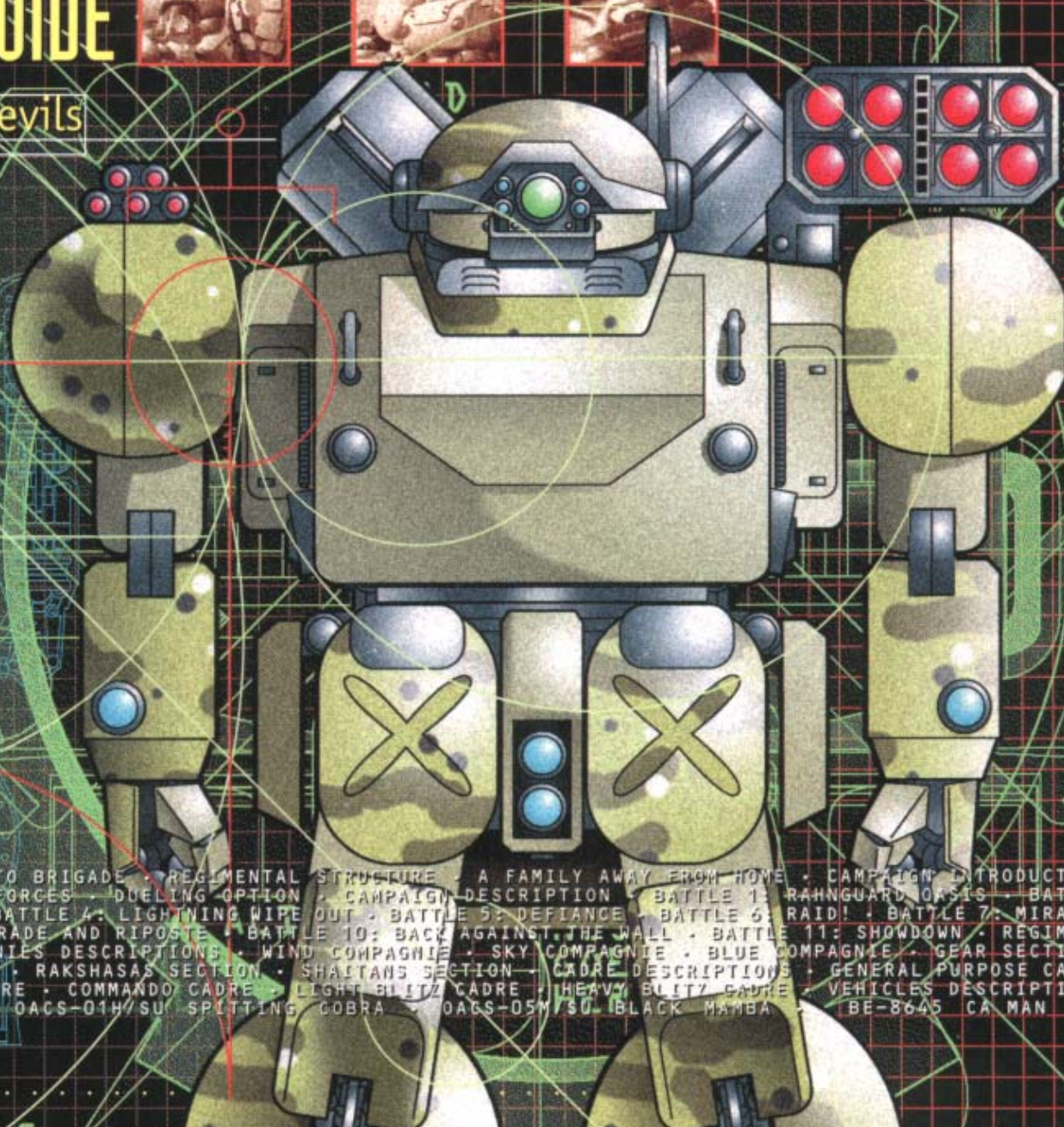


SOUTHERN PLAYER'S GUIDE

The 12th Gear Regiment Azure Devils



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HEAVY GEAR

by Dream Pod 9

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Welcome to the Southern MILICIA

From Division to Brigade

MILICIA is an acronym that stands for MILitary Intervention/Counter-Insurgency Army. The MILICIA serves a very different role than that of the Northern Guard. The MILICIA is really little more than an auxiliary force to the South's real military power, the Southern Republic Army. Unlike the Republican military, however, the MILICIA recruits troops from all four Southern leagues. Despite being considerably larger than the Northern Guard, poor morale and a lower ratio of armor to infantry hampers the Southern MILICIA, making it roughly as powerful as its Northern counterpart. During wartime, the MILICIA is integrated into the Southern Republic Army's structure, creating a total force of 72 legions. During peacetime, the MILICIA is composed of only 25 legions. Legions are often combined together into various task forces, whose size and purpose varies depending on their missions. These task forces are commanded by a field marshal.

