ammo-Loader strips out the seats and crew accomodations of its Gear-carrying predecessor in favor of a huge, 300 cubic meter cargo bay capable of storing a variety of ammo-lockers, cases, clips and fuel-cells of all types. The Ammo-Loader Behemoth also sports two folding multi-jointed gripper tool arms located above the cab parasol area. These arms can reach far into the loading bay though a retractable access hatch in the roof of the vehicle, lock onto and withdraw whatever mission-based ordnance is required. Though loved by Gear and tank crews that relied on the "Ammy" for desperately needed supplies, the original Ammo-Loader Behemoths were plagued not by mechanical problems, but by crews that refused to drive the dangerous, explosives-packed vehicles. Northco soon issued a field kit consisting of new heavy crew-cabin plating, roll-bars, and an enforced bulkhead behind the crew cabin with pyrotechnic slabs inserted . This system would allow the Ammo-Loader Behemoth to literally "pop off its head" in case of emergency.

## Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Behemoth Ammo-Loader | Production Code: | NV-225AMM |
| Production Type: | Mass Production | Cost: | 214,167 marks |
| Manufacturer: | Northco | Use: | Ammo-Loader/Resupply Vehicle |
| Height (w/o tool arms): | 10.11 meters | Length: | 20.56 meters |
| Average Armor Thickness: | 64 mm | Armor Material: | Durasheet w/ceramic alloy |
| Standard Operational Weight: | 51,235 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 1250 km |
| Sensor Range: | 2 km | Communication Range: | 20 km |
| Powerplant: | Diesel | Horsepower: | 1020 hp |

## Modifications

| | |
|---|---|
| Add: | Ammo/Fuel Containment System, Cargo Bay (300m³), Ejection System, Reinforced Crew Compartment, Tool Arm (x2, rating 2, cannot punch) |
| Remove: | Crew Accomodations, Passenger Seating, Vehicle Bay |
| Change: | - |
| Modified Threat Value: | 514 |
| Offensive: | 0 |
| Defensive: | 168 |
| Miscellaneous: | 1376 |

## Vehicle Availability

| | | | |
|---|---|---|---|
| Availability Threshold: | 5 | Maximum Number of Units in the Field: | 1 |

**2**
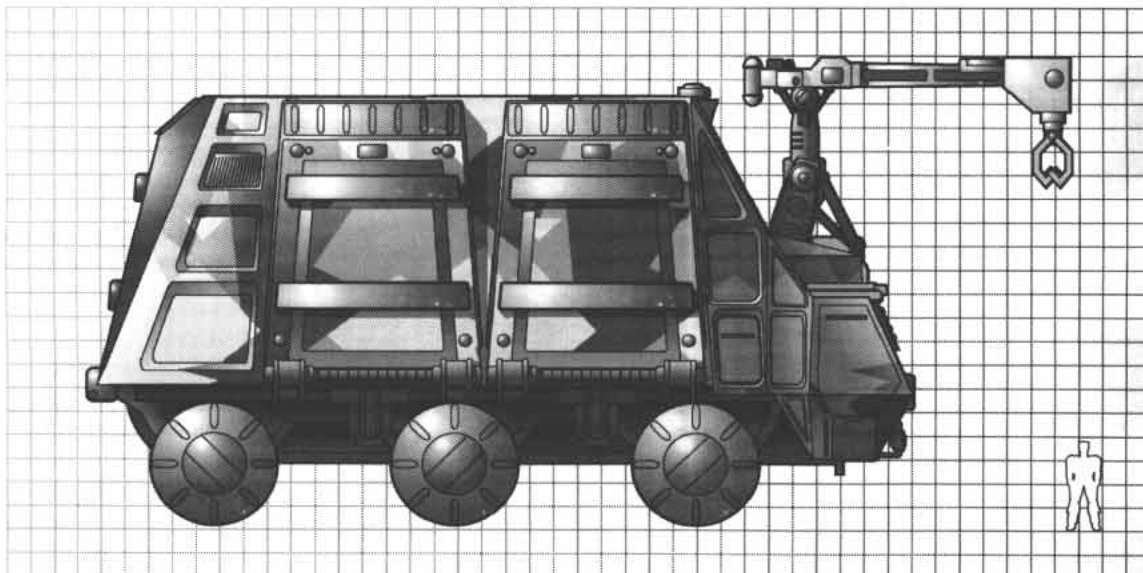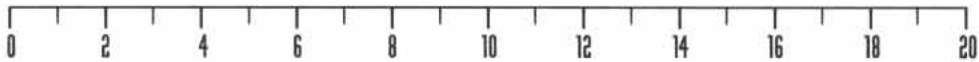
## 2.7 CV-3 MURDOCK

Maintaining the chain of command is one of the prime concerns of the modern military commander. This requires extensive communication equipment as well as several advisors (both human and electronic) to separate the useful information from the rest and quickly send it to the commander. The Murdock is designed to operate as a mobile field HQ and C3 (Command, Control and Communication) vehicle, capable of coordinating the attack and movement of several different combat groups at once over a large and extremely mobile battlefield. It was commissioned in TN 1898 by General Jenke Murdock, who had become a famous figure during the Sandstorm Strikes (TN 1896-1905) and designed by Hansens Electronics at her request. Because of the drafting of tens of thousands of civilians into the military, she had seen a greater need for a high performance communications vehicle to better compensate for the new recruits who had only had received minimal training before being sent on the battlefield. The Murdock (which was initially to be named Manchester as a tribute to one of Murdock's favorite historical heroes) competed on paper against several other designs before a decision was reached, but Murdock's political savvy triumphed in the end, although her supporters insisted the vehicle be named after her.

The vehicle rests on a sturdy six-wheeled chassis powered by a single gas turbine positioned along the axis of the vehicle. Each wheel has its own independent suspension to minimize jarring during transport. The driver sits upfront in an armored cabin while the gunner sits right next to him. The spacious rear portion of the vehicle houses the large communication system and holographic display which ensures that the command staff remains in contact with its combat groups at all times. Two technicians operate the radio equipment; ECCM comes as standard to ensure that enemy ECM will not stop transmissions. All communication systems are heavily redundant and can continue operating after severe combat damage. The Murdock has a single, roof-mounted automatic grenade launcher to defend itself against marauding infantry. It is normally controlled by the driver, though duplicate controls are found in the officer's chamber.

### Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Murdock | Production Code: | CV-3 |
| Production Type: | Mass Production | Cost: | 274,750 marks |
| Manufacturer: | Hansens Electronics | Use: | Light Mobile C3 Unit |
| Height: | 4.81 meters | Length: | 5.15 meters |
| Average Armor Thickness: | 14 mm | Armor Material: | Durasheet |
| Standard Operational Weight: | 1670 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 500 km |
| Sensor Range: | 2 km | Communication Range: | 30 km |
| Powerplant: | Gas turbine | Horsepower: | 180 hp |

### Weapon Payload

| Name | Ammunition Payload |
|---|---|
| Avey Industries 40 mm grenade launcher | 80 belted grenades |
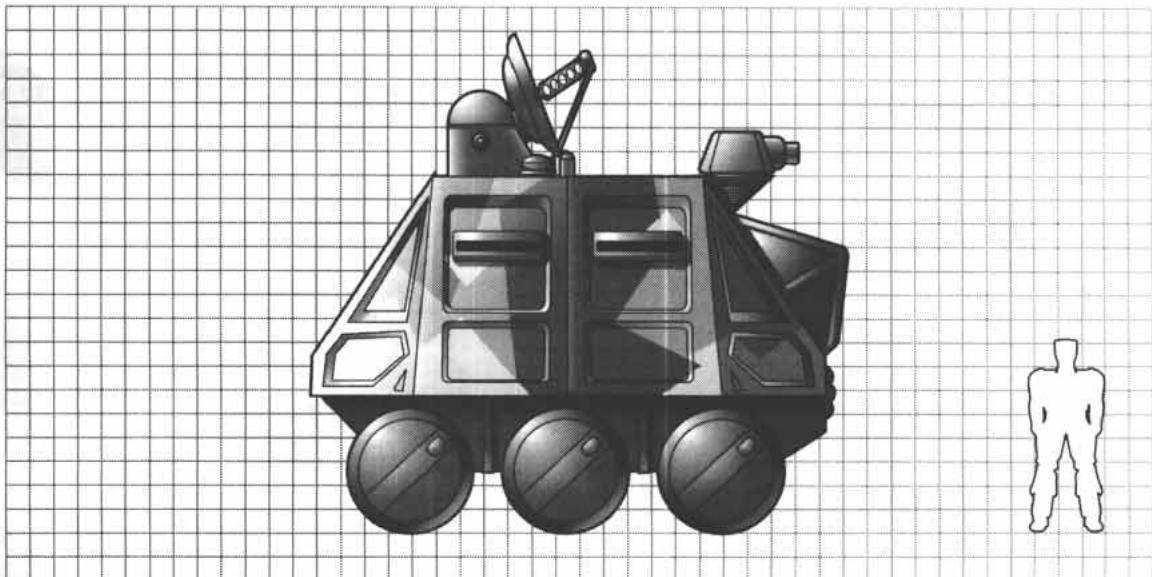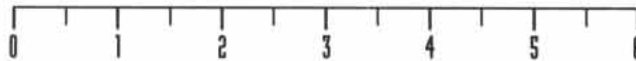
## SERVICE RECORD

The Murdock "Cee-Three," as its crew call it, is rarely seen in the various Terranovan hotspots. The latter tend to be extremely volatile and demand more mobility than the Murdock can provide. Rather, it is usually used during large or extended campaigns such as the Sandstorm Strikes or the War of the Alliance. During the Strikes in particular, the Murdock was instrumental in neutralizing the Southern ECM equipment used by the rebellious homesteaders and allowed the various unit commanders to better coordinate their offensive efforts. While there were no more than a hundred active Murdocks by TN 1900, their contribution to the Sandstorm Strikes was noticed. The superior strategy support which they provided helped save thousands of Northerner lives and allowed the Northern Guard to gather precious intelligence of movements near their borders. The use of the Murdock during the War of the Alliance was frequently unorthodox. The CEF established several ECM towers near the battlefields and scrambled all communications between Allied units, giving their already-overwhelming forces a distinct advantage over the Terranovans. Several desperate officers sent the Murdock right in the middle of the fray to provide some ECCM support. In the Battle of Baja alone, sixteen Murdocks were sacrificed to provide cover.

## General Stats

| | |
|---|---|
| Threat Value: | 314 |
| Offensive: | 60 |
| Defensive: | 35 |
| Miscellaneous: | 846 |
| Size: | 4 |
| Original Default Size: | 7 |
| Individual Lemon Dice: | 3 |
| Crew: | 3 |
| Bonus Actions: | 1 |

## Movement

| | |
|---|---|
| Primary Movement Mode: | Ground |
| Combat Speed: | 6 |
| Top Speed: | 12 |
| Secondary Movement Mode: | N/A |
| Combat Speed: | - |
| Top Speed: | - |
| Maneuver: | 0 |

## Electronics

| | |
|---|---|
| Sensors: | 0 |
| Communications: | +2 |
| Fire Control: | 0 |

## Armor

| | |
|---|---|
| Light Damage: | 8 |
| Heavy Damage: | 16 |
| Overkill: | 24 |

## Vehicle Availability

| | |
|---|---|
| Availability Threshold: | 8 |
| Maximum Number of Units in the Field: | 1 |
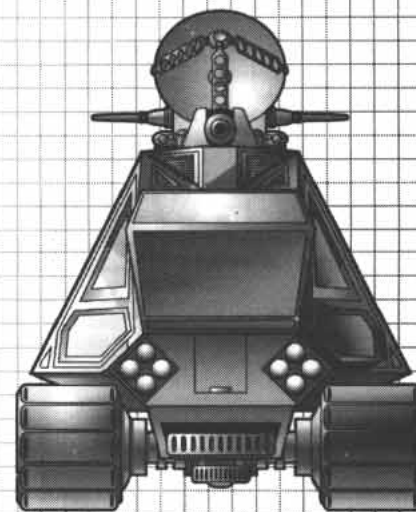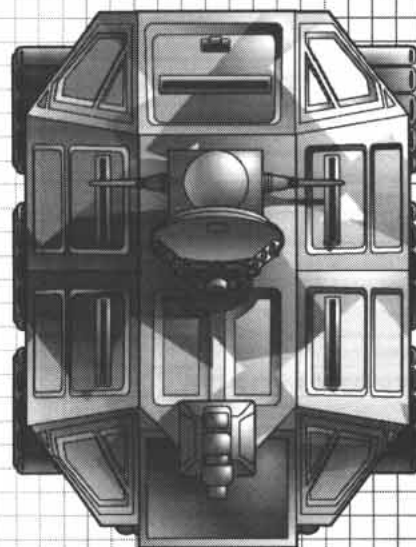
## Weapons Summary

| Name | Code | Fire Arc | Qty | Ammo |
|------|------|----------|-----|------|
| Anti-Personnel Grenade Launcher | APGL | Turreted | 1 | 80 |

## Perks

| Name | Rating | Game Effects |
|------|--------|--------------|
| Backup Communications | - | Redundant/reinforced systems |
| ECCM | 3 | Defensive Electronic Warfare equipment |
| Laboratory (Leadership) | 1 | Holotank and C3 equipment |
| Passenger Seating | - | 4 seats for officers |
| Satellite Uplink | - | Allows orbital communications |

## Flaws

| Name | Rating | Game Effects |
|------|--------|--------------|
| Exposed Aux. Systems | - | "Aux." hits are one step higher |
| Exposed Fire Control | - | "Fire Control" hits are one step higher |
| Vulnerable to Haywire | - | Haywire weapons get three damage rolls |

## Defects

| Name | Rating | Game Effects |
|------|--------|--------------|
| None | | |

## Optional Equipment

| Name | Modified Threat Value |
|------|-----------------------|
| Add pintle mount w/9 mm chaingun | OS + 3 |
| Add pintle mount w/37 mm grenade rifle | OS + 8 |
| Add smoke launchers (10 shots) | MS + 52 |
| CV-3H (+1 Armor) | 317 |

## Typical Camouflage

Pattern-Breaker 1    Desert 2    Mountain 1    Broken Ground
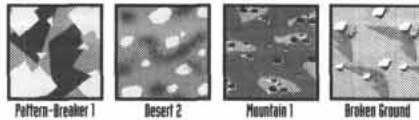
## Weapons Location Diagram

| | |
|---|---|
| A | Anti-Personnel Grenade Launcher |
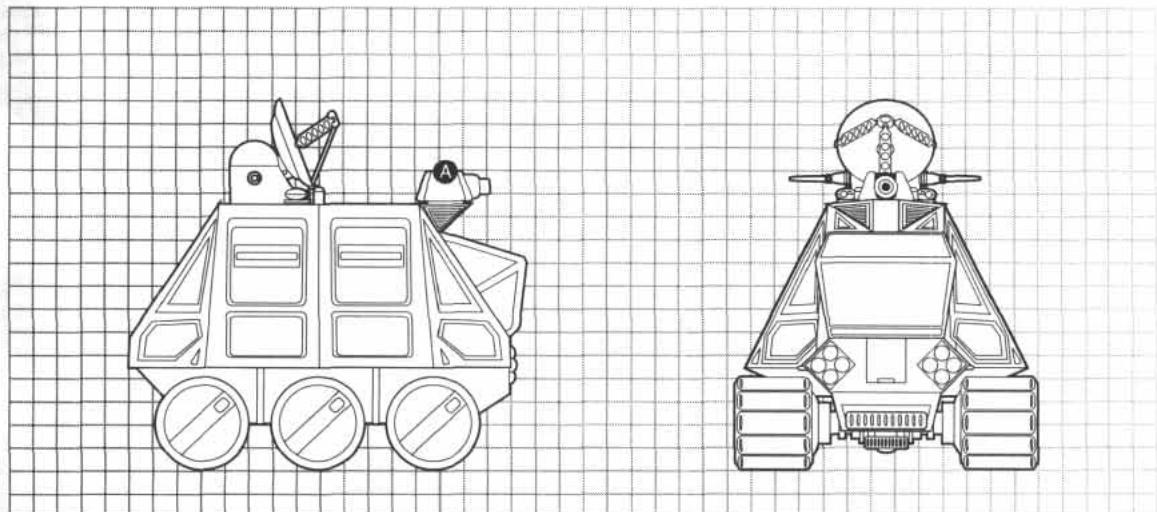
## 2.7.1 EWV-7 SEEKER

The Seeker is purely an information gathering vehicle. It carries only minimal armor and weaponry, and relies on its limited stealth abilities and the training of its crew to avoid being shot at. Its mission is to locate enemy forces, place listening posts and intercept and block enemy transmissions. Many Seekers work in conjunction with one or two scout Gears, which act as its ears and hands on the field. Like the Murdock, the Seeker sensor vehicle is based on a sturdy six-wheeled chassis powered by a single gas turbine. A small auxiliary generator is also present to run the sensor equipment without the main turbine. The Seeker has a large sensor array, allowing it to keep tabs on almost anything that moves within its sensor range. Two technicians operate the equipment from workstations placed in a roomy compartment in the back. The vehicle has a roof-mounted machine gun for defense against marauding infantry and a small rocket pod for use against anything heavier. Both weapons are controlled by the driver, though duplicate controls are found at both crew stations.

## Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Seeker | Production Code: | EWV-7 |
| Production Type: | Mass Production | Cost: | 520,000 marks |
| Manufacturer: | Hansens Electronics | Use: | Light Mobile Intelligence Unit |
| Height: | 4.81 meters | Length: | 5.49 meters |
| Average Armor Thickness: | 14 mm | Armor Material: | Durasheet |
| Standard Operational Weight: | 1670 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 500 km |
| Sensor Range: | 10 km | Communication Range: | 30 km |
| Powerplant: | Gas turbine/auxiliary generator | Horsepower: | 180 hp/135 hp |

## Modifications

| | |
|---|---|
| Add: | ECM (r2), Crew Accomodations (2 people), HMG (F, 80 shots), VLRP/8 (F, 8 rockets) |
| Remove: | Laboratory, Passenger Seating, APGL |
| Change: | Sensors from 0/2 to +2/10, Communications from +2/30 to +1/30, Fire Control from 0 to -1 |
| Modified Threat Value: | 520 |
| Offensive: | 91 |
| Defensive: | 35 |
| Miscellaneous: | 1435 |

## Vehicle Availability

| | | | |
|---|---|---|---|
| Availability Threshold: | 6 | Maximum Number of Units in the Field: | 1 |
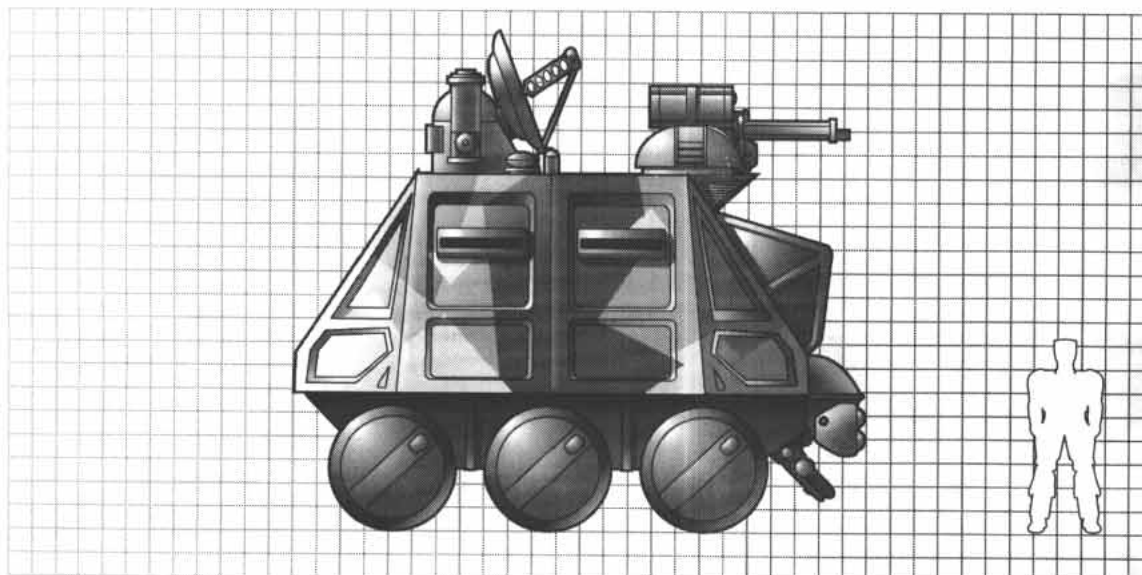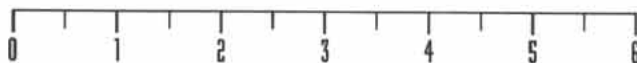
## 2.8 ANTELOPE

There has always been a need for a small transport vehicle capable of limited cross-country travel: the ubiquitous "jeep," from the name of one of the first such vehicles. They can act as courier, infantry transport or light combat vehicles, and are always inexpensive to both produce and field. The Antelope is a design that is found in virtually every armed force on the planet. Although its name and overall appearance may differ slightly from place to place, the Antelope and its copies share a similar performance profile and role. The engineering principles behind such vehicles is as old as time and thoroughly tested for its efficiency — there is little need to modify it or improve it greatly. The vehicle is built around a sturdy metal frame and a steel body. A rugged suspension and a diesel engine (replaced in some variants by a V-engine with a similar performance) are bolted to it and covered with a light sheet-metal hull, ensuring it can tolerate at least minimal damage. This shell is thick enough to stop small shrapnel, but is powerless against most infantry weapons. While the Antelope may carry some weaponry on its pintle mount, it is not meant for direct confrontation.

The Antelope was initially a simple 4 x 2 vehicle, something which was improved over time as the need arose for a more flexible and efficient 4 x 4 drive. While the model shown above does not have a roof or doors, there are some other models which do. Earlier production series of the Antelope featured slightly larger wheels and benefitted from a higher ground clearance, giving them better off-road capabilities, but it reduced their maneuverability and turning radius. There were several cases of Antelopes toppling over from trying to perform sharp turns, causing the deaths of several drivers. It was later modified to have a lower center of gravity and wider tires for improved road traction. Among the countless variants which were developed, the Ambulance Antelope, the Spotter Antelope and the Sprint Antelope have become famous over the decades for their vital contribution to ground communication and rescue. Many other variants have cropped up over the cycles, undoubtedly confirming the value and versatility of the Antelope

### Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Antelope | Production Code: | Various |
| Production Type: | Mass Production | Cost: | 31,330 marks |
| Manufacturer: | Various | Use: | Light Utility Vehicle |
| Height: | 1.78 meters | Length: | 3.83 meters |
| Average Armor Thickness: | 5 mm | Armor Material: | Steel sheet |
| Standard Operational Weight: | 900 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 550 km |
| Sensor Range: | - | Communication Range: | 10 km |
| Powerplant: | Diesel engine | Horsepower: | 60 hp |

### Weapon Payload

| Name | Ammunition Payload |
|---|---|
| None | - |
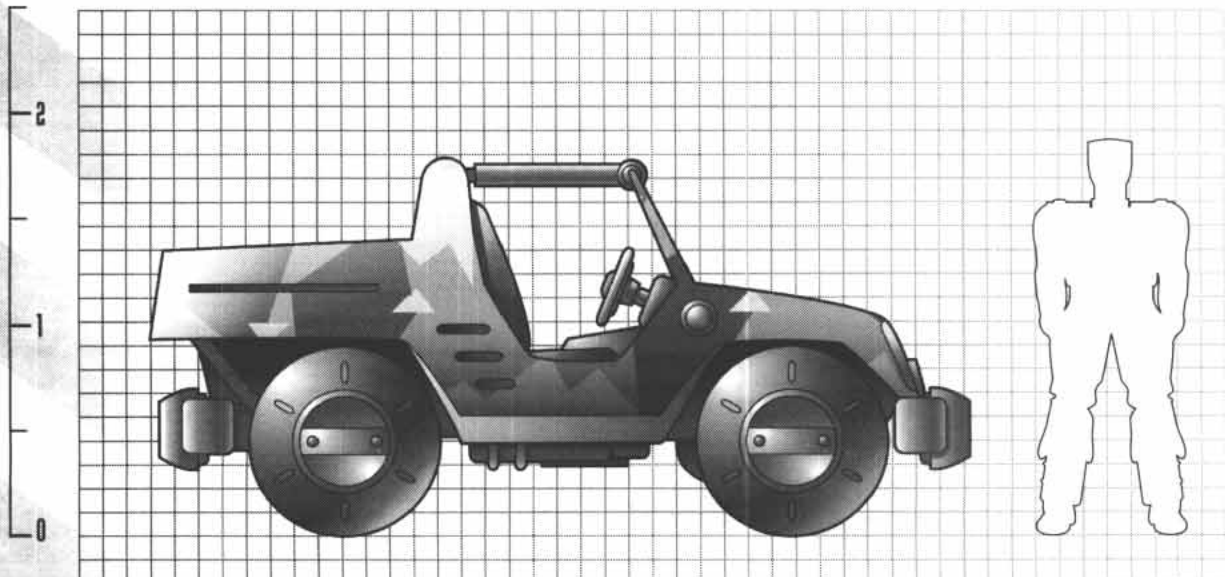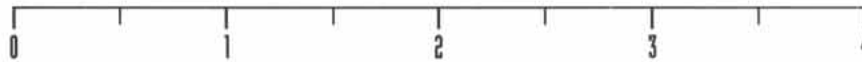
- ## SERVICE RECORD

The Antelope, while an ordinary general purpose vehicle, became extremely famous during the days of the War of the Alliance. Most rebellious Badlanders, having access to very limited resources, used a great number of Antelopes for their movements and their communications. Further, some of the more daring and audacious Badlands rovers who wanted to oppose the advancing CEF forces used the barely armored Antelopes to lay traps for the Earth soldiers. In some cases, they zig zagged across the battlefield, evading hovertank fire and drawing them towards mined areas. More than one bait-Badlander died on those very mines which were meant for the hovertanks, but Earth forces soon learned to their dismay that the Badlanders were extremely apt drivers. It is rumored that some of the more suicidan Badlanders frequently loaded up their Antelopes with explosives tied to a makeshift collision detector on the front bumper and rammed into the hovertanks. Again, several men and women died from not having jumped off the vehicle soon enough. Nowadays, more than any other vehicle in its category, the Antelope is perceived with an aura of glamor and heroism, and a great number of civilian models have appeared on the market, capitalizing on the romantic image of the vehicle to increase their sales.

## General Stats

| | |
|---|---|
| Threat Value: | 47 |
| Offensive: | 0 |
| Defensive: | 19 |
| Miscellaneous: | 123 |
| Size: | 3 |
| Original Default Size: | 4 |
| Individual Lemon Dice: | 3 |
| Crew: | 1 |
| Bonus Actions: | 0 |

## Movement

| | |
|---|---|
| Primary Movement Mode: | Ground |
| Combat Speed: | 8 |
| Top Speed: | 15 |
| Secondary Movement Mode: | N/A |
| Combat Speed: | - |
| Top Speed: | - |
| Maneuver: | -1 |

## Electronics

| | |
|---|---|
| Sensors: | - |
| Communications: | -2 |
| Fire Control: | -2 |

## Armor

| | |
|---|---|
| Light Damage: | 4 |
| Heavy Damage: | 8 |
| Overkill: | 12 |

## Vehicle Availability

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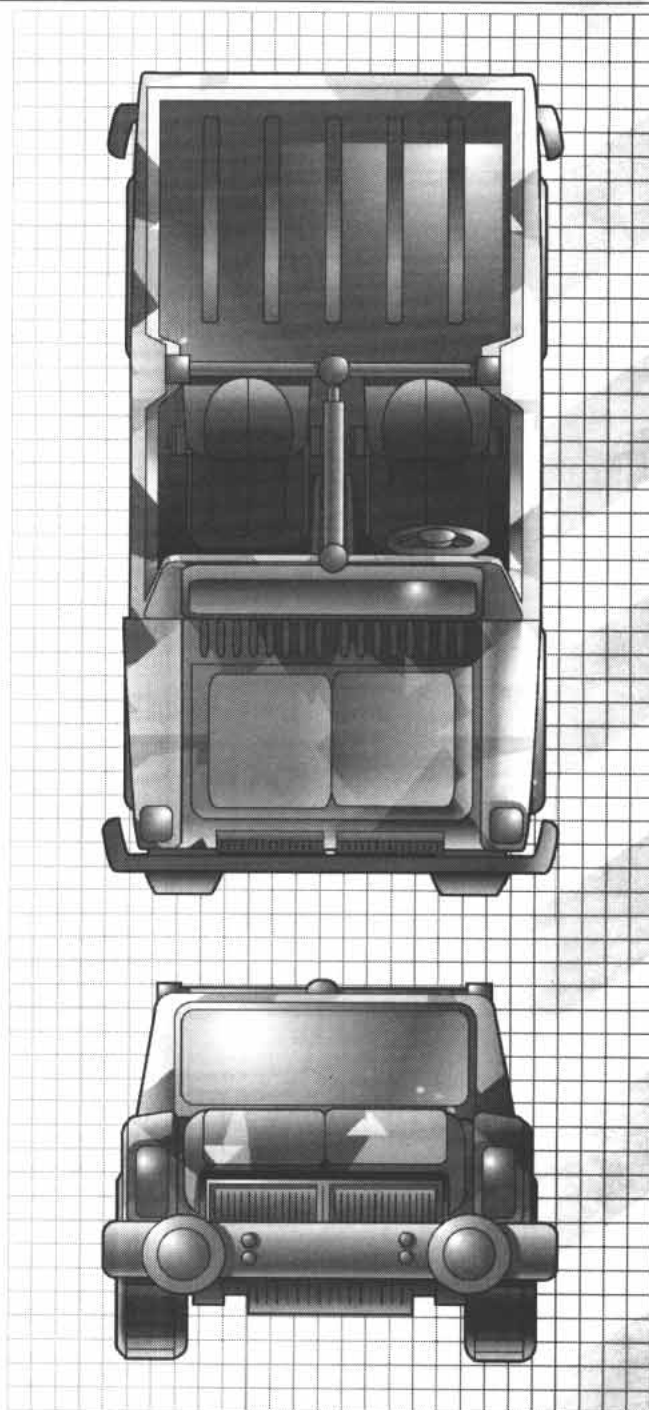
### Weapons Summary

| Name | Code | Fire Arc | Qty | Ammo |
|------|------|----------|-----|------|
| None | | | | |

### Perks

| Name | Rating | Game Effects |
|------|--------|--------------|
| Easy to Modify | - | +2 to Repair and Modify rolls |
| Pintle Mount | - | Can hold one infantry weapon |

### Flaws

| Name | Rating | Game Effects |
|------|--------|--------------|
| Exposed Crew Compartment | - | "Crew" hits are one level worse |
| No Sensors | - | Cannot use Active Sensor |

### Defects

| Name | Rating | Game Effects |
|------|--------|--------------|
| None | | |

### Optional Equipment

| Name | Modified Threat Value |
|------|----------------------|
| Add APGL (6 shots, F) | OS + 10 |
| Add pintle mount w/9 mm machinegun | OS + 3 |
| Add pintle mount w/9 mm chaingun | OS + 3 |
| Add pintle mount w/37 mm grenade rifle | OS + 8 |
| Add smoke launchers (10 shots) | MS + 1 |
| Enclosed (+1 Armor, remove Exposed Crew Compartment) | 55 |
| Spotter (Communication 0, 15 km) | 48 |
| Up-engined (add Double Towing Capacity, reduce Ground speed to 7/14) | 51 |

### Typical Camouflage

Desert 2   Pattern-Breaker 1   Broken Ground

### Weapons Location Diagram

None
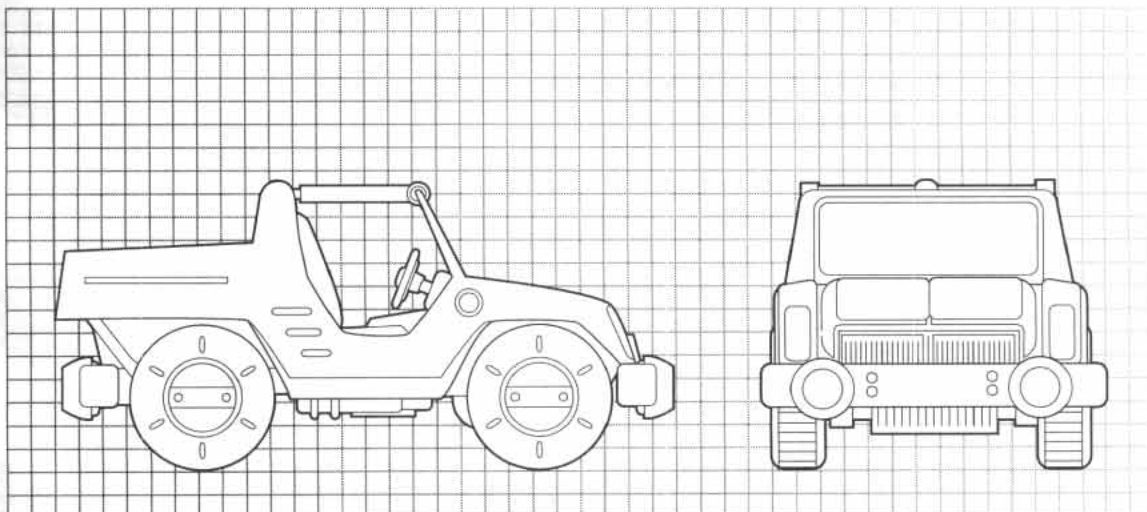
## 2.8.1 ASV-2 ANTELOPE SPOTTER

A common artillery spotting vehicles in the pre-Alliance battlefields of Terra Nova, the Antelope-based support vehicles are an essential part of any armor regiment or strike team. The most standardized of this large class of custom and factory-refit vehicles is the loosely designated ASV-2 Antelope Spotter. Sporting more armor plating than the commerical vehicle whose chassis it shares, the Antelope Spotter is also a surprisingly durable vehicle. Wheel bays and the main cabin areas are heavily protected and a heavy armor shield with narrow vision slits safeguards the Antelope's driver against small arms fire and shrapnel. An enhanced communications system is now a standard feature on Antelope Spotters, as is the turret sensor mount built into the armored shield on the passenger side. This sensor turret is computer slaved to the most important piece of high tech electronics sported by the Antelope Spotter, the Sergon Optics Mk II-series spotting transceiver. This cab-mounted device is shielded against dust and the elements by a glare hood and rotating filmscreen.

## Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Antelope Spotter | Production Code: | ASV-2 |
| Production Type: | Mass Production | Cost: | 345,333 marks |
| Manufacturer: | Northco | Use: | Light Scout/Recon Vehicle |
| Height: | 2.16 meters | Length: | 3.93 meters |
| Average Armor Thickness: | 17 mm | Armor Material: | Steel sheet w/alloy |
| Standard Operational Weight: | 1025 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 550 km |
| Sensor Range: | 4 km | Communication Range: | 10 km |
| Powerplant: | Diesel engine | Horsepower: | 60 hp |

## Modifications

| | |
|---|---|
| Add: | Sensors (+1/4), Camo Netting, HEP: Desert, Reinforced Crew Compartment, Target Designator (r3) |
| Remove: | - |
| Change: | Crew from 1 to 2, Communications from -1/10 to +1/10, Armor from 4 to 10 |
| Modified Threat Value: | 296 |
| Offensive: | 0 |
| Defensive: | 75 |
| Miscellaneous: | 814 |

## Vehicle Availability

| | | | |
|---|---|---|---|
| Availability Threshold: | 3 | Maximum Number of Units in the Field: | 1 |
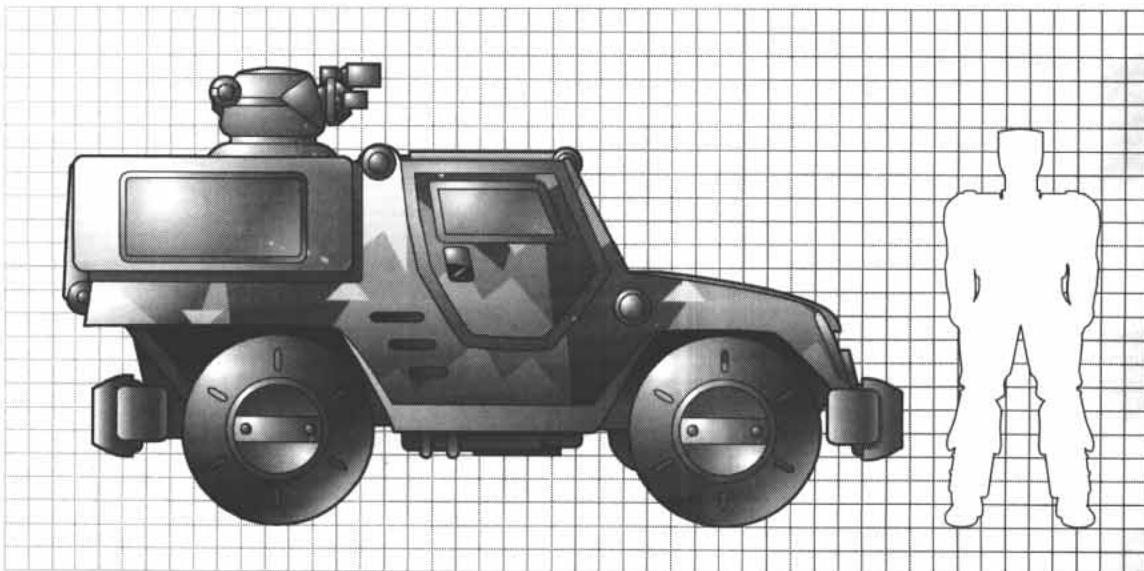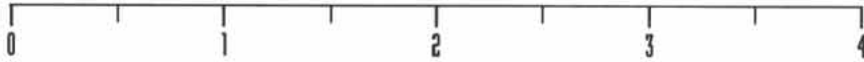
## 2.9 WALLABY

With the increase in the deployment range of armies, infantry became more than before that "force we have to tug," thought by some to be the main reason why armies could not move so fast. With faster infantry, it might be possible to break the inertia barrier and move an army above a hundred kilometers a day. One of the steps that was considered essential was to provide infantry with vehicles that could move fast and cost little. While this premise was mocked by all serious officers and proven wrong in the end, the Wallaby was born from researches in that area and is one of the few arguments in favor of mobile infantry. While it never helped a regiment move faster than its daily standard, it allowed for faster reconnaissance of potentially hostile terrain and gave strike infantry the mobility they required to perform quick surgical strikes or raids on enemy camps. Vehicles such as the Wallaby had often been considered in the past, but the level of technology never allowed the price to drop below 25,000 marks and it was deemed too expensive to produce. With the constant warfare which plagued the 19th century, technological leaps allowed the miniaturization of engines required to make the Wallaby a reality.

The Wallaby is one of the many all-terrain vehicles (ATVs) designed to carry heavily equipped infantry troops in difficult battlefield conditions. The vehicle's large wheels are powered by two independent V-engines placed in tandem in the main body, each engine supplying torque to the four wheels. The computer-controlled transmissions, one for each wheel, are protected by the armored hub of the wheel itself. The Wallaby's low price and standard parts make it easily available to all northern forces, and is found in abundance in most infantry regiments. Some Wallabies can be modified to accept a special parafoil package that makes them airdroppable. The parafoil's design, along with the bike's suspension, allows the driver to be dropped with his vehicle and be operational almost as soon as he touches the ground. Some other Wallabies, such as the Sneak Wallaby, were designed to perform stealth or black operations, and while they are more expensive, they often give an advantage of surprise which is not negligible.

### Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Wallaby | Production Code: | Various |
| Production Type: | Mass Production | Cost: | 15,750 marks |
| Manufacturer: | Various | Use: | All-Terrain Vehicle |
| Height: | 1.64 meters | Length: | 3.62 meters |
| Average Armor Thickness: | 3 mm | Armor Material: | Steel |
| Standard Operational Weight: | 250 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 275 km |
| Sensor Range: | N/A | Communication Range: | 10 km |
| Powerplant: | 2 x V-engines | Horsepower: | 2 x 30 hp |

### Weapon Payload

| Name | Ammunition Payload |
|---|---|
| None | - |
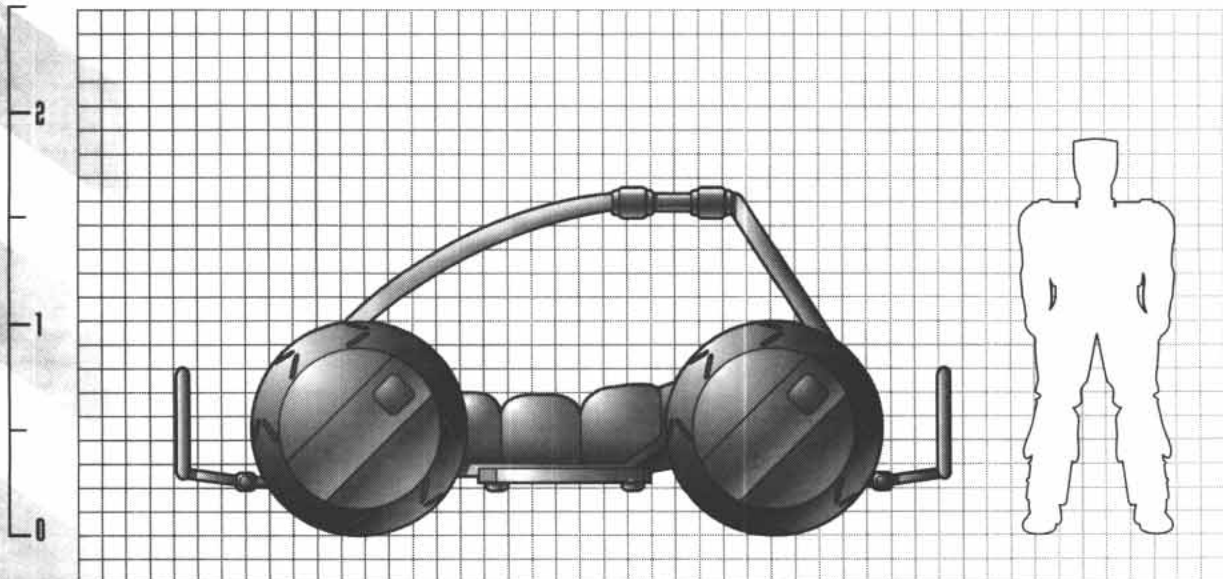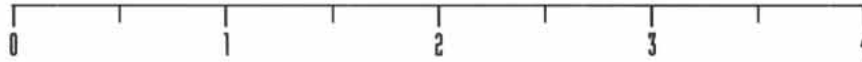
## SERVICE RECORD

The first Wallaby entered service in TN 1899, during the Sandstorm Strikes, and was quickly established as an essential part of Northern infantry forces by the time the Colonial Expeditionary Forces from Earth first appeared in TN 1913. During the last cycles of the Sandstorm Strikes, the available Wallabies were assigned to veterans so they could have the mobility necessary to properly coordinate the inexperienced recruits which were spread over too large an area. The Wallaby, which at the time only had two-wheel traction, broke down regularly because of the harsh Badlands conditions and sand in the gears and was modified to support four-wheel traction with the addition of a second engine to the rear axle. Wallabies became more durable and unit commanders greatly relied upon them for ground communications when the CEF's ECM proved too hard to break. A solid network of Wallabies was established, allowing the northern segment of the Alliance to stay in touch with units near the front and convey appropriate orders. After the War, nearly half the Wallabies were too damaged to repair; since they were no longer needed anyway, many of them were sold or sometimes even given to Badlanders to thank them for their services and contribution to the Terranovan defense effort.

## General Stats

| | |
|---|---|
| Threat Value: | 20 |
| Offensive: | 0 |
| Defensive: | 27 |
| Miscellaneous: | 32 |
| Size: | 2 |
| Original Default Size: | 3 |
| Individual Lemon Dice: | 3 |
| Crew: | 1 |
| Bonus Actions: | 0 |

## Movement

| | |
|---|---|
| Primary Movement Mode: | Ground |
| Combat Speed: | 7 |
| Top Speed: | 14 |
| Secondary Movement Mode: | N/A |
| Combat Speed: | - |
| Top Speed: | - |
| Maneuver: | +1 |

## Electronics

| | |
|---|---|
| Sensors: | - |
| Communications: | -2 |
| Fire Control: | -5 |

## Armor

| | |
|---|---|
| Light Damage: | 3 |
| Heavy Damage: | 6 |
| Overkill: | 9 |

## Vehicle Availability

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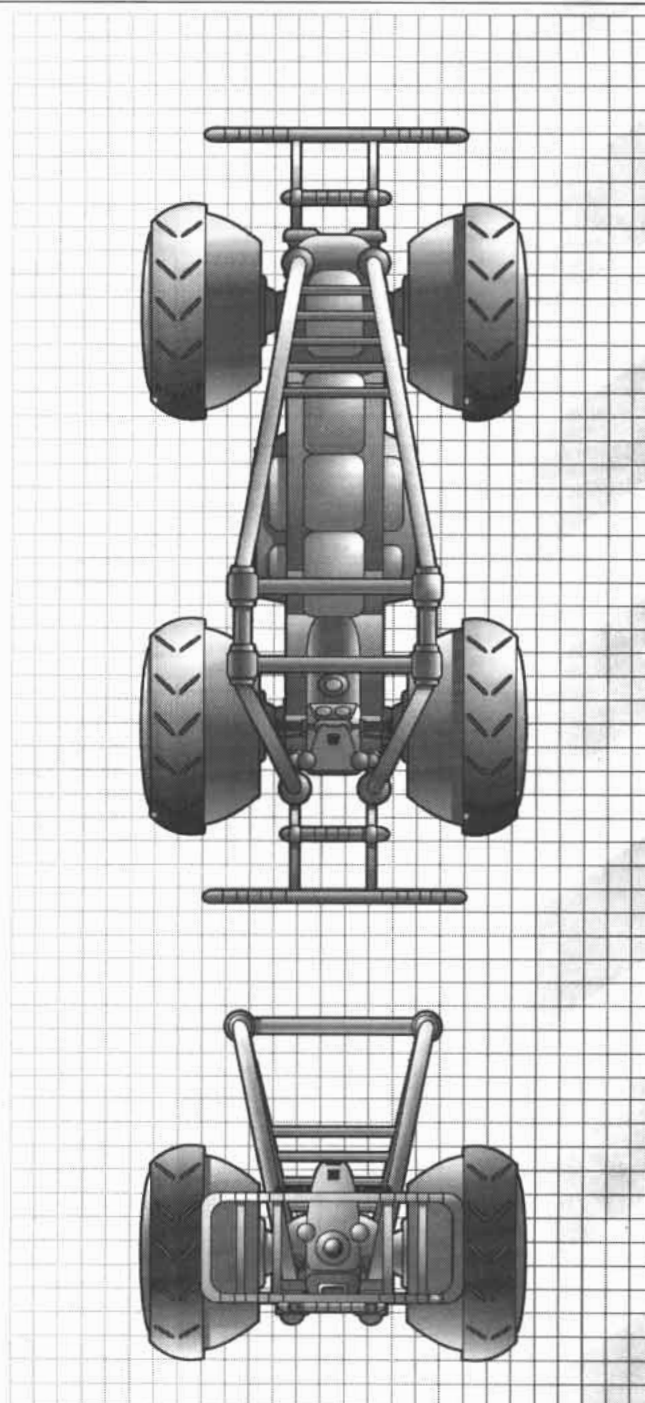
## Weapons Summary

| Name | Code | Fire Arc | Qty | Ammo |
|---|---|---|---|---|
| None | | | | |

## Perks

| Name | Rating | Game Effects |
|---|---|---|
| Cargo Bay | - | 1m³; saddle bags |
| Improved Off-Road | - | -1 MP cost for hexes with cost 2+ |
| Passenger Seating | - | Seating for 1 passenger |

## Flaws

| Name | Rating | Game Effects |
|---|---|---|
| Exposed Crew Compartment | - | "Crew" hits are one step higher |
| No Sensor | - | Cannot perform Active Sensor checks |

## Defects

| Name | Rating | Game Effects |
|---|---|---|
| None | | |

## Optional Equipment

| Name | Modified Threat Value |
|---|---|
| Add APGL (FF, 6 shots), Fire Control 0 | OS + 18 |
| Add VLMG (FF, 50 shots), Fire Control 0 | OS + 16 |
| Mountain Wallaby (add HEP: Extreme Cold) | MS + 1 |
| Desert Wallaby (add HEP: Desert) | MS + 1 |
| Tracker (remove No Sensor, Sensors 0/2 km) | 21 |
| Airdroppable | 32 |

## Typical Camouflage
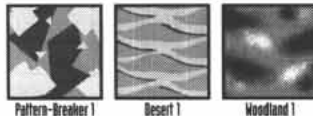
Pattern-Breaker 1    Desert 1    Woodland 1

## Weapons Location Diagram

| None | - |
|---|---|
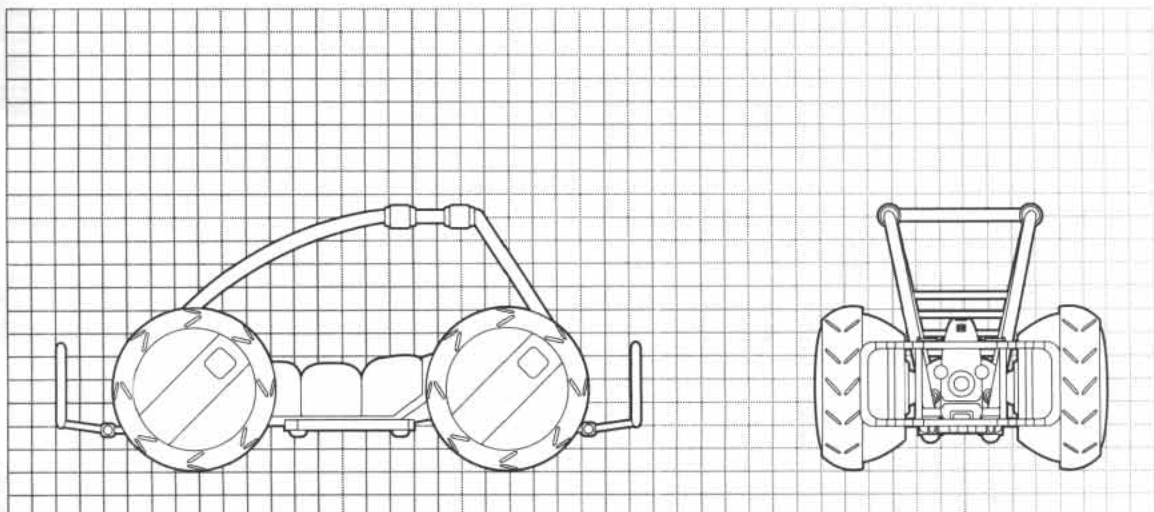
## 2.9.1 SNEAK WALLABY

While the standard Wallaby could be used in almost any situation, there were several missions where its noisy engine and radar signature prevented its use. More specifically, black operations and intelligence gathering involving only a few operatives were made difficult by the lack of a proper one-man stealth vehicle that could be abandoned after a mission. The Wallaby's ancestor — the Mongoose — had a covert ops variant, but its extremely limited deployment range and fuel reserve made it unattractive and very risky to use. When northern high command decided to retire the Mongoose, it commissioned several design groups to come up with a variant of the Wallaby that would surpass its predecessor in stealth and range. The Sneak Wallaby was born. While hardly tougher than a normal Wallaby, the "bubble" cockpit was a great bonus which had a positive effect on the morale of the infantry who used it. During the last twenty cycles — including the War of the Alliance — the Sneak Wallaby has been the vehicle of choice for black operations and hit-and-run night strikes.

## Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Sneak Wallaby | Production Code: | Various |
| Production Type: | Mass Production | Cost: | 17,250 marks |
| Manufacturer: | Various | Use: | Infiltration/Scouting Vehicle |
| Height: | 1.23 meters | Length: | 2.98 meters |
| Average Armor Thickness: | 3 mm | Armor Material: | Steel |
| Standard Operational Weight: | 280 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 250 km |
| Sensor Range: | N/A | Communication Range: | 10 km |
| Powerplant: | 2 x V-engines | Horsepower: | 2 x 30 hp |

## Modifications

| | |
|---|---|
| Add: | Stealth (1) |
| Remove: | Exposed Crew Compartment, Passenger Seating |
| Change: | Deployment Range from 275 to 250 |
| Modified Threat Value: | 23 |
| Offensive: | 0 |
| Defensive: | 27 |
| Miscellaneous: | 43 |

## Vehicle Availability

| | | | |
|---|---|---|---|
| Availability Threshold: | 4 | Maximum Number of Units in the Field: | Unlimited |
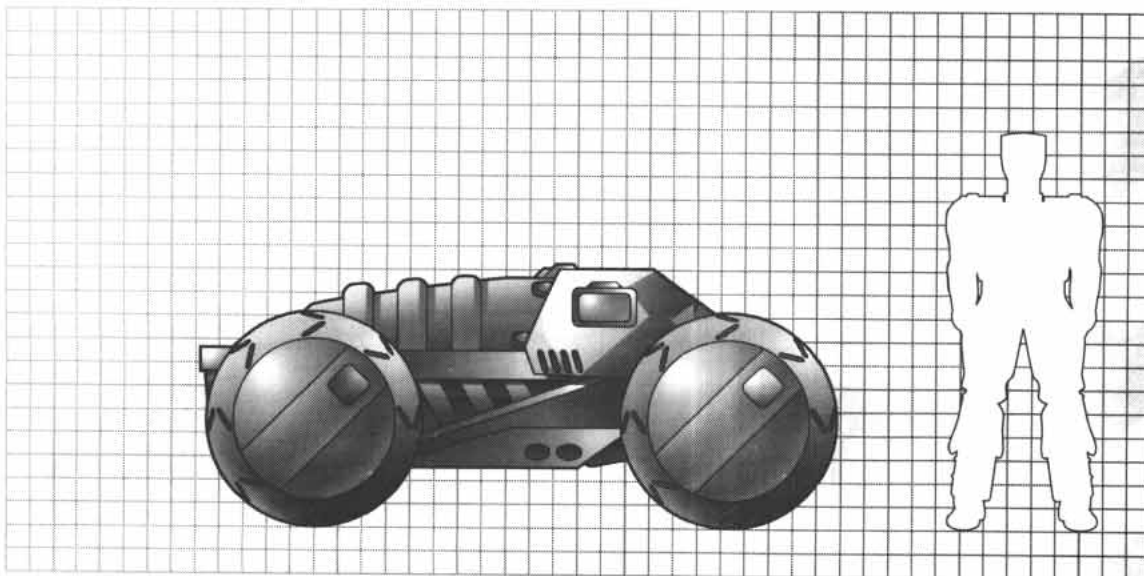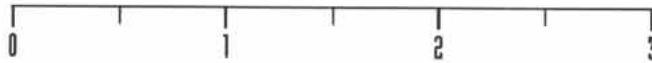
## 2.10 NORTHERN FIELD ARTILLERY

Even if field artillery (sometimes also called towed or non-motorized artillery) is no longer used on the front lines, having been replaced by self-propelled guns and various motorized weaponry, it is still an important part of back-line artillery support. Unfortunately, the improved response time from enemy artillery make the use of static field artillery a great liability. The current trend seems to indicate that field artillery is only used for the defense of cities, camps or mobile hospitals. Several neighboring Badlands counties or homesteads purchase used field artillery carriages to install around their territories. Their cheap price, their great availability, and their ease of maintenance and operation make them very attractive to individuals or organizations who have few resources and need a form of cheap protection. This has given the field artillery carriages an aura of "poor man's choice" that belies the potency of their ammunition.