Legions are the largest military unit maintained by the Southern military during peacetime. A legion is commanded by a prefect. On average, they are composed of about 20,000 troops, but this number varies with the unit composition. There are four common types of legions: infantry, cavalry, border and airborne. Each one is organized to perform a specific task. Infantry legions form the bulk of most military organizations and are used to slowly take and hold territory, or to consolidate supply lines. Cavalry legions are used to exploit weaknesses in enemy lines by breaking through and overrunning the enemy. Border legions are rapid-deployment units with integrated air wings. Their rapid air-deployment capability allows them to protect the scattered communities along the Badlands. Lastly, airborne legions are rare combined arms units with light, airdroppable equipment. Their tasks usually involve parachuting behind enemy lines and disrupting enemy forces. Legions are usually composed of three brigades.

Brigades are the smallest standard military units capable of independent action for extended periods of time. In addition to a nucleus of fighting troops, brigades include many necessary support units like medical evacuation teams, military police, combat engineers, artillery batteries and quartermasters. Southern brigades are commanded by sous-prefects. There are three categories of brigades: infantry, Gear and cavalry. Infantry brigades and cavalry brigades perform their respective duties: take and hold territory, and punch through enemy lines. Gear brigades are the most flexible, capable of doing standard infantry work and of performing several functions of cavalry units at the same time. In addition to their core units (usually three regiments), brigades have one to two thousand additional troops scattered across several support units: the command company (includes communications), an artillery regiment (includes anti-aircraft), an engineering regiment, a service battalion (includes maintenance and transport), a medical company and a military police platoon. The highly variable structure of a brigade means that brigades can have as little as 5,000 troops and as many as 12,000.

Regimental Structure

A Family Away from Home

Military organizations are rich in tradition and history. It is at the regimental level that this subculture is consolidated. Soldiers may share a certain pride in their specific squadron or company's recent performance, but they are proud of their regiment's rich past. Regimental traditions often include variations from official uniforms, rituals to commemorate past events and regimental emblems and songs. Infantry regiments consist of three infantry bataillons and a command section. They are composed of nearly 2500 troops along with the 150 vehicles needed to transport them and their equipment. Gear regiments are sub-divided into four compagnies, then into four sections, then into three cadres of five Gears each. They usually consist of about 600 troops and 200-250 Gears. Cavalry regiments are also sub-divided into four compagnies, then into four cadres of 3-5 armored vehicles each. Often, regiments combine two or three compagnies of their given type with a compagnie of another type. These hybrid regiments benefit from greater flexibility and are often assigned more general missions. Regiments are normally commanded by a commandant.

Most Gear regiments elect one of their pilots to become their Duelist. That job is half public relations, half combat expertise. It is expected from the Duelist that he be the very best in his unit, both on the field and off. A Duelist is allowed much less leeway in his behavior; everybody looks up to him, although he is not the leader, and draws strength and inspiration from such an accomplished pilot. A unit can occasionally be judged solely through an inspection of its Duelist. As such, a Duelist who fails to meet the minimal standards of his regiment is quickly demoted from his position and replaced by someone better. Among its duties, a Duelist is occasionally required to perform Duels against enemy units to resolve specific battles or to acquire bragging rights against other competing regiments.



Campaign Introduction

Battle for Rahnguard Oasis

This intricate eleven-scenario campaign has been designed for maximum flexibility and ease of play. Using some or all of the rules within the rulebook and the campaign book, you, the Player, can participate in a major event in the world of Heavy Gear which becomes the catalyst for the coming Interpolar War (TN 1936-1939). This campaign lasts at least six battles, each of which can last 3-5 hours. If, however, the tide of battle turns back and forth, this battle can last as long as there are Gears willing to fight (or until the *Dueling Option* is exercised; see below). It is possible to play the whole campaign one on one, or two or three Players against each other. Because there are always three cadre within a section, each participant can handle a cadre each (that's five Gears).