The Northern standard field artillery carriage is a simple alloy structure equipped with two large low pressure, armored tires and a modular weapon mount. The modular mount can be adapted to carry a wide variety of battlefield weapons, but most carriages are equipped with a single light field gun. Several companies manufacture a variety of field guns, most of which follow the same standard specifications. Shown above, the 130 mm DK-12 combines excellent firepower, good range and broad availability. Almost any vehicle with sufficient engine power can tow one through a standard towing attachment.
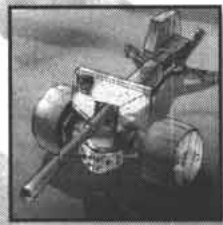
### Vehicle Specifications

| | | | |
|---|---|---|---|
| Code Name: | Various | Production Code: | Various |
| Production Type: | Mass Production | Cost: | 267,200 marks |
| Manufacturer: | Various | Use: | Field Artillery |
| Width: | 1.95 meters | Length: | 4.7 meters (7.47 m w/weapon) |
| Average Armor Thickness: | 10 mm | Armor Material: | Steel |
| Standard Operational Weight: | 3,610 kg | Primary Movement Mode: | Ground |
| Secondary Movement Mode: | N/A | Deployment Range: | 0 km |
| Sensor Range: | 0 km | Communication Range: | 0 km |
| Powerplant: | N/A | Horsepower: | N/A |

### Weapon Payload

| Name | Ammunition Payload |
|---|---|
| Main Gun | 12 |
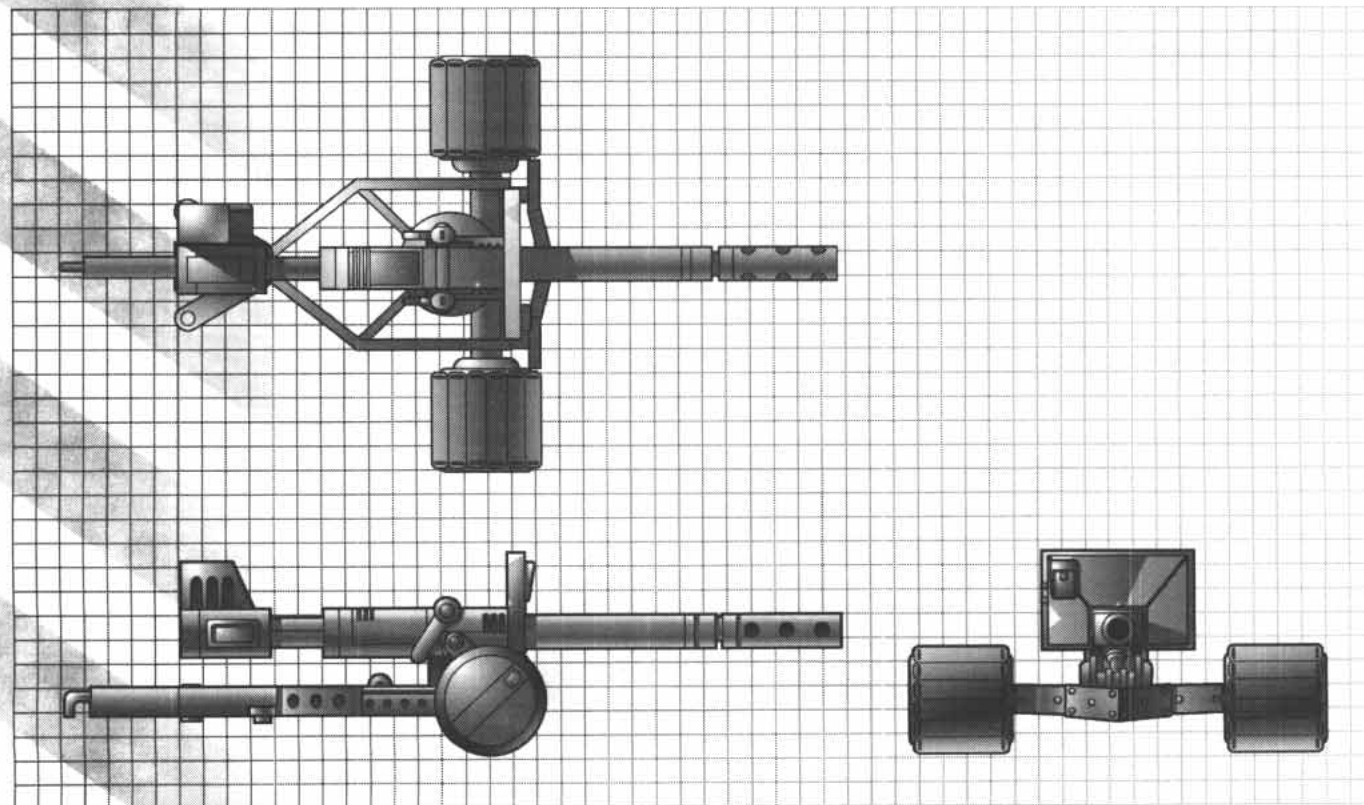
## General Stats

| | |
|---|---|
| Threat Value: | 334 |
| Offensive: | 959 |
| Defensive: | 43 |
| Miscellaneous: | 0 |
| Size: | 5 (10) |
| Original Default Size: | 4 |
| Individual Lemon Dice: | 3 |
| Crew: | 0 |
| Bonus Actions: | 0 |

## Movement

| | |
|---|---|
| Primary Movement Mode: | Ground |
| Combat Speed: | 0 |
| Top Speed: | 0 |
| Secondary Movement Mode: | N/A |
| Combat Speed: | - |
| Top Speed: | - |
| Maneuver: | -1 |

## Electronics

| | |
|---|---|
| Sensors: | N/A |
| Communications: | N/A |
| Fire Control: | 0 |

## Armor

| | |
|---|---|
| Light Damage: | 8 |
| Heavy Damage: | 16 |
| Overkill: | 24 |

## Vehicle Availability

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

## Weapons Summary

| Name | Code | Fire Arc | Qty | Ammo |
|---|---|---|---|---|
| Light Field Gun | LFG | Forward | 1 | 12 |

## Perks

| Name | Rating | Game Effects |
|---|---|---|
| Hostile Environment Protection | - | Desert |
| Reinforced Armor | 2 | Front |
| Rugged Movement System | - | Absorbs first "Movement" hit |

## Flaws

| Name | Rating | Game Effects |
|---|---|---|
| Exposed Fire Control System | - | "Fire Control" hits re one step higher |
| No Sensor | 1 | Cannot use Active Sensors |
| No Communication | 1 | Cannot communicate |

# BADGER APC TTM-8/20



## ARMOR DAMAGE

0
10
20
30
40

## GENERAL SPECIFICATIONS

- THREAT VALUE: 214
- SIZE: 8
- COST: 80,250 marks

Bryce Hubbard (order #7494238)

## CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

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

## CREW DATA

### VEHICLE CREW

| | |
|---|---|
| • CREW: | 2 |
| • BONUS ACTIONS: | 1 |

## SYSTEMS DATA

### MOVEMENT

| | | |
|---|---|---|
| • PRIMARY COMBAT SPD: | G | 10 |
| • PRIMARY TOP SPD: | G | 20 |
| • SECONDARY COMBAT SPD: | - | |
| • SECONDARY TOP SPD: | - | |
| • MANEUVER: | | -3 |
| • DEPLOYMENT RANGE: | | 560 |

### ELECTRONICS

| | | |
|---|---|---|
| • SENSORS: | 0 | 2 |
| • COMMUNICATION: | 0 | 10 |
| • FIRE CONTROL: | | 0 |

### ARMOR

| | |
|---|---|
| • LIGHT DAMAGE: | 12 |
| • HEAVY DAMAGE: | 24 |
| • OVERKILL: | 48 |

## CREW DAMAGE

### VEHICLE CREW

| | |
|---|---|
| | CREW • |
| | BONUS ACTIONS • |

## SYSTEMS DAMAGE

### MOVEMENT

COMBAT SPD •
TOP SPD •
COMBAT SPD •
TOP SPD •
MANEUVER •
FUEL SPENT •

### ELECTRONICS

SENSORS •
COMM •
FIRE CONTROL •

### ARMOR

LIGHT DAMAGE •
HEAVY DAMAGE •
OVERKILL •

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| M56 Autocannon | LAC | Turret | 2 | 4 | 8 | 16 | 0 | x8 | 1 | 2 | - |
| M56 Autocannon | LAC | Turret | 2 | 4 | 8 | 16 | 0 | x8 | 1 | 2 | - |

## AMMO

| FULL | LEFT |
|---|---|
| 30 | |
| 30 | |

## WEAPONS

WEAPON 01 •
WEAPON 02 •
WEAPON 03 •
WEAPON 04 •
WEAPON 05 •
WEAPON 06 •
WEAPON 07 •
WEAPON 08 •
WEAPON 09 •
WEAPON 10 •

## PERKS

| NAME | RATING | GAME EFFECT | AUX |
|---|---|---|---|
| Hostile Environment Protection | - | Desert | |
| Passenger Seating | - | 20 seats for infantrymen | |
| Reinforced Crew Compartment | - | Absorbs first "Crew" hit | |

## 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 |
|---|---|---|
| Exposed Fire Control | - | "Fire Control" hits are one step worse |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| None | - | - |

# RABID BADGER APC MA-121

## ARMOR DAMAGE

0

10

20

30

40

## CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

| PILOT (LV/AT): | GUNNERY (LV/AT): | ELEC. WAR. (LV/AT): |
|---|---|---|

## CREW DATA

### VEHICLE CREW
- CREW: 2
- BONUS ACTIONS: 1

## CREW DAMAGE

### VEHICLE CREW
- CREW
- BONUS ACTIONS

## SYSTEMS DATA

### MOVEMENT
- PRIMARY COMBAT SPD: G 10
- PRIMARY TOP SPD: G 19
- SECONDARY COMBAT SPD: -
- SECONDARY TOP SPD: -
- MANEUVER: -3
- DEPLOYMENT RANGE: 550

### ELECTRONICS
- SENSORS: 0 2
- COMMUNICATION: 0 10
- FIRE CONTROL: 0

### ARMOR
- LIGHT DAMAGE: 12
- HEAVY DAMAGE: 24
- OVERKILL: 48

## SYSTEMS DAMAGE

### MOVEMENT
- COMBAT SPD
- TOP SPD
- COMBAT SPD
- TOP SPD
- MANEUVER
- FUEL SPENT

### ELECTRONICS
- SENSORS
- COMM
- FIRE CONTROL

### ARMOR
- LIGHT DAMAGE
- HEAVY DAMAGE
- OVERKILL

## GENERAL SPECIFICATIONS

- THREAT VALUE: 591
- SIZE: 8
- COST: 295,500 marks

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Hammerstrike-II Launcher | AGM | Turret | 3 | 6 | 12 | 24 | +1 | x15 | 1 | 0 | G |

## AMMO

| FULL | LEFT |
|---|---|
| 12 | |

## WEAPONS

- WEAPON 01
- WEAPON 02
- WEAPON 03
- WEAPON 04
- WEAPON 05
- WEAPON 06
- WEAPON 07
- WEAPON 08
- WEAPON 09
- WEAPON 10

## PERKS

| NAME | RATING | GAME EFFECT | AUX |
|---|---|---|---|
| Hostile Environment Protection | - | Desert | |
| Passenger Seating | - | 20 seats for infantrymen | |
| Reinforced Crew Compartment | - | Absorbs first "Crew" hit | |

## 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 |
|---|---|---|
| Exposed Fire Control | - | "Fire Control" hits are one step worse |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| None | - | - |

HEAVY GEAR

# CAVALRY BADGER



## ARMOR DAMAGE

| 0 | | | | |
|---|---|---|---|---|
| 10 | | | | |
| 20 | | | | |
| 30 | | | | |
| 40 | | | | |

## CREW INFORMATION
- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

| PILOT (LV/AT): | GUNNERY (LV/AT): | ELEC. WAR. (LV/AT): |
|---|---|---|

## CREW DATA

### VEHICLE CREW
| | |
|---|---|
| • CREW: | 2 |
| • BONUS ACTIONS: | 1 |

## CREW DAMAGE

### VEHICLE CREW
| | |
|---|---|
| | CREW • |
| | BONUS ACTIONS • |

## SYSTEMS DATA

### MOVEMENT
| | | |
|---|---|---|
| • PRIMARY COMBAT SPD: | G | 10 |
| • PRIMARY TOP SPD: | G | 19 |
| • SECONDARY COMBAT SPD: | | - |
| • SECONDARY TOP SPD: | | - |
| • MANEUVER: | | -3 |
| • DEPLOYMENT RANGE: | | 550 |

### ELECTRONICS
| | | |
|---|---|---|
| • SENSORS: | 0 | 2 |
| • COMMUNICATION: | 0 | 10 |
| • FIRE CONTROL: | | 0 |

### ARMOR
| | |
|---|---|
| • LIGHT DAMAGE: | 12 |
| • HEAVY DAMAGE: | 24 |
| • OVERKILL: | 48 |

## SYSTEMS DAMAGE

### MOVEMENT
| | |
|---|---|
| | COMBAT SPD • |
| | TOP SPD • |
| | COMBAT SPD • |
| | TOP SPD • |
| | MANEUVER • |
| | FUEL SPENT • |

### ELECTRONICS
| | |
|---|---|
| | SENSORS • |
| | COMM • |
| | FIRE CONTROL • |

### ARMOR
| | |
|---|---|
| | LIGHT DAMAGE • |
| | HEAVY DAMAGE • |
| | OVERKILL • |

## GENERAL SPECIFICATIONS

| | | |
|---|---|---|
| • THREAT VALUE: 831 | • SIZE: 8 | • COST: 467,438 marks |

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Forge 71mm launcher | MRP/36 | Turreted | 2 | 4 | 8 | 16 | -1 | x18 | 1 | 0 | IF |
| Forge 71mm launcher | MRP/36 | Turreted | 2 | 4 | 8 | 16 | -1 | x18 | 1 | 0 | IF |
| Extra MRP ammo | - | - | - | - | - | - | - | - | - | - | - |
| Extra MRP ammo | - | - | - | - | - | - | - | - | - | - | - |

## AMMO

| FULL | LEFT |
|---|---|
| 36 | |
| 36 | |
| 36 | |
| 36 | |

## 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 |
|---|---|---|---|
| Ammo/Fuel Containment System | - | Absorbs first "Ammo/Fuel" hit | |
| Ammo Storage | - | 72 rockets for MRPs | |
| Hostile Environment Protection | - | Desert | |
| Passenger Seating | - | 4 seats for cavalrymen | |
| Reinforced Crew Compartment | - | Absorbs first "Crew" hit | |

## 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 |
|---|---|---|
| Exposed Fire Control | - | "Fire Control" hits are one step worse |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| None | - | - |

# MEDEVAC BADGER



### ARMOR DAMAGE

| 0 |
| 10 |
| 20 |
| 30 |
| 40 |

## GENERAL SPECIFICATIONS

| • THREAT VALUE: | 351 | • SIZE: | 8 | • COST: | 153,562 marks |
|---|---|---|---|---|---|

## CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

| PILOT (LV/AT): | | GUNNERY (LV/AT): | | ELEC. WAR. (LV/AT): | |
|---|---|---|---|---|---|

## CREW DATA

### VEHICLE CREW

| • CREW: | 2 |
|---|---|
| • BONUS ACTIONS: | 1 |

## CREW DAMAGE

### VEHICLE CREW

| | CREW • |
|---|---|
| | BONUS ACTIONS • |

## SYSTEMS DATA

### MOVEMENT

| • PRIMARY COMBAT SPD: | G | 10 |
|---|---|---|
| • PRIMARY TOP SPD: | G | 20 |
| • SECONDARY COMBAT SPD: | - | |
| • SECONDARY TOP SPD: | - | |
| • MANEUVER: | | -3 |
| • DEPLOYMENT RANGE: | | 600 |