Selecting Your Forces

Not everyone feels like playing long scenarios with thirty Gears on the battlefield, plus some armored personnel carriers (APCs), plus half a dozen infantry units. The pre-generated campaign which follows was designed to provide you with the information you need to have if you want to play it with a maximum number of vehicles and military personnel, but you may opt to use a lot less. In fact, the first scenario can be just as enjoyable if you use only one cadre each instead of a full section, especially if you are playing one on one. The instructions on how to bid and buy your forces are outlined at the beginning of the **Campaign Book** (see p. 2). At the end of this book (p. 21-27), the seven types of cadres are explored in greater detail. If you use the suggested sections or even if you decide to mix and match on your own, you should familiarize yourself with the various tactics for each of these cadres. You will quickly discover that Heavy Gear is a very realistic game and that rushing your opponent will lead to certain death almost every time.

Dueling Option

It occasionally happens that regiments decide not to fight and resort to Dueling to resolve their confrontations. This is not a regular occurrence, but is a honored tradition which both Northerners and Southerners respect greatly. Two regiment commanders who are about to enter a long battle or who have fought for too long may agree to call upon their Duelists to resolve the situation without further bloodshed. In the case of the Battle for Rahnguard Oasis, the opposing Players may agree to do a Duel at any time to end the campaign. Regardless of their desires, a Duel will occur automatically at the end of the second week (14 days) of fighting — orders came in from above. Simply choose a Gear and give it an Elite pilot (x4 TV).