### ELECTRONICS

| • SENSORS: | 0 | 1 |
|---|---|---|
| • COMMUNICATION: | 0 | 20 |
| • FIRE CONTROL: | | 0 |

### ARMOR

| • LIGHT DAMAGE: | 12 |
|---|---|
| • HEAVY DAMAGE: | 24 |
| • OVERKILL: | 36 |

## SYSTEMS DAMAGE

### MOVEMENT

| | COMBAT SPD • |
|---|---|
| | TOP SPD • |
| | COMBAT SPD • |
| | TOP SPD • |
| | MANEUVER • |
| | FUEL SPENT • |

### ELECTRONICS

| | SENSORS • |
|---|---|
| | COMM • |
| | FIRE CONTROL • |

### ARMOR

| | LIGHT DAMAGE • |
|---|---|
| | HEAVY DAMAGE • |
| | OVERKILL • |

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| None as standard | - | - | - | - | - | - | - | - | - | - | - |

### 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 |
|---|---|---|---|
| Ammo/Fuel Containment System | - | Absorbs first "Ammo/Fuel" hit | |
| Chaff/Flare Dispensers | 2 | 10 charges | Yes |
| Emergency Medical | - | 6 people | |
| Hostile Environment Protection | - | Desert | |
| Life Support, Limited | - | One week (bottled oxygen and supplies) | |
| Passenger Seating | - | 4 seats for wounded | |
| Reinforced Crew Compartment | - | Absorbs first "Crew" hit | |
| Sick Bay | - | 4 patients | |

### 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 |
|---|---|---|
| Exposed Fire Control | - | "Fire Control" hits are one step worse |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| None | - | - |

## HEAVY GEAR

# CAMEL M-6/S TRANSPORT TRUCK



## CREW INFORMATION
- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

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

## ARMOR DAMAGE

| 0 | | | | | |
| 10 | | | | | |
| 20 | | | | | |
| 30 | | | | | |
| 40 | | | | | |

## CREW DATA

### VEHICLE CREW
- CREW: 1
- BONUS ACTIONS: 0

## CREW DAMAGE

### VEHICLE CREW
- CREW
- BONUS ACTIONS

## SYSTEMS DATA

### MOVEMENT
- PRIMARY COMBAT SPD: G 7
- PRIMARY TOP SPD: G 13
- SECONDARY COMBAT SPD: -
- SECONDARY TOP SPD: -
- MANEUVER: -3
- DEPLOYMENT RANGE: 700

### ELECTRONICS
- SENSORS: -
- COMMUNICATION: -2 2
- FIRE CONTROL: -3

### ARMOR
- LIGHT DAMAGE: 8
- HEAVY DAMAGE: 16
- OVERKILL: 24

## SYSTEMS DAMAGE

### MOVEMENT
- COMBAT SPD
- TOP SPD
- COMBAT SPD
- TOP SPD
- MANEUVER
- FUEL SPENT

### ELECTRONICS
- SENSORS
- COMM
- FIRE CONTROL

### ARMOR
- LIGHT DAMAGE
- HEAVY DAMAGE
- OVERKILL

## GENERAL SPECIFICATIONS
- THREAT VALUE: 75  • SIZE: 4  • COST: 37,500 marks

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|------|------|----------|---|---|---|----|----|-----|-----|-----|---------|
| None as standard | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |

### 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 |
|------|--------|-------------|-----|
| Cargo Bay | - | 40m³ | |
| High Towing Capacity (Double) | - | Can tow twice its weight | |
| Hostile Environment Protection | - | Desert | |
| Passenger Seating | - | 2 seats for passengers | |
| Wide-Angle Searchlight | - | Front, 100 meters range | Yes |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

### PERKS
- PERK 01
- PERK 02
- PERK 03
- PERK 04
- PERK 05
- PERK 06
- PERK 07
- PERK 08
- PERK 09
- PERK 10
- PERK 11

## FLAWS

| NAME | RATING | GAME EFFECT |
|------|--------|-------------|
| Exposed Movement System | - | "Movement" hits are one step worse |
| Large Sensor Profile | 1 | Subtract from concealment |
| No Sensors | - | Cannot use Active Sensors |
| | | |
| | | |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|------|--------|-------------|
| Movement System Defect | - | -1 MP, already factored in stats |
| | | |
| | | |



**HEAVY GEAR**

# STINGER MAP-6/5 ARTILLERY PLATFORM



## ARMOR DAMAGE

0
10
20
30
40

## CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

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

## CREW DATA

### VEHICLE CREW

| | |
|---|---|
| • CREW: | 2 |
| • BONUS ACTIONS: | 1 |

## CREW DAMAGE

### VEHICLE CREW

| | |
|---|---|
| ☐ | CREW • |
| | BONUS ACTIONS • |

## SYSTEMS DATA

### MOVEMENT

| | | |
|---|---|---|
| • PRIMARY COMBAT SPD: | G | 6 |
| • PRIMARY TOP SPD: | G | 11 |
| • SECONDARY COMBAT SPD: | - | |
| • SECONDARY TOP SPD: | - | |
| • MANEUVER: | | -3 |
| • DEPLOYMENT RANGE: | | 350 |

### ELECTRONICS

| | | |
|---|---|---|
| • SENSORS: | 0 | 4 |
| • COMMUNICATION: | 0 | 20 |
| • FIRE CONTROL: | | 0 |

### ARMOR

| | |
|---|---|
| • LIGHT DAMAGE: | 8 |
| • HEAVY DAMAGE: | 16 |
| • OVERKILL: | 24 |

## SYSTEMS DAMAGE

### MOVEMENT

| | |
|---|---|
| ☐ | COMBAT SPD • |
| | TOP SPD • |
| | COMBAT SPD • |
| | TOP SPD • |
| | MANEUVER • |
| | FUEL SPENT • |

### ELECTRONICS

| | |
|---|---|
| ☐ | SENSORS • |
| | COMM • |
| | FIRE CONTROL • |

### ARMOR

| | |
|---|---|
| ☐ | LIGHT DAMAGE • |
| | HEAVY DAMAGE • |
| | OVERKILL • |

## GENERAL SPECIFICATIONS

| | | |
|---|---|---|
| • THREAT VALUE: 1469 | • SIZE: 8 | • COST: 1,009,938 marks |

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Stinger Alpha-III | LAM | Fixed F. | 50 | 100 | 200 | 400 | -3 | x12 | 1 | 0 | G,AE,MR40 |

## AMMO

| FULL | LEFT |
|---|---|
| 16 | |

## WEAPONS

| | |
|---|---|
| ☐ | WEAPON 01 • |
| | WEAPON 02 • |
| | WEAPON 03 • |
| | WEAPON 04 • |
| | WEAPON 05 • |
| | WEAPON 06 • |
| | WEAPON 07 • |
| | WEAPON 08 • |
| | WEAPON 09 • |
| | WEAPON 10 • |

## PERKS

| NAME | RATING | GAME EFFECT | AUX |
|---|---|---|---|
| Hostile Environment Protection | - | Desert | |
| Passenger Seating | - | 2 seats in cabin | |
| Stabilizer Mount | - | Stabilize LAM (subtract 2 from Min. Size req., 1 action to use) | |

## 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 |
|---|---|---|
| Exposed Movement System | - | "Movement" hits are one step worse |
| Large Sensor Profile | 1 | Subtract from concealment |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| Movement System Defect | - | -1 MP, already factored in stats |



HEAVY GEAR

# ALLER MBT NT-3



## ARMOR DAMAGE

0

10

20

30

40

## CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

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

## CREW DATA

### VEHICLE CREW
- CREW: 3
- BONUS ACTIONS: 2

## CREW DAMAGE

### VEHICLE CREW
- CREW •
- BONUS ACTIONS •

## SYSTEMS DATA

### MOVEMENT
- PRIMARY COMBAT SPD: | G | 5
- PRIMARY TOP SPD: | G | 10
- SECONDARY COMBAT SPD: | - |
- SECONDARY TOP SPD: | - |
- MANEUVER: | -2
- DEPLOYMENT RANGE: | 580

### ELECTRONICS
- SENSORS: | 0 | 2
- COMMUNICATION: | 0 | 20
- FIRE CONTROL: | 0

### ARMOR
- LIGHT DAMAGE: | 40
- HEAVY DAMAGE: | 80
- OVERKILL: | 120

## SYSTEMS DAMAGE

### MOVEMENT
- COMBAT SPD •
- TOP SPD •
- COMBAT SPD •
- TOP SPD •
- MANEUVER •
- FUEL SPENT •

### ELECTRONICS
- SENSORS •
- COMM •
- FIRE CONTROL •

### ARMOR
- LIGHT DAMAGE •
- HEAVY DAMAGE •
- OVERKILL •

## GENERAL SPECIFICATIONS

- THREAT VALUE: 2817
- SIZE: 14
- COST: 1,408,500 marks

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|------|------|----------|---|---|---|----|----|-----|-----|-----|---------|
| Westfellow THOR 10mm Railgun | HRG | Turret | 10 | 20 | 40 | 80 | 0 | x35 | 1 | 0 | - |
| Sergon 20 MW Pulse Laser Cannon | LPLC | Turret | 3 | 6 | 12 | 24 | +1 | x20 | 1 | 0 | -3 per RB |
| Northco 30 mm Autocannon | MAC | Turret | 3 | 6 | 12 | 24 | 0 | x10 | 1 | 1 | |
| Aberdov G6 10 mm Machinegun | LMG | Turret | 1 | 2 | 4 | 8 | 0 | x3 | 1 | 4 | AI |
| Aberdov G6 10 mm Machinegun | LMG | Turret | 1 | 2 | 4 | 8 | 0 | x3 | 1 | 4 | AI |

## AMMO

| FULL | LEFT |
|------|------|
| 20 | |
| 30 | |
| 60 | |
| 1200 | |
| 1200 | |

## 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 |
|------|--------|-------------|-----|
| Automation | 1 | Acts as one crewman | |
| Autopilot | - | Acts as Level 1 pilot | Yes |
| Backup Sensors | - | Absorbs first "Sensor" hit | |
| HEAT-resistant Armor | 10 | Added to Base Armor vs. HEAT weapons | |
| Hostile Environment Protection | - | Desert | |
| Pintle Mount | - | Can carry one infantry weapon | |
| Reinforced Armor | 5 | Front, add to Base Armor | |
| Reinforced Crew Compartment | - | Absorbs first "Crew" hit | |
| Rugged Movement System | - | Absorbs first "Movement" hit | |
| Smoke Launchers | - | 10 shots | Yes |
| Sniper System | - | +1 to HRG at Long and Extreme range | |

## 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 |
|------|--------|-------------|
| Large Sensor Profile | 2 | Subtract from concealment |
| Sensor Dependent | - | Must rely on sensors during combat |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|------|--------|-------------|
| Annoyance | - | Cramped forward cabin |

# VERDER NA-3

## ARMOR DAMAGE

0

10

20

30

40

## CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

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

## CREW DATA

### VEHICLE CREW
- CREW: 3
- BONUS ACTIONS: 1

## CREW DAMAGE

### VEHICLE CREW
CREW •
BONUS ACTIONS •

## SYSTEMS DATA

### MOVEMENT
| | | |
|---|---|---|
| • PRIMARY COMBAT SPD: | G | 5 |
| • PRIMARY TOP SPD: | G | 9 |
| • SECONDARY COMBAT SPD: | | - |
| • SECONDARY TOP SPD: | | - |
| • MANEUVER: | | -3 |
| • DEPLOYMENT RANGE: | | 540 |

### ELECTRONICS
| | | |
|---|---|---|
| • SENSORS: | +1 | 5 |
| • COMMUNICATION: | 0 | 20 |
| • FIRE CONTROL: | | 0 |

### ARMOR
| | |
|---|---|
| • LIGHT DAMAGE: | 42 |
| • HEAVY DAMAGE: | 84 |
| • OVERKILL: | 126 |

## SYSTEMS DAMAGE

### MOVEMENT
COMBAT SPD •
TOP SPD •
COMBAT SPD •
TOP SPD •
MANEUVER •
FUEL SPENT •

### ELECTRONICS
SENSORS •
COMM •
FIRE CONTROL •

### ARMOR
LIGHT DAMAGE •
HEAVY DAMAGE •
OVERKILL •

## GENERAL SPECIFICATIONS

- THREAT VALUE: 4209  • SIZE: 14  • COST: 2,405,143 marks

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 200 mm Artillery Gun | HAG | Fixed F. | 40 | 80 | 160 | 320 | -2 | x22 | 1 | o | AE2, IF, MR20 |
| Sergon 9 MW Laser Cannon | SLC | Turret | 5 | 10 | 20 | 40 | +1 | x12 | 1 | o | -1 per RB |

## AMMO

| FULL | LEFT |
|---|---|
| 1 | |
| 20 | |

## 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 |
|---|---|---|---|
| Automation | 1 | Acts as one crewman | |
| Autopilot | - | Acts as Level 1 pilot | Yes |
| Backup Sensors | - | Absorbs first "Sensor" hit | |
| HEAT-resistant Armor | 10 | Added to Base Armor vs. HEAT weapons | |
| Hostile Environment Protection | - | Desert | |
| Pintle Mount | - | Can carry one infantry weapon | |
| Reinforced Crew Compartment | - | Absorbs first "Crew" hit | |
| Rugged Movement System | - | Absorbs first "Movement" hit | |
| Smoke Launchers | - | 10 shots | Yes |
| Sniper System | - | +1 to HAG at Long and Extreme range | |
| Stabilizer Mount | - | Stabilize HAG (subtract 2 from Min. Size req., 1 action to use) | |

### 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 |
|---|---|---|
| Large Sensor Profile | 2 | Subtract from concealment |
| Sensor Dependent | - | Must rely on sensors during combat |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| None | - | - |

61

# HARDY ALLER



## CREW INFORMATION
- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

| PILOT (LV/AT): | GUNNERY (LV/AT): | ELEC. WAR. (LV/AT): |
|---|---|---|

## ARMOR DAMAGE

| 0 | |
| 10 | |
| 20 | |
| 30 | |
| 40 | |

## CREW DATA

### VEHICLE CREW
| | |
|---|---|
| • CREW: | 3 |
| • BONUS ACTIONS: | 2 |

## CREW DAMAGE

### VEHICLE CREW
| | |
|---|---|
| CREW • | |
| BONUS ACTIONS • | |

## SYSTEMS DATA

### MOVEMENT
| | | |
|---|---|---|
| • PRIMARY COMBAT SPD: | G | 5 |
| • PRIMARY TOP SPD: | G | 10 |
| • SECONDARY COMBAT SPD: | - | |
| • SECONDARY TOP SPD: | - | |
| • MANEUVER: | | -2 |
| • DEPLOYMENT RANGE: | | 580 |

### ELECTRONICS
| | | |
|---|---|---|
| • SENSORS: | 0 | 2 |
| • COMMUNICATION: | 0 | 20 |
| • FIRE CONTROL: | | 0 |

### ARMOR
| | |
|---|---|
| • LIGHT DAMAGE: | 40 |
| • HEAVY DAMAGE: | 80 |
| • OVERKILL: | 120 |

## SYSTEMS DAMAGE

### MOVEMENT
- COMBAT SPD •
- TOP SPD •
- COMBAT SPD •
- TOP SPD •
- MANEUVER •
- FUEL SPENT •

### ELECTRONICS
- SENSORS •
- COMM •
- FIRE CONTROL •

### ARMOR
- LIGHT DAMAGE •
- HEAVY DAMAGE •
- OVERKILL •

## GENERAL SPECIFICATIONS

| • THREAT VALUE: | 3706 | • SIZE: | 14 | • COST: | 2,048,248 marks |
|---|---|---|---|---|---|

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Forge Weapons 200 mm Cannon | VHFG | Turreted | 10 | 20 | 40 | 80 | 0 | x33 | 1 | 0 | IF |
| Northco 40 mm Anti-Aircraft Gun | HAAC | Turreted | 3 | 6 | 12 | 24 | 0 | x12 | 1 | 3 | - |
| Northco 30 mm Autocannon | MAC | Turreted | 3 | 6 | 12 | 24 | 0 | x10 | 1 | 1 | - |
| Aberdov G6 10 mm Machinegun | LMG | Turreted | 1 | 2 | 4 | 8 | 0 | x3 | 1 | 4 | AI |
| Aberdov G6 10 mm Machinegun | LMG | Turreted | 1 | 2 | 4 | 8 | 0 | x3 | 1 | 4 | AI |

## AMMO

| FULL | LEFT |
|---|---|
| 8 | |
| 600 | |
| 60 | |
| 1200 | |
| 1200 | |

## 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 |
|---|---|---|---|
| Ammo Storage | - | VHFG rounds (up to 130 TV extra ammo) | |
| Automation | 1 | Acts as one crewman | |
| Autopilot | - | Acts as Level 1 pilot | Yes |
| Backup Sensors | - | Absorbs first "Sensor" hit | |
| HEAT-resistant Armor | 10 | Added to Base Armor vs. HEAT weapons | |
| Pintle Mount | - | Can carry one infantry weapon | |
| Reinforced Armor | 5 | Front, add to Base Armor | |
| Reinforced Crew Compartment | - | Absorbs first "Crew" hit | |
| Rugged Movement System | - | Absorbs first "Movement" hit | |
| Smoke Launchers | - | 10 shots | Yes |
| Sniper System | - | +1 to VHFG at Long and Extreme range | |

## 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 |
|---|---|---|
| Large Sensor Profile | 2 | Subtract from concealment |
| Sensor Dependent | - | Must rely on sensors during combat |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| Annoyance | - | Cramped forward cabin |

# NAVAL SUPPORT ALLER



## ARMOR DAMAGE

0

10

20

30

40

## CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

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

## CREW DATA

### VEHICLE CREW
| | |
|---|---|
| • CREW: | 3 |
| • BONUS ACTIONS: | 2 |

## CREW DAMAGE

### VEHICLE CREW
| | |
|---|---|
| ☐ | CREW • |
| ☐ | BONUS ACTIONS • |

## SYSTEMS DATA

### MOVEMENT
| | | |
|---|---|---|
| • PRIMARY COMBAT SPD: | G | 4 |
| • PRIMARY TOP SPD: | G | 8 |
| • SECONDARY COMBAT SPD: | - | - |
| • SECONDARY TOP SPD: | - | - |
| • MANEUVER: | | -2 |
| • DEPLOYMENT RANGE: | | 560 |