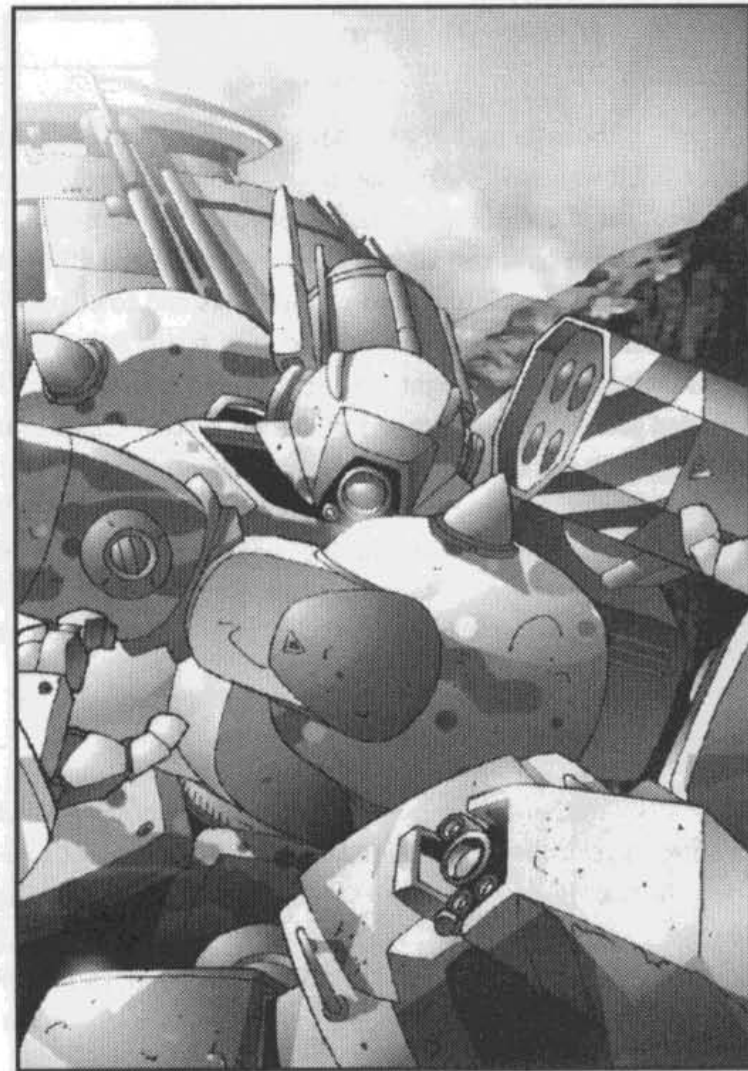
Battle 1: Rahnguard Oasis

Mission Briefing

Sous-Sergent Castel, we are aware that you have long awaited this moment. The Republic recognizes your great track record and exemplary attitude throughout your career, and believes it is now time to give you a chance to prove yourself in battle against a more determined enemy than you have fought in the past. A well-equipped Northern force is headed towards Rahnguard Oasis and is seemingly intent on capturing the oasis tower despite its close proximity to our border. We have repeatedly informed the Northern Guard of our intentions to extend our protection to small Badlands communities such as Rahnguard Oasis, but those warnings have not been heeded. We are on the verge of signing a formal protection agreement with Rahnguard Oasis, but this Northern interference may well jeopardize the whole process. We are counting on you to route the Northerners and drive the point home. You will be facing the *Desert Sharks*, and their nickname is well deserved. They are rapacious, ruthless and bloodthirsty. As you will see in the attached documents, they torture, interrogate and kill their prisoners in a rather gruesome manner. Make sure none of your pilots falls into their hands. It would be a disgrace if they surrendered, and would even affect their records posthumously.

Strategy

We have already sent two infantry escouades on the battlefield already (**put two infantry counters in any wooded area on the map**). They may provide you with invaluable intelligence and support throughout the battle. Do not sacrifice them unless you feel it is necessary. Send all your Gear cadres into battle immediately. Use **Top Ground** speed to enter the combat zone, then let your cadre commanders decide what is best for their overall tactics. Avoid unnecessary losses. Secure the perimeter around the Oasis and leave no Northerner alive.



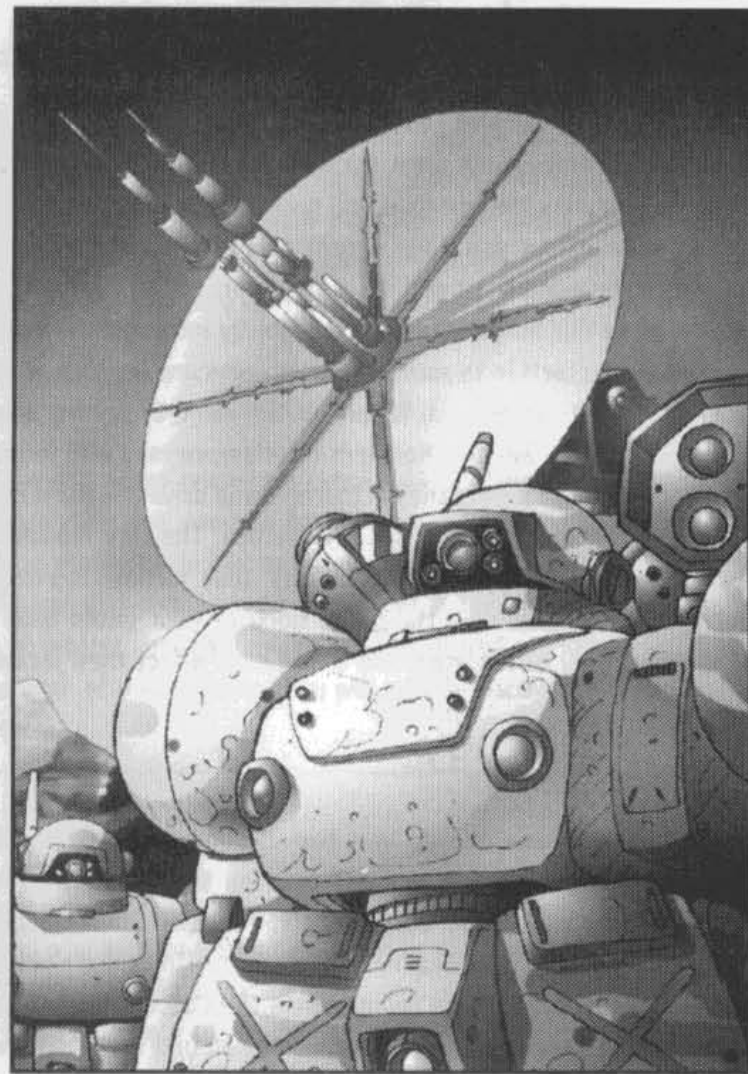
Battle 2: Operation Shroud

Mission Briefing

Sous-Sergent Leib, we have suffered unfortunate losses during the battle for Rahnguard Oasis, but it was only a battle, not the war. We are determined to take it back and have established a strong line of defense which we are confident the Northerners cannot overrun. In the Mongwau Valley, we have built two Class III communication and ECM towers to prevent the *Desert Sharks* from gathering more information on our forces and to dissuade them from trying to confront us once more. Unfortunately, not satisfied with taking Rahnguard Oasis, they seem determined to press their luck — that's right, their luck — and to seek another battle with us. So be it. We have selected you because you are one of our best section commanders, and have fought the Northerners before. We trust you to stop their advance without delay and ensure the safety of the communication towers. Use any and all means at your disposal to inflict irreparable damage upon the *Sharks*. Our satellites indicate that three Gear transports are already on their way and will be within distance of the towers in thirty minutes. We have asked for air support, but will receive none before an hour, which is far too late. You are our only chance. Do not disappoint us.