### ELECTRONICS
| | | |
|---|---|---|
| • SENSORS: | 0 | 2 |
| • COMMUNICATION: | 0 | 20 |
| • FIRE CONTROL: | | 0 |

### ARMOR
| | |
|---|---|
| • LIGHT DAMAGE: | 45 |
| • HEAVY DAMAGE: | 90 |
| • OVERKILL: | 135 |

## SYSTEMS DAMAGE

### MOVEMENT
| | |
|---|---|
| ☐ | COMBAT SPD • |
| ☐ | TOP SPD • |
| ☐ | COMBAT SPD • |
| ☐ | TOP SPD • |
| ☐ | MANEUVER • |
| ☐ | FUEL SPENT • |

### ELECTRONICS
| | |
|---|---|
| ☐ | SENSORS • |
| ☐ | COMM • |
| ☐ | FIRE CONTROL • |

### ARMOR
| | |
|---|---|
| ☐ | LIGHT DAMAGE • |
| ☐ | HEAVY DAMAGE • |
| ☐ | OVERKILL • |

## GENERAL SPECIFICATIONS

- THREAT VALUE: 5485   • SIZE: 14   • COST: 3,526,071 marks

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Westfellow THOR 10 mm Railgun | HRG | Forward | 10 | 20 | 40 | 80 | 0 | x35 | 1 | 0 | - |
| Extra ammo for HRG | - | - | - | - | - | - | - | - | - | - | - |
| RAVEN III Missiles | HATM | Forward | 5 | 10 | 20 | 40 | +1 | x30 | 1 | 0 | G |
| Northco 40 mm Anti-aircraft Gun | HAAC | Turreted | 3 | 6 | 12 | 24 | 0 | x12 | 1 | 3 | - |
| Northco 30 mm Autocannon | MAC | Turreted | 3 | 6 | 12 | 24 | 0 | x10 | 1 | 1 | - |
| Northco 10 mm Minigun | HMG | Turreted | 1 | 2 | 4 | 8 | 0 | x4 | 1 | 3 | AI |

### AMMO
| FULL | LEFT |
|---|---|
| 8 | |
| 10 | |
| 6 | |
| 600 | |
| 60 | |
| 1200 | |

## WEAPONS (damage)

- 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 |
|---|---|---|---|
| Ammo Storage | - | 10 HRG shots | |
| Automation | 1 | Acts as one crewman | |
| Autopilot | - | Acts as Level 1 pilot | Yes |
| Backup Sensors | - | Absorbs first "Sensor" hit | |
| HEAT-resistant Armor | 10 | Added to Base Armor vs. HEAT weapons | |
| Hostile Environment Protection | - | Desert | |
| Reinforced Crew Compartment | - | Absorbs first "Crew" hit | |
| Rugged Movement System | - | Absorbs first "Movement" hit | |
| Shielded Weapons | - | Absorbs first "Weapons" hit | |
| Sniper System | - | +1 to HRG at Long and Extreme range | |
| Target Designator | 5 | Designate targets for Guided weapons | Yes |

## PERKS (damage)

- 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 |
|---|---|---|
| Large Sensor Profile | 2 | Subtract from concealment |
| Sensor Dependent | - | Must rely on sensors during combat |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| Annoyance | - | Cramped forward cabin |

# KLEMM LBT NT-9

## CREW INFORMATION
- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

PILOT (LV/AT): [ ] GUNNERY (LV/AT): [ ] ELEC. WAR. (LV/AT): [ ]

## ARMOR DAMAGE
0
10
20
30
40

## CREW DATA

### VEHICLE CREW
| | |
|---|---|
| • CREW | 2 |
| • BONUS ACTIONS: | 2 |

## CREW DAMAGE

### VEHICLE CREW
| | |
|---|---|
| | CREW • |
| | BONUS ACTIONS • |

## SYSTEMS DATA

### MOVEMENT
| | | |
|---|---|---|
| • PRIMARY COMBAT SPD: | G | 6 |
| • PRIMARY TOP SPD: | G | 11 |
| • SECONDARY COMBAT SPD: | - | |
| • SECONDARY TOP SPD: | - | |
| • MANEUVER: | | -1 |
| • DEPLOYMENT RANGE: | | 500 |

### ELECTRONICS
| | | |
|---|---|---|
| • SENSORS: | 0 | 1 |
| • COMMUNICATION: | 0 | 15 |
| • FIRE CONTROL: | | 0 |

### ARMOR
| | |
|---|---|
| • LIGHT DAMAGE: | 25 |
| • HEAVY DAMAGE: | 50 |
| • OVERKILL: | 75 |

## SYSTEMS DAMAGE

### MOVEMENT
COMBAT SPD •
TOP SPD •
COMBAT SPD •
TOP SPD •
MANEUVER •
FUEL SPENT •

### ELECTRONICS
SENSORS •
COMM •
FIRE CONTROL •

### ARMOR
LIGHT DAMAGE •
HEAVY DAMAGE •
OVERKILL •

## GENERAL SPECIFICATIONS
| | | |
|---|---|---|
| • THREAT VALUE: 1867 | • SIZE: 10 | • COST: 1,120,200 marks |

## WEAPONS
| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| DiMaean RAVEN missiles | ATM | Turret | 3 | 6 | 12 | 24 | +1 | x25 | 1 | 0 | G |
| Northco 20 mm Autocanon | LAC | Forward | 2 | 4 | 8 | 16 | 0 | x8 | 1 | 2 | |
| AP164 Grenade Multilauncher | APGL | Turret | 1 | 2 | 4 | 8 | -1 | x3 | 1 | 0 | AE0,AI,IF |

## AMMO
| FULL | LEFT |
|---|---|
| 6 | |
| 200 | |
| 16 | |

## 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 |
|---|---|---|---|
| Automation | 2 | Acts as two crewmen | |
| Autopilot | - | Acts as Level 1 Pilot | Yes |
| Backup Sensors | - | Absorbs first "Sensor" hit | |
| HEAT-resistant Armor | 5 | Add to Base Armor against HEAT weapons | |
| Hostile Environment Protection | - | Desert | |
| Reinforced Armor | 5 | Front, add to Base Armor | |

## 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 |
|---|---|---|
| Annoyance | - | Cramped combat chamber; max. Build is 0 |

## DEFECTS
| NAME | RATING | GAME EFFECT |
|---|---|---|
| None | - | - |

HEAVY GEAR

# JAXON SUPPORT TANK NT-12

## CREW INFORMATION
- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

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

## ARMOR DAMAGE

0

10

20

30

40

## CREW DATA

### VEHICLE CREW
| | |
|---|---|
| • CREW: | 2 |
| • BONUS ACTIONS: | 1 |

## CREW DAMAGE

### VEHICLE CREW
| | |
|---|---|
| | CREW • |
| | BONUS ACTIONS • |

## SYSTEMS DATA

### MOVEMENT
| | | |
|---|---|---|
| • PRIMARY COMBAT SPD: | G | 6 |
| • PRIMARY TOP SPD: | G | 11 |
| • SECONDARY COMBAT SPD: | - | |
| • SECONDARY TOP SPD: | - | |
| • MANEUVER: | | -1 |
| • DEPLOYMENT RANGE: | | 500 |

### ELECTRONICS
| | | |
|---|---|---|
| • SENSORS: | 0 | 1 |
| • COMMUNICATION: | 0 | 15 |
| • FIRE CONTROL: | | 0 |

### ARMOR
| | |
|---|---|
| • LIGHT DAMAGE: | 25 |
| • HEAVY DAMAGE: | 50 |
| • OVERKILL: | 75 |

## SYSTEMS DAMAGE

### MOVEMENT
- COMBAT SPD •
- TOP SPD •
- COMBAT SPD •
- TOP SPD •
- MANEUVER •
- FUEL SPENT •

### ELECTRONICS
- SENSORS •
- COMM •
- FIRE CONTROL •

### ARMOR
- LIGHT DAMAGE •
- HEAVY DAMAGE •
- OVERKILL •

## GENERAL SPECIFICATIONS
| | | |
|---|---|---|
| • THREAT VALUE: 1142 | • SIZE: 10 | • COST: 574,300 marks |

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Forge 90 mm HAR-45 Launcher | HRP/48 | Turret | 3 | 6 | 12 | 24 | -1 | x20 | 1 | 4 | - |
| Forge 90 mm HAR-45 Launcher | HRP/48 | Turret | 3 | 6 | 12 | 24 | -1 | x20 | 1 | 4 | - |
| AP164 Grenade Multilauncher | APGL | Turret | 1 | 2 | 4 | 8 | -1 | x3 | 1 | 0 | AEO,AI,IF |

## AMMO
| FULL | LEFT |
|---|---|
| 48 | |
| 48 | |
| 16 | |

## 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 |
|---|---|---|---|
| Autopilot | - | Acts as Level 1 Pilot | Yes |
| Backup Sensors | - | Absorbs first "Sensor" hit | |
| HEAT-resistant Armor | 5 | Add to Base Armor against HEAT weapons | |
| Hostile Environment Protection | - | Desert | |
| Reinforced Armor | 5 | Front, add to Base Armor | |

## 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 |
|---|---|---|
| Annoyance | - | Cramped combat chamber; max. Build is 0 |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| None | - | - |

# TYBURR SELF-PROPELLED GUN NT-10

## CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

| PILOT (LV/AT): | GUNNERY (LV/AT): | ELEC. WAR. (LV/AT): |
|---|---|---|

## ARMOR DAMAGE

0

10

20

30

40

## CREW DATA

### VEHICLE CREW

| | |
|---|---|
| • CREW: | 2 |
| • BONUS ACTIONS: | 2 |

## CREW DAMAGE

### VEHICLE CREW

| | |
|---|---|
| CREW • | |
| BONUS ACTIONS • | |

## SYSTEMS DATA

### MOVEMENT

| | | |
|---|---|---|
| • PRIMARY COMBAT SPD: | G | 5 |
| • PRIMARY TOP SPD: | G | 10 |
| • SECONDARY COMBAT SPD: | | - |
| • SECONDARY TOP SPD: | | - |
| • MANEUVER: | | -2 |
| • DEPLOYMENT RANGE: | | 500 |

### ELECTRONICS

| | | |
|---|---|---|
| • SENSORS: | 0 | 1 |
| • COMMUNICATION: | 0 | 15 |
| • FIRE CONTROL: | | 0 |

### ARMOR

| | |
|---|---|
| • LIGHT DAMAGE: | 25 |
| • HEAVY DAMAGE: | 50 |
| • OVERKILL: | 75 |

## SYSTEMS DAMAGE

### MOVEMENT

| | |
|---|---|
| COMBAT SPD • | |
| TOP SPD • | |
| COMBAT SPD • | |
| TOP SPD • | |
| MANEUVER • | |
| FUEL SPENT • | |

### ELECTRONICS

| | |
|---|---|
| SENSORS • | |
| COMM • | |
| FIRE CONTROL • | |

### ARMOR

| | |
|---|---|
| LIGHT DAMAGE • | |
| HEAVY DAMAGE • | |
| OVERKILL • | |

## GENERAL SPECIFICATIONS

| • THREAT VALUE: | 1140 | • SIZE: | 10 | • COST: | 570,000 marks |
|---|---|---|---|---|---|

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Forge 100 mm Field Gun | LFG | Turret | 5 | 10 | 20 | 40 | 0 | x22 | 1 | o | IF |
| GU-12 Heavy Machinegun | HMG | Turret | 1 | 2 | 4 | 8 | 1 | x4 | 1 | 4 | AI |

### AMMO

| FULL | LEFT |
|---|---|
| 16 | |
| 600 | |

### 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 |
|---|---|---|---|
| Automation | 2 | Acts as two crewmen | |
| Autopilot | - | Acts as Level 1 Pilot | Yes |
| Backup Sensors | - | Absorbs first "Sensor" hit | |
| HEAT-resistant Armor | 5 | Add to Base Armor against HEAT weapons | |
| Hostile Environment Protection | - | Desert | |
| Reinforced Armor | 5 | Front, add to Base Armor | |
| Reinforced Location Armor | 1 | Movement, add to Base Armor | |

### 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 |
|---|---|---|
| Annoyance | - | Cramped combat chamber; max. Build is 0 |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| None | - | - |

# BAXTER ENT-2

## ARMOR DAMAGE

0
10
20
30
40

## CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

| PILOT (LV/AT): | GUNNERY (LV/AT): | ELEC. WAR. (LV/AT): |
|---|---|---|

## CREW DATA

### VEHICLE CREW

| | |
|---|---|
| • CREW: | 2 |
| • BONUS ACTIONS: | 1 |

## CREW DAMAGE

### VEHICLE CREW

| | |
|---|---|
| CREW • | |
| BONUS ACTIONS • | |

## SYSTEMS DATA

### MOVEMENT

| | | |
|---|---|---|
| • PRIMARY COMBAT SPD: | G | 5 |
| • PRIMARY TOP SPD: | G | 9 |
| • SECONDARY COMBAT SPD: | - | |
| • SECONDARY TOP SPD: | - | |
| • MANEUVER: | | -3 |
| • DEPLOYMENT RANGE: | | 500 |

### ELECTRONICS

| | | |
|---|---|---|
| • SENSORS: | -1 | 2 |
| • COMMUNICATION: | 0 | 12 |
| • FIRE CONTROL: | | -2 |

### ARMOR

| | |
|---|---|
| • LIGHT DAMAGE: | 23 |
| • HEAVY DAMAGE: | 46 |
| • OVERKILL: | 69 |

## SYSTEMS DAMAGE

### MOVEMENT

- COMBAT SPD •
- TOP SPD •
- COMBAT SPD •
- TOP SPD •
- MANEUVER •
- FUEL SPENT •

### ELECTRONICS

- SENSORS •
- COMM •
- FIRE CONTROL •

### ARMOR

- LIGHT DAMAGE •
- HEAVY DAMAGE •
- OVERKILL •

## GENERAL SPECIFICATIONS

| • THREAT VALUE: | 771 | • SIZE: | 10 | • COST: | 346,950 marks |
|---|---|---|---|---|---|

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| None as standard | | | | | | | | | | | |

## 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 |
|---|---|---|---|
| Grapple Launcher | 12 | 13-hex range, can tow Size 12 | Yes |
| HEAT-resistant Armor | 3 | Add to Base Armor against HEAT weapons | |
| High Towing Capacity (Triple) | - | Can tow three times its weight | |
| Hostile Environment Protection | - | Desert | |
| Light Mining Equipment | - | Earthmoving blade, cannot attack | Yes |
| Pintle Mount | - | Can hold one infantry weapon | |
| Reinforced Armor | 5 | Front, add to Base Armor | |
| Tool Arm | 12 | Turret-mounted crane, cannot punch | |
| Wide Angle Searchlight | 3 | 150 meters range, Front | Yes |

## PERKS

- PERK 01 •
- PERK 02 •
- PERK 03 •
- PERK 04 •
- PERK 05 •
- PERK 06 •
- PERK 07 •
- PERK 08 •
- PERK 09 •
- PERK 10 •
- PERK 11 •

## FLAWS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| Annoyance | - | Cramped combat chamber; max. Build is 0 |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| None | - | - |

# KLEMM BANDIT

## CREW INFORMATION
- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

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

## ARMOR DAMAGE
0

10

20

30

40

## CREW DATA

### VEHICLE CREW
| | |
|---|---|
| • CREW: | 2 |
| • BONUS ACTIONS: | 2 |

## CREW DAMAGE

### VEHICLE CREW
| | |
|---|---|
| CREW • | |
| BONUS ACTIONS • | |

## SYSTEMS DATA

### MOVEMENT
| | | |
|---|---|---|
| • PRIMARY COMBAT SPD: | G | 6 |
| • PRIMARY TOP SPD: | G | 11 |
| • SECONDARY COMBAT SPD: | - | |
| • SECONDARY TOP SPD: | - | |
| • MANEUVER: | | -1 |
| • DEPLOYMENT RANGE: | | 600 |

### ELECTRONICS
| | | |
|---|---|---|
| • SENSORS: | +1 | 3 |
| • COMMUNICATION: | 0 | 15 |
| • FIRE CONTROL: | | 0 |

### ARMOR
| | |
|---|---|
| • LIGHT DAMAGE: | 25 |
| • HEAVY DAMAGE: | 50 |
| • OVERKILL: | 75 |

## SYSTEMS DAMAGE

### MOVEMENT
- COMBAT SPD •
- TOP SPD •
- COMBAT SPD •
- TOP SPD •
- MANEUVER •
- FUEL SPENT •

### ELECTRONICS
- SENSORS •
- COMM •
- FIRE CONTROL •

### ARMOR
- LIGHT DAMAGE •
- HEAVY DAMAGE •
- OVERKILL •

## GENERAL SPECIFICATIONS
| | | | |
|---|---|---|---|
| • THREAT VALUE: 1106 | • SIZE: 10 | • COST: | 553,000 marks |

## WEAPONS
| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| M-405 40 mm Gun | HRF | Turreted | 4 | 8 | 16 | 32 | 0 | x12 | 1 | 0 | - |
| 40 mm Rockets | MRP/36 | Turreted | 2 | 4 | 8 | 16 | -1 | x18 | 1 | 0 | IF |
| AP164 Grenade Multilauncher | APGL | Turreted | 1 | 2 | 4 | 8 | -1 | x3 | 1 | 0 | AE0, AI,IF |
| Northco 10 mm Minigun | HMG | Forward | 1 | 2 | 4 | 8 | 0 | x4 | 1 | 0 | AI |

## AMMO
| FULL | LEFT |
|---|---|
| 100 | |
| 36 | |
| 16 | |
| 200 | |

## 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 |
|---|---|---|---|
| Automation | 2 | Acts as two crewmen | |
| Autopilot | - | Acts as Level 1 Pilot | Yes |
| Backup Sensors | - | Absorbs first "Sensor" hit | |
| HEAT-resistant Armor | 5 | Add to Base Armor against HEAT weapons | |
| Hostile Environment Protection | - | Desert | |
| Reinforced Armor | 5 | Front, add to Base Armor | |
| Smoke Launchers | - | 10 shots | Yes |