Strategy

We have a complete heavy weapons infantry platoon on the battlefield to protect the towers (**set 4 infantry counters in any hex adjacent to a communication tower**). Send a **Light Blitz** cadre at **Top Ground** speed ahead of the rest of your force to spearhead your attack. Your two backup cadres should only travel at **Combat Ground** speed for starters. Definitely take the battle north if you can — the further away the Northies are from the towers, the more likely you are to succeed your mission. As soon as you know what the Northerners plan on doing, send in all your forces.



Battle 3: Plain Assault

Mission Briefing

Sous-Sergent Vallée, by the time you receive this transmission, you will be minutes away from an attack from the *Desert Sharks'* Charlie Section 4. They are already on their way and will cross the plains north of your location on their way to cause more damage to our supply and defense lines. There is currently a convoy of infantry troops returning from battle and on their way to a mobile hospital south of here. You are the only and last line of defense for these battle-weary troops. We cannot afford to let the Northerners plow through them — and you know what those zealots can do when they get into a battle frenzy. You will use all the Gears at your disposal to turn them around. If you have obeyed your last orders, you should have already finished mining the plain, so it will make their advance risky and more laborious. You seem to be evenly matched with your opponents, and while we suspect you might suffer some inevitable losses in the battle, you should easily emerge victorious. You have the advantage of terrain and know they are coming to get you. All you have to do is wait and pick them like flowers from a distance. We have the utmost confidence in your abilities.

Strategy

You have little time to get ready. Position Caporal d'Arcy's General Purpose cadre on location 1 (see attached map), Caporal Beauvoir's Recon cadre on location 2 and Caporal Dupere's Strike cadre on location 3. Do NOT move (**remain stationary**) until the first Northern Gear has crossed the middle of the battlefield. You may then retreat towards the southern edge of the battle zone, but exiting is not an option. You must fight till the bitter end, whatever it may be. You must do this for your honor and for the glory of the Southern Republic.



Battle 4: Lightning Wipe Out

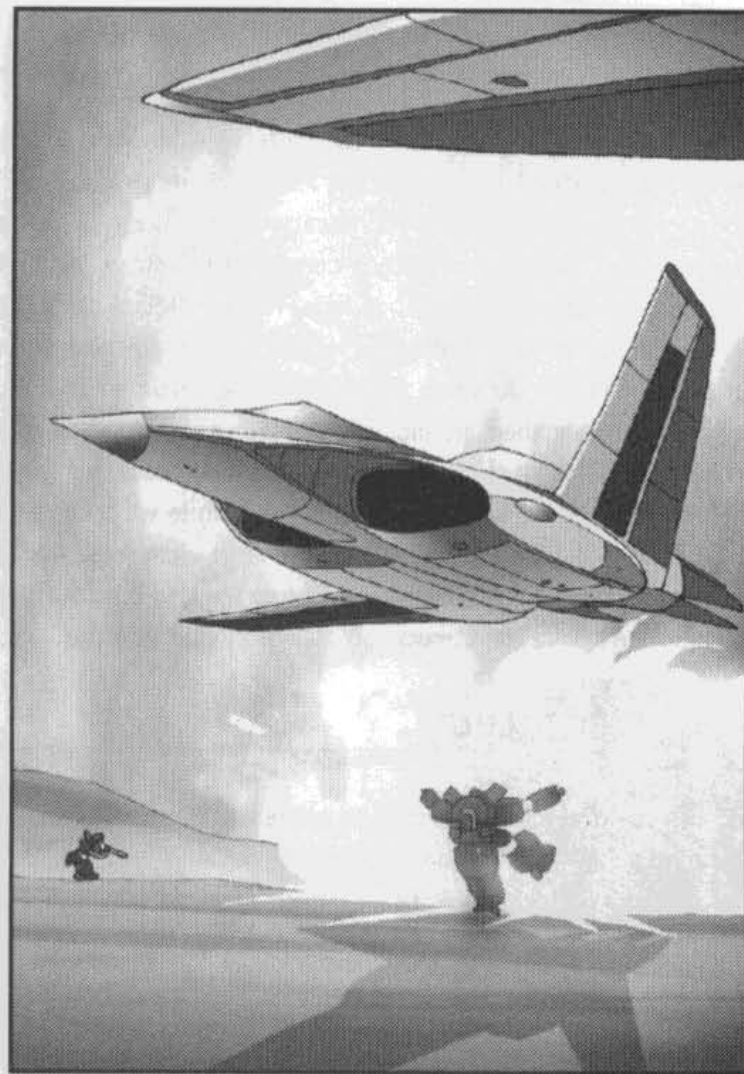


Mission Briefing

Caporal Karle, the situation is becoming critical. There is a section of Northern Gears coming your way and our situation allows us very little time to react. They will be upon you in ten minutes. We have already sent three fighters to your rescue, but we fear they may be late by a minute or two. You will have to stand your ground until they reach you. We have received intelligence that the Northerners will have a command unit on the battlefield, a Badger APC. You may want to focus your efforts on capturing or destroying that command unit. If we could capture a Northern officer, we might be able to extract some valuable information that would allow us to turn the tide of this battle. At the very least, it will greatly weaken the *Desert Sharks'* attack and will give you enough of an advantage to last until the air cover gets to you. As soon as the aircraft have arrived, you're clear to get out of there unless you feel you can win the fight. It will require a judgement call on your part, so you will have to decide whether staying on the battlefield is a sound strategy for victory after the aircraft have left.

Strategy

The Northerners are potentially coming from all directions. You will receive accurate intelligence moments before the battle, so you will undoubtedly have to make last-second decisions on the positioning of your troops. Our recommendation is that you set up at least one Gear cadre either on the "East Wing" or "West Wing" locations, preferably at **Ground Combat** speed. You may opt for a different tactic altogether and keep moving at **Ground Top** speed, doing evasive maneuvers until the aircraft get to you. You might not get many kills, but that might just be enough to stall the Northerners and ensure our victory.