## PERKS
- PERK 01 •
- PERK 02 •
- PERK 03 •
- PERK 04 •
- PERK 05 •
- PERK 06 •
- PERK 07 •
- PERK 08 •
- PERK 09 •
- PERK 10 •
- PERK 11 •

## FLAWS
| NAME | RATING | GAME EFFECT |
|---|---|---|
| Annoyance | - | Cramped combat chamber; max. Build is 0 |

## DEFECTS
| NAME | RATING | GAME EFFECT |
|---|---|---|
| None | - | - |

HEAVY GEAR

# STORMHAMMER

## CREW INFORMATION
- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

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

## ARMOR DAMAGE
0
10
20
30
40

## CREW DATA

### VEHICLE CREW
- CREW: 2
- BONUS ACTIONS: 2

## CREW DAMAGE

### VEHICLE CREW
CREW
BONUS ACTIONS

## SYSTEMS DATA

### MOVEMENT
- PRIMARY COMBAT SPD: G 6
- PRIMARY TOP SPD: G 11
- SECONDARY COMBAT SPD: -
- SECONDARY TOP SPD: -
- MANEUVER: -2
- DEPLOYMENT RANGE: 500

### ELECTRONICS
- SENSORS: 0 1
- COMMUNICATION: 0 15
- FIRE CONTROL: 0

### ARMOR
- LIGHT DAMAGE: 25
- HEAVY DAMAGE: 50
- OVERKILL: 75

## SYSTEMS DAMAGE

### MOVEMENT
COMBAT SPD
TOP SPD
COMBAT SPD
TOP SPD
MANEUVER
FUEL SPENT

### ELECTRONICS
SENSORS
COMM
FIRE CONTROL

### ARMOR
LIGHT DAMAGE
HEAVY DAMAGE
OVERKILL

## GENERAL SPECIFICATIONS
- THREAT VALUE: 1491 • SIZE: 10 • COST: 820,050 marks

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|------|------|----------|---|---|---|----|----|-----|-----|-----|---------|
| Stormhammer Mortar | HFM | Turreted | 6 | 12 | 24 | 48 | -1 | x25 | 1 | 0 | IF,AE=0,MR6 |
| AP164 Grenade Multilauncher | APGL | Turreted | 1 | 2 | 4 | 8 | -1 | x3 | 1 | 0 | AE0,AI,IF |

## AMMO

| FULL | LEFT |
|------|------|
| 20 | |
| 16 | |

## 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 |
|------|--------|-------------|-----|
| Automation | 2 | Acts as two crewmen | |
| Autopilot | - | Acts as Level 1 Pilot | Yes |
| Backup Sensors | - | Absorbs first "Sensor" hit | |
| HEAT-resistant Armor | 5 | Add to Base Armor against HEAT weapons | |
| Hostile Environment Protection | - | Desert | |
| Reinforced Armor | 5 | Front, add to Base Armor | |
| Reinforced Location Armor | 1 | Movement System | |

## 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 |
|------|--------|-------------|
| Annoyance | - | Cramped combat chamber; max. Build is 0 |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|------|--------|-------------|
| None | - | - |

HEAVY GEAR

# BEHEMOTH TRANSPORT NV-225

## ARMOR DAMAGE

| 0 |
| 10 |
| 20 |
| 30 |
| 40 |

## CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

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

## CREW DATA

### VEHICLE CREW

| • CREW: | 2 |
| • BONUS ACTIONS: | 1 |

## CREW DAMAGE

### VEHICLE CREW

| | CREW • |
| | BONUS ACTIONS • |

## SYSTEMS DATA

### MOVEMENT

| • PRIMARY COMBAT SPD: | G | 8 |
| • PRIMARY TOP SPD: | G | 15 |
| • SECONDARY COMBAT SPD: | - | |
| • SECONDARY TOP SPD: | - | |
| • MANEUVER: | | -2 |
| • DEPLOYMENT RANGE: | | 1250 |

### ELECTRONICS

| • SENSORS: | 0 | 2 |
| • COMMUNICATION: | 0 | 20 |
| • FIRE CONTROL: | | -3 |

### ARMOR

| • LIGHT DAMAGE: | 18 |
| • HEAVY DAMAGE: | 36 |
| • OVERKILL: | 54 |

## SYSTEMS DAMAGE

### MOVEMENT

COMBAT SPD •
TOP SPD •
COMBAT SPD •
TOP SPD •
MANEUVER •
FUEL SPENT •

### ELECTRONICS

SENSORS •
COMM •
FIRE CONTROL •

### ARMOR

LIGHT DAMAGE •
HEAVY DAMAGE •
OVERKILL •

## GENERAL SPECIFICATIONS

| • THREAT VALUE: | 1051 | • SIZE: | 12 | • COST: | 437,917 marks |

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|------|------|----------|---|---|---|----|----|----|-----|-----|---------|
| None as standard | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |

## 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 |
|------|--------|-------------|-----|
| Hostile Environment Protection | - | Desert | |
| Passenger Seating | - | 5 seats for crew | |
| Pintle Mount | - | Can carry one infantry weapon | |
| Searchlight | - | 100 meter range, Fixed Forward | Yes |
| Vehicle Bays (x5) | 7 | Each carry up to 10 tons in vehicles | |
| Crew Accommodations | 2 | Military | |

## 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 |
|------|--------|-------------|
| Annoyance | - | Cramped passenger seating |
| Annoyance | - | Deficient ventilation system |
| Large Sensor Profile | 2 | Subtract from concealment |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|------|--------|-------------|
| None | - | - |

# BEHEMOTH AMMO LOADER



## CREW INFORMATION
- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

| PILOT (LV/AT): | GUNNERY (LV/AT): | ELEC. WAR. (LV/AT): |
|---|---|---|

## ARMOR DAMAGE

| 0 |
| 10 |
| 20 |
| 30 |
| 40 |

## CREW DATA

### VEHICLE CREW
| | |
|---|---|
| • CREW: | 2 |
| • BONUS ACTIONS: | 1 |

## CREW DAMAGE

### VEHICLE CREW
| | |
|---|---|
| CREW • | |
| BONUS ACTIONS • | |

## SYSTEMS DATA

### MOVEMENT
| | | |
|---|---|---|
| • PRIMARY COMBAT SPD: | G | 8 |
| • PRIMARY TOP SPD: | G | 15 |
| • SECONDARY COMBAT SPD: | | - |
| • SECONDARY TOP SPD: | | - |
| • MANEUVER: | | -2 |
| • DEPLOYMENT RANGE: | | 1250 |

### ELECTRONICS
| | | |
|---|---|---|
| • SENSORS: | 0 | 2 |
| • COMMUNICATION: | 0 | 20 |
| • FIRE CONTROL: | | -3 |

### ARMOR
| | |
|---|---|
| • LIGHT DAMAGE: | 18 |
| • HEAVY DAMAGE: | 36 |
| • OVERKILL: | 54 |

## SYSTEMS DAMAGE

### MOVEMENT
- COMBAT SPD •
- TOP SPD •
- COMBAT SPD •
- TOP SPD •
- MANEUVER •
- FUEL SPENT •

### ELECTRONICS
- SENSORS •
- COMM •
- FIRE CONTROL •

### ARMOR
- LIGHT DAMAGE •
- HEAVY DAMAGE •
- OVERKILL •

## GENERAL SPECIFICATIONS

| • THREAT VALUE: | 514 | • SIZE: | 12 | • COST: | 214,167 marks |
|---|---|---|---|---|---|

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| None as standard | | | | | | | | | | | |

### 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 |
|---|---|---|---|
| Name | Rating | Game Effect | AUX |
| Ammo/Fuel Containment System | - | Absorbs first "Ammo/Fuel" hit | |
| Cargo Bay | - | 300m³ bay | |
| Ejection System | - | Crew can survive Overkill | Yes |
| Hostile Environment Protection | - | Desert | |
| Pintle Mount | - | Can carry one infantry weapon | |
| Reinforced Crew Compartment | - | Absorbs first "Crew" hit | |
| Searchlight | - | 100 meters range, Fixed Forward | Yes |
| Tool Arm (x2) | 2 | Cannot punch | |

### 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 |
|---|---|---|
| Annoyance | - | Cramped passenger seating |
| Annoyance | - | Deficient ventilation system |
| Large Sensor Profile | 2 | Subtract from concealment |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| None | - | - |

# MURDOCK COMMAND VEHICLE CV-3

## CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

| PILOT (LV/AT) | | GUNNERY (LV/AT) | | ELEC. WAR. (LV/AT) | |
|---|---|---|---|---|---|

## ARMOR DAMAGE

| 0 |
| 10 |
| 20 |
| 30 |
| 40 |

## CREW DATA

### VEHICLE CREW

| | |
|---|---|
| • CREW: | 3 |
| • BONUS ACTIONS: | 1 |

## CREW DAMAGE

### VEHICLE CREW

| | |
|---|---|
| CREW | |
| BONUS ACTIONS | |

## SYSTEMS DATA

### MOVEMENT

| | | |
|---|---|---|
| • PRIMARY COMBAT SPD: | G | 6 |
| • PRIMARY TOP SPD: | G | 12 |
| • SECONDARY COMBAT SPD: | - | |
| • SECONDARY TOP SPD: | - | |
| • MANEUVER: | | -2 |
| • DEPLOYMENT RANGE: | | 500 |

### ELECTRONICS

| | | |
|---|---|---|
| • SENSORS: | 0 | 2 |
| • COMMUNICATION: | +2 | 30 |
| • FIRE CONTROL: | | 0 |

### ARMOR

| | |
|---|---|
| • LIGHT DAMAGE: | 8 |
| • HEAVY DAMAGE: | 16 |
| • OVERKILL: | 24 |

## SYSTEMS DAMAGE

### MOVEMENT

| | |
|---|---|
| COMBAT SPD • | |
| TOP SPD • | |
| COMBAT SPD • | |
| TOP SPD • | |
| MANEUVER • | |
| FUEL SPENT • | |

### ELECTRONICS

| | |
|---|---|
| SENSORS • | |
| COMM • | |
| FIRE CONTROL • | |

### ARMOR

| | |
|---|---|
| LIGHT DAMAGE • | |
| HEAVY DAMAGE • | |
| OVERKILL • | |

## GENERAL SPECIFICATIONS

| | | |
|---|---|---|
| • THREAT VALUE: 314 | • SIZE: 4 | • COST: 274,750 marks |

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Avey 40 mm Grenade Launcher | APGL | Turret | 1 | 2 | 4 | 8 | -1 | x3 | 1 | 0 | AI, IF, AEO |

## AMMO

| FULL | LEFT |
|---|---|
| 80 | |

## WEAPONS (Damage)

| | |
|---|---|
| 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 |
|---|---|---|---|
| Backup Communications | - | Absorbs first "Communications" hit | |
| ECCM | 3 | Defensive electronic warfare equipment | Yes |
| Laboratory (Leadership) | 1 | Holotank and C3 equipment | |
| Passenger Seating | | 4 seats for officers | |
| Satellite Uplink | - | Allows orbital communications | Yes |

## PERKS (Damage)

| | |
|---|---|
| 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 |
|---|---|---|
| Exposed Auxiliary Systems | - | "Aux." hits are one step worse |
| Exposed Fire Control | - | "Fire Control" hits are one step worse |
| Vulnerable to Haywire | - | 3 damage rolls for Haywire weapons |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| None | - | - |

HEAVY GEAR

# SEEKER INTELLIGENCE VEHICLE EWV-7

## ARMOR DAMAGE

0

10

20

30

40

## CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

| PILOT (LV/AT): | GUNNERY (LV/AT): | ELEC. WAR. (LV/AT): |
|---|---|---|

## CREW DATA

### VEHICLE CREW

| | |
|---|---|
| • CREW: | 4 |
| • BONUS ACTIONS: | 2 |

## CREW DAMAGE

### VEHICLE CREW

| | |
|---|---|
| CREW • | |
| BONUS ACTIONS • | |

## SYSTEMS DATA

### MOVEMENT

| | | |
|---|---|---|
| • PRIMARY COMBAT SPD: | G | 6 |
| • PRIMARY TOP SPD: | G | 12 |
| • SECONDARY COMBAT SPD: | - | |
| • SECONDARY TOP SPD: | - | |
| • MANEUVER: | | -2 |
| • DEPLOYMENT RANGE: | | 500 |

### ELECTRONICS

| | | |
|---|---|---|
| • SENSORS: | +2 | 10 |
| • COMMUNICATION: | +1 | 30 |
| • FIRE CONTROL: | | -1 |

### ARMOR

| | |
|---|---|
| • LIGHT DAMAGE: | 8 |
| • HEAVY DAMAGE: | 16 |
| • OVERKILL: | 24 |

## SYSTEMS DAMAGE

### MOVEMENT

| |
|---|
| COMBAT SPD • |
| TOP SPD • |
| COMBAT SPD • |
| TOP SPD • |
| MANEUVER • |
| FUEL SPENT • |

### ELECTRONICS

| |
|---|
| SENSORS • |
| COMM • |
| FIRE CONTROL • |

### ARMOR

| |
|---|
| LIGHT DAMAGE • |
| HEAVY DAMAGE • |
| OVERKILL • |

## GENERAL SPECIFICATIONS

| | | | |
|---|---|---|---|
| • THREAT VALUE: 520 | • SIZE: 4 | • COST: | 520,000 marks |

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Guessen 10 mm Machinegun | HMG | Forward | 1 | 2 | 4 | 8 | 0 | x4 | 1 | 3 | AI |
| Q6 45 mm rocket pod | VLRP/8 | Forward | 1 | 2 | 4 | 8 | -1 | x8 | 1 | 2 | IF |

## AMMO

| FULL | LEFT |
|---|---|
| 80 | |
| 8 | |

## 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 |
|---|---|---|---|
| Backup Communications | - | Absorbs first "Communications" hit | |
| Crew Accommodations | - | 2 couches for technicians | |
| ECM | 2 | Offensive electronic warfare equipment | Yes |
| ECCM | 3 | Defensive electronic warfare equipment | Yes |
| Satellite Uplink | - | Allows orbital communications | Yes |

## PERKS

| |
|---|
| PERK 01 • |
| PERK 02 • |
| PERK 03 • |
| PERK 04 • |
| PERK 05 • |
| PERK 06 • |
| PERK 07 • |
| PERK 08 • |
| PERK 09 • |
| PERK 10 • |
| PERK 11 • |

## FLAWS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| Exposed Auxiliary Systems | - | "Aux." hits are one step worse |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| None | - | - |

# ANTELOPE

## ARMOR DAMAGE

0

10

20

30

40

## GENERAL SPECIFICATIONS

- THREAT VALUE: 47
- SIZE: 3
- COST: 31,333 marks

## CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

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

## CREW DATA

### VEHICLE CREW

| | |
|---|---|
| • CREW: | 1 |
| • BONUS ACTIONS: | 0 |

## CREW DAMAGE

### VEHICLE CREW

| | |
|---|---|
| | CREW • |
| | BONUS ACTIONS • |

## SYSTEMS DATA

### MOVEMENT

| | | |
|---|---|---|
| • PRIMARY COMBAT SPD: | G | 8 |
| • PRIMARY TOP SPD: | G | 15 |
| • SECONDARY COMBAT SPD: | | - |
| • SECONDARY TOP SPD: | | - |
| • MANEUVER: | | -1 |
| • DEPLOYMENT RANGE: | | 550 |

### ELECTRONICS

| | | |
|---|---|---|
| • SENSORS: | | - |
| • COMMUNICATION: | -2 | 10 |
| • FIRE CONTROL: | | -2 |

### ARMOR

| | |
|---|---|
| • LIGHT DAMAGE: | 4 |
| • HEAVY DAMAGE: | 8 |
| • OVERKILL: | 12 |

## SYSTEMS DAMAGE

### MOVEMENT

| | |
|---|---|
| | COMBAT SPD • |
| | TOP SPD • |
| | COMBAT SPD • |
| | TOP SPD • |
| | MANEUVER • |
| | FUEL SPENT • |

### ELECTRONICS

| | |
|---|---|
| | SENSORS • |
| | COMM • |
| | FIRE CONTROL • |

### ARMOR

| | |
|---|---|
| | LIGHT DAMAGE • |
| | HEAVY DAMAGE • |
| | OVERKILL • |

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| None as standard | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |

## 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 |
|---|---|---|---|
| Easy to Modify | - | +2 to Repair and Modify rolls | |
| Hostile Environment Protection | - | Desert | |
| Passenger Seating | - | Seats for 3 passengers | |
| Pintle Mount | - | Can hold one infantry weapon | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

## 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 |
|---|---|---|
| Exposed Crew Compartment | - | "Crew" hits are one level worse |
| No Sensors | - | Cannot use Active Sensors |
| | | |
| | | |
| | | |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| None | - | - |
| | | |
| | | |

HEAVY GEAR

# ANTELOPE SPOTTER

## ARMOR DAMAGE

0

10

20

30

40



## CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

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

## CREW DATA

### VEHICLE CREW

| | |
|---|---|
| • CREW: | 2 |
| • BONUS ACTIONS: | 1 |

## CREW DAMAGE

### VEHICLE CREW

| | |
|---|---|
| CREW • | |
| BONUS ACTIONS • | |

## SYSTEMS DATA

### MOVEMENT

| | | |
|---|---|---|
| • PRIMARY COMBAT SPD: | G | 8 |
| • PRIMARY TOP SPD: | G | 15 |
| • SECONDARY COMBAT SPD: | - | |
| • SECONDARY TOP SPD: | - | |
| • MANEUVER: | | -1 |
| • DEPLOYMENT RANGE: | | 550 |