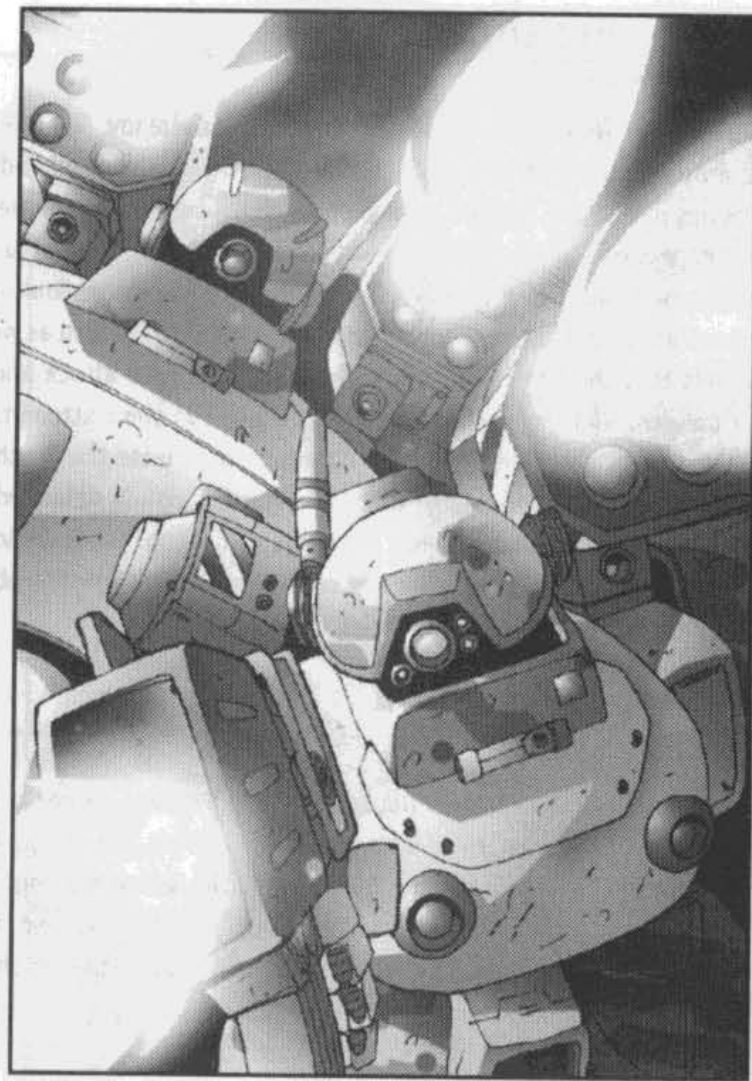
Battle 5: Defiance

Mission Briefing

Sous-Sergent Leib, you are hereby ordered to take your section, the Sky Shaitans, and surrender your lives for the greater good of the Southern Republic. The *Desert Sharks* have all but destroyed our supply lines and surrounded our forces, but we hope to salvage something from this fiasco. We have a compagnie of armored cavalry waiting for our troops forty kilometers south from here, but we need some time to get organized and fall back. If you fail to stop the Northerners where you stand, if you do not inflict upon them heavy enough casualties, they will certainly engage pursuit and route our remaining forces. For this very reason, you are asked to lay down your life and that of your men and women, so that the rest of the regiment may survive this ordeal. We understand the sacrifice we ask of you and will make sure your names are remembered, both by your families and by everyone in the Republic. The events that have happened here, that are happening here, will become part of history — no, of *History!* — and your names will feature there prominently. As a token of our gratitude, we will award every one of you the Crimson Sun, for services performed above and beyond the call of duty. You will not be forgotten. Now go.

Strategy

Keep moving! Go at least at **Ground Combat** speed and protect each other's backs. Someone moves close to you, nail him. You see an opportunity outside of the defense perimeter, take it! They will most certainly try to sneak through the jungle and attack you from up close. Shower them with ammunition — we left you plenty enough of that, so you will not run out. Make them pay for your lives dearly. If one of you takes damage, move him deep inside the defense perimeter and put a fresh unit out to face the Northerners.



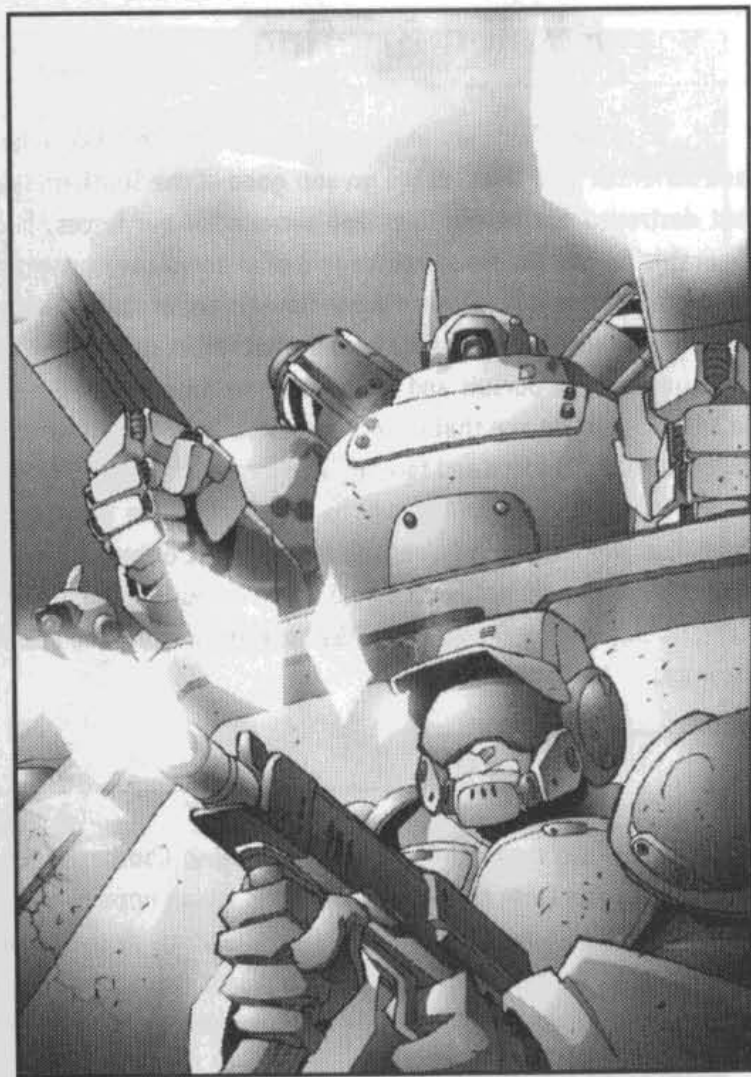
Battle 6: Raid!

Mission Briefing

We have suffered too many defeats already, Sous-Sergent Demers, and this is where it stops. Your record shows that you are the best person to handle this situation. Your defensive tactics during the *Bataille de la Grève* were exemplary, and earned you the rank you now occupy. We expect you to repeat this performance by defending the repair installations we have installed south of Walker's Grove. This camp is vital to our defense and our very survival, and our intelligence expects that the *Desert Sharks* will realize this as well as we do. It makes little doubt in our minds that the Northerners will send their troops to attack and seize that location, hoping to cripple us, and we must ensure that they fail in their attempt. We want you to take the Blue Djinns section and set up proper defenses to surprise the Northerners, when they come — and they will, you can be sure of that. This camp is poorly defended, and there's nothing we can do to change that except put you in charge of its defense. If we lose it, it will severely impair our vehicle maintenance capacity and consequently our fighting ability. This is a very unattractive prospect. We know you will not let us down.

Strategy

Assign Caporal Douze's General Purpose cadre to sentry duty within the defense perimeter no further than 500 meters away from the camp. Douze's cadre should stand still (**stationary**) and wait for the battle to begin before moving. Caporal Duchesne's Recon cadre should be hidden in the largest northeast jungle area, also **stationary**, the Gears within 50 meters from each other. Caporal Constant's Fire Support cadre should be hidden anywhere else on the battlefield, depending on where you deem it appropriate, the Gears also within 50 meters from each other. They too should be **stationary**.



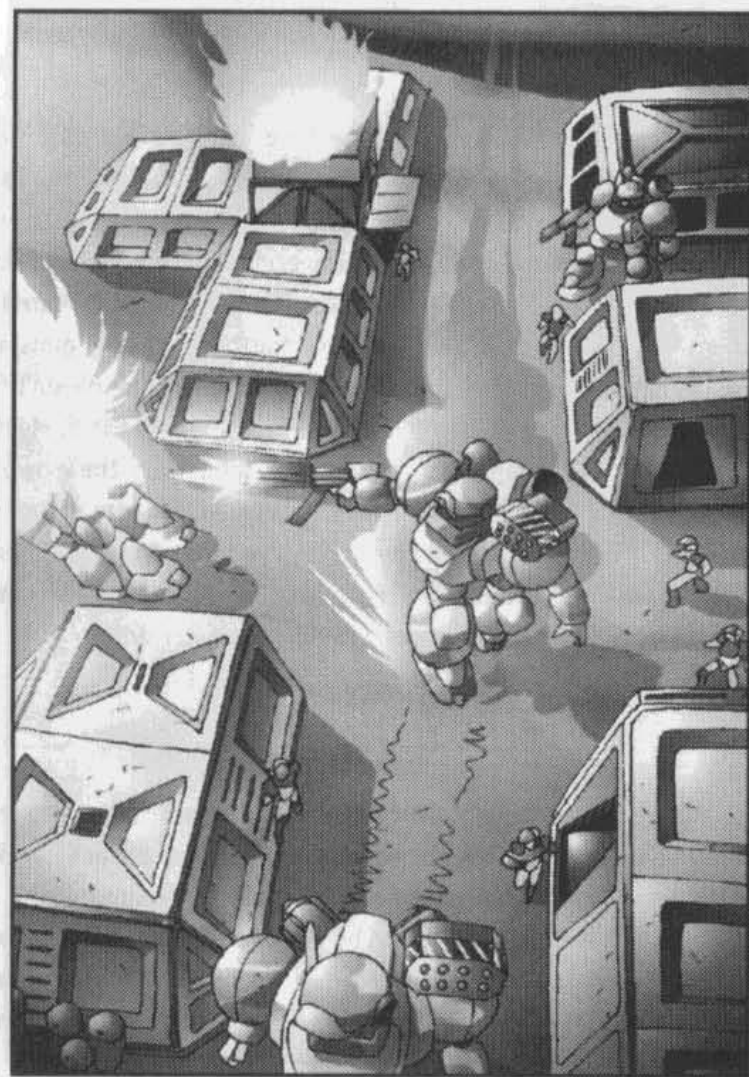
Battle 7: Miracle Knights

Mission Briefing

Sous-Sergeant Albert, we have an urgent assignment for you and your pilots. As you may well know, we captured and interrogated yesterday