### ELECTRONICS

| | | |
|---|---|---|
| • SENSORS: | +1 | 4 |
| • COMMUNICATION: | +1 | 10 |
| • FIRE CONTROL: | | 0 |

### ARMOR

| | |
|---|---|
| • LIGHT DAMAGE: | 10 |
| • HEAVY DAMAGE: | 20 |
| • OVERKILL: | 30 |

## SYSTEMS DAMAGE

### MOVEMENT

| |
|---|
| COMBAT SPD • |
| TOP SPD • |
| COMBAT SPD • |
| TOP SPD • |
| MANEUVER • |
| FUEL SPENT • |

### ELECTRONICS

| |
|---|
| SENSORS • |
| COMM • |
| FIRE CONTROL • |

### ARMOR

| |
|---|
| LIGHT DAMAGE • |
| HEAVY DAMAGE • |
| OVERKILL • |

## GENERAL SPECIFICATIONS

| | | |
|---|---|---|
| • THREAT VALUE: 296 | • SIZE: 3 | • COST: 345,333 marks |

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| None as standard | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |

## 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 |
|---|---|---|---|
| Camo Netting | - | +1 concealment in Forest or Jungle | Yes |
| Easy to Modify | - | +2 to Repair and Modify rolls | |
| Hostile Environment Protection | - | Desert | |
| Pintle Mount | - | Can hold one infantry weapon | |
| Reinforced Crew Compartment | - | Absorbs first "Crew" hit | |
| Target Designator | 3 | Paint targets for Guided weapons | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

## 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 |
|---|---|---|
| Annoyance | - | Cramped cockpit, max. pilot Build is 0 |
| | | |
| | | |
| | | |
| | | |

## DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| None | - | - |
| | | |
| | | |

# WALLABY ATV

## SYSTEMS DATA

### MOVEMENT

| | |
|---|---|
| • PRIMARY COMBAT SPD: | Ground 6 |
| • PRIMARY TOP SPD: | Ground 14 / 84 kph |
| • SECONDARY COMBAT SPD: | n/a |
| • SECONDARY TOP SPD: | n/a |
| • MANEUVER: | +1 |
| • DEPLOYMENT RANGE: | 275 |

### ELECTRONICS

| | |
|---|---|
| • SENSORS: | n/a / n/a |
| • COMMUNICATION: | -2 / 10 |
| • FIRE CONTROL: | -5 |

### ARMOR

| | |
|---|---|
| • LIGHT DAMAGE: | 3 |
| • HEAVY DAMAGE: | 6 |
| • OVERKILL: | 9 |

### WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| None as standard | - | - | - | - | - | - | - | - | - | - | |

### PERKS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| Cargo Bay | - | 1m3 saddle bags |
| Improved Off-Road Ability | - | -1 MP cost, min. 1 |
| Passenger Seating | - | 1 seat for passenger |

### FLAWS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| Exposed Crew Compartment | - | "Crew" hits are one step worse |
| No Sensors | - | Cannot use Active Sensors |

### DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| None | - | - |

## VEHICLE DESCRIPTION

| | |
|---|---|
| • VEHICLE TYPE: | Combat ATV |
| • THREAT VALUE: | 23 |
| • OFFENSIVE: | 0 |
| • DEFFENSIVE: | 27 |
| • MISCELLANEOUS: | 41 |
| • SIZE: | 2 |
| • ORGINAL DEFAULT SIZE: | 3 |
| • CREW: | 1 |
| • BONUS ACTION: | 0 |
| • COST: | 15,750 marks |
| • PRODUCTION TYPE: | Mass Production |
| • INDV. LEMON DICE: | 3 |

---

# SNEAK WALLABY

## SYSTEMS DATA

### MOVEMENT

| | |
|---|---|
| • PRIMARY COMBAT SPD: | Ground 7 |
| • PRIMARY TOP SPD: | Ground 7 |
| • SECONDARY COMBAT SPD: | n/a |
| • SECONDARY TOP SPD: | n/a |
| • MANEUVER: | +1 |
| • DEPLOYMENT RANGE: | 250 km |

### ELECTRONICS

| | |
|---|---|
| • SENSORS: | n/a |
| • COMMUNICATION: | 10 |
| • FIRE CONTROL: | -5 |

### ARMOR

| | |
|---|---|
| • LIGHT DAMAGE: | 3 |
| • HEAVY DAMAGE: | 6 |
| • OVERKILL: | 9 |

### WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| None | - | - | - | - | - | - | - | - | - | - | - |

### PERKS

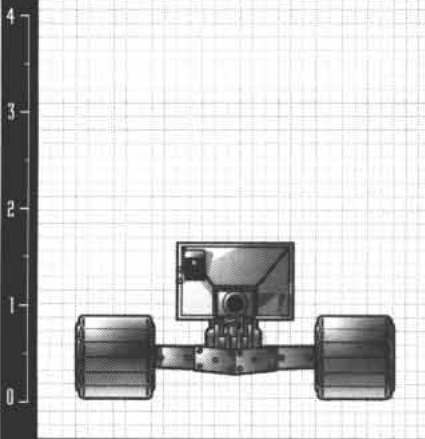| NAME | RATING | GAME EFFECT |
|---|---|---|
| Cargo Bay | - | 1m3; saddle bags |
| Improved Off-Road | - | -1 MP cost for hexes wtih cost 2+ |
| Stealth | 1 | Quiet running and radar-absorbent paint |

### FLAWS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| None | - | - |

### DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| None | - | - |

## VEHICLE DESCRIPTION

| | |
|---|---|
| • VEHICLE TYPE: | |
| • THREAT VALUE: | ??? |
| • OFFENSIVE: | ??? |
| • DEFFENSIVE: | ??? |
| • MISCELLANEOUS: | ??? |
| • SIZE: | 2 |
| • ORGINAL DEFAULT SIZE: | ??? |
| • CREW: | 1 |
| • BONUS ACTION: | 0 |
| • COST: | ??? |
| • PRODUCTION TYPE: | ??? |
| • INDV. LEMON DICE: | ??? |

# N. FIELD ARTILLERY



## SYSTEMS DATA

### MOVEMENT

| | |
|---|---|
| • PRIMARY COMBAT SPD: | Ground 0 |
| • PRIMARY TOP SPD: | Ground 0 |
| • SECONDARY COMBAT SPD: | n/a |
| • SECONDARY TOP SPD: | n/a |
| • MANEUVER: | -1 |
| • DEPLOYMENT RANGE: | 0 |

### ELECTRONICS

| | |
|---|---|
| • SENSORS: | n/a |
| • COMMUNICATION: | n/a |
| • FIRE CONTROL: | 0 |

### ARMOR

| | |
|---|---|
| • LIGHT DAMAGE: | 8 |
| • HEAVY DAMAGE: | 16 |
| • OVERKILL: | 32 |

### WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Field Gun | LFG | F | 5 | 10 | 20 | 40 | 0 | x22 | 1 | 0 | IF |
| Ammo (Filed Gun) | - | - | - | - | - | - | - | - | 12 | - | - |

### PERKS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| Hostile Environment Protection | - | Desert |
| Reinforced Armor | 2 | Front, Add to Base Armor |
| Rugged Movement System | - | Absorbs first "Movement" hit |

### FLAWS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| Exposed Fire Control | - | "Fire Control" hits are one step worse |
| No Communication | - | Cannot communicate |
| No Sensors | - | Cannot use Active Sensors |

### DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| None | - | - |

### VEHICLE DESCRIPTION

| | |
|---|---|
| • VEHICLE TYPE: | Field Gun |
| • THREAT VALUE: | 334 |
| • OFFENSIVE: | 959 |
| • DEFFENSIVE: | 43 |
| • MISCELLANEOUS: | 0 |
| • SIZE: | 5 (10) |
| • ORGINAL DEFAULT SIZE: | 4 |
| • CREW: | 0 |
| • BONUS ACTION: | 0 |
| • COST: | 267,500 marks |
| • PRODUCTION TYPE: | Mass Production |
| • INDV. LEMON DICE: | 3 |

---

## SYSTEMS DATA

### MOVEMENT

| | |
|---|---|
| • PRIMARY COMBAT SPD: | |
| • PRIMARY TOP SPD: | |
| • SECONDARY COMBAT SPD: | |
| • SECONDARY TOP SPD: | |
| • MANEUVER: | |
| • DEPLOYMENT RANGE: | |

### ELECTRONICS

| | |
|---|---|
| • SENSORS: | |
| • COMMUNICATION: | |
| • FIRE CONTROL: | |

### ARMOR

| | |
|---|---|
| • LIGHT DAMAGE: | |
| • HEAVY DAMAGE: | |
| • OVERKILL: | |

### WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | |
| | | | | | | | | | | | |

### PERKS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| | | |

### FLAWS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| | | |

### DEFECTS

| NAME | RATING | GAME EFFECT |
|---|---|---|
| | | |

### VEHICLE DESCRIPTION

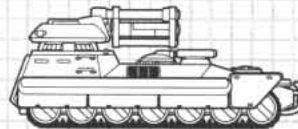| | |
|---|---|
| • VEHICLE TYPE: | |
| • THREAT VALUE: | |
| • OFFENSIVE: | |
| • DEFFENSIVE: | |
| • MISCELLANEOUS: | |
| • SIZE: | |
| • ORGINAL DEFAULT SIZE: | |
| • CREW: | |
| • BONUS ACTION: | |
| • COST: | |
| • PRODUCTION TYPE: | |
| • INDV. LEMON DICE: | |

## VEHICLE RECOGNITION CHART
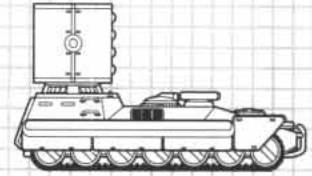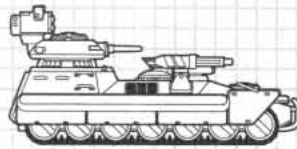
Vehicles Recognition

**Hlemm Light Battle Tank**
NT-9

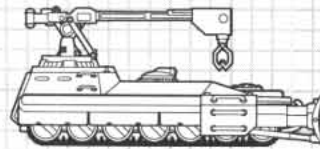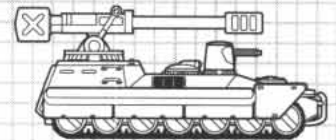**Stormhammer Tyburr**
NT-10H

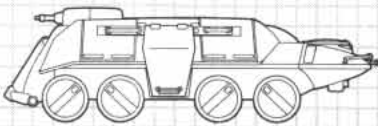**Jaxon Support Tank**
NT-12

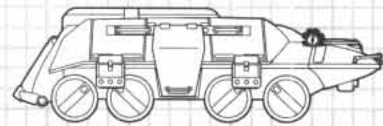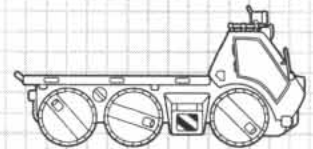**Hlemm Bandit Hunter**
NT-9BPT

**Baxter Engineering Tank**
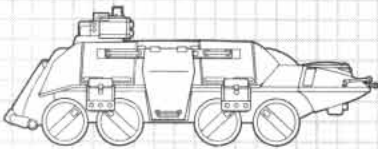ENT-2

**Tyburr Self-Propelled Gun**
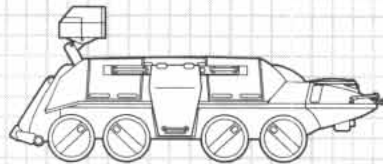NT-10

**Badger APC**
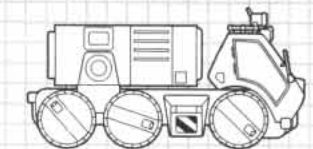TTM-8/20
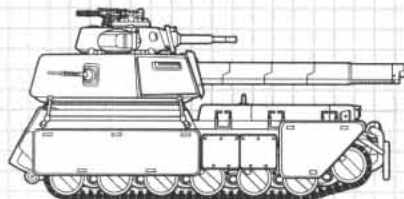
**Medevac Badger**
MM-121

**Camel Truck**
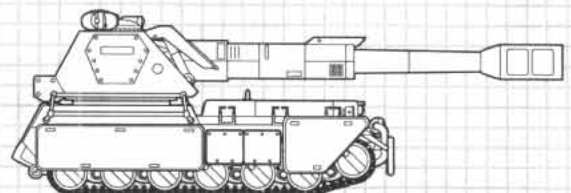M-6/5

**Badger CFV**
MA-121CFV
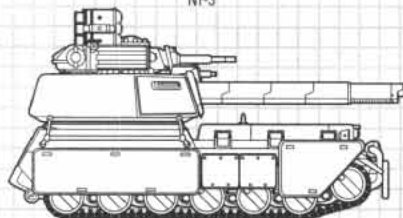
**Rabid Badger**
MA-121

**Stinger Missile Platform**
MAP-6/5

**Aller Main Battle Tank**
NT-3

**Verder Self-Propelled Gun**
NA-3
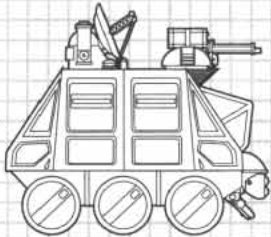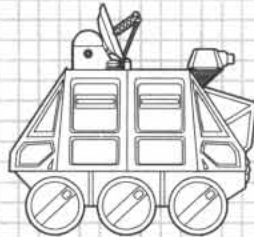
**Naval Support Aller**
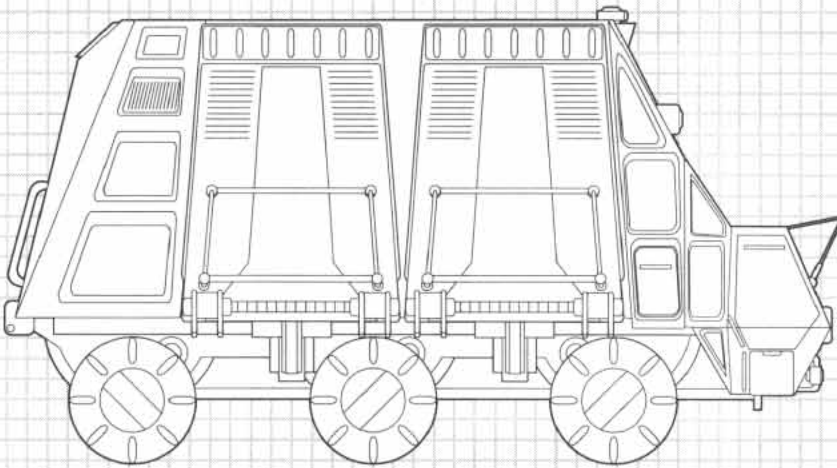NT-3SH
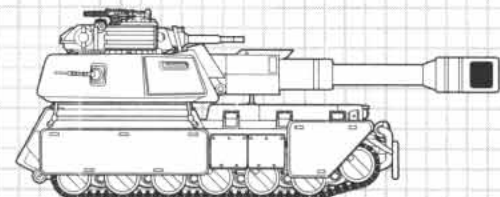
**Hardy Aller**
NT-30

**Seeker Intelligence Unit**
EWV-7



**Murdock C3 Unit**
CV-3



**Northern Field Artillery**
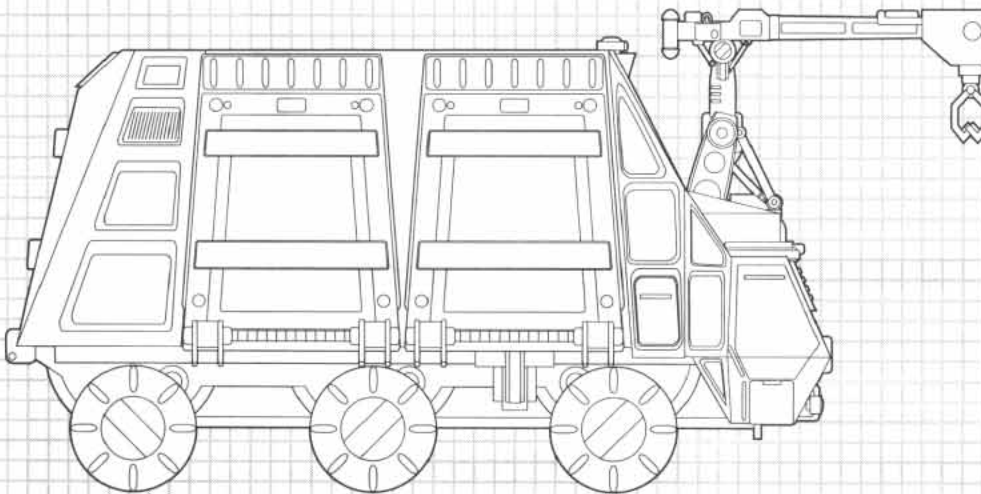Various Codes



**Behemoth Transport**
NV-225


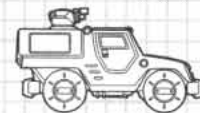
**Wallaby ATV**
No ID Code



**Sneak Wallaby**
No ID Code



**Behemoth Ammo Loader**
NV-225AMM



**Antelope**
Various Codes



**Antelope Spotter**
ASV-2

## CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

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

## ARMOR DAMAGE

0

10

20

30

40

## GENERAL SPECIFICATIONS

- THREAT VALUE:
- SIZE:
- COST:

## CREW DATA

### VEHICLE CREW

- CREW:
- BONUS ACTIONS:

## CREW DAMAGE

### VEHICLE CREW

CREW •

BONUS ACTIONS •

## SYSTEMS DATA

### MOVEMENT

- PRIMARY COMBAT SPD:
- PRIMARY TOP SPD:
- SECONDARY COMBAT SPD:
- SECONDARY TOP SPD:
- MANEUVER:
- DEPLOYMENT RANGE:

### ELECTRONICS

- SENSORS:
- COMMUNICATION:
- FIRE CONTROL:

### ARMOR

- LIGHT DAMAGE:
- HEAVY DAMAGE:
- OVERKILL:

## SYSTEMS DAMAGE

### MOVEMENT

COMBAT SPD •

TOP SPD •

COMBAT SPD •

TOP SPD •

MANEUVER •

FUEL SPENT •

### ELECTRONICS

SENSORS •

COMM •

FIRE CONTROL •

### ARMOR

LIGHT DAMAGE •

HEAVY DAMAGE •

OVERKILL •

## WEAPONS

| NAME | CODE | FIRE ARC | S | M | L | EX | Acc | Dam | Qty | ROF | 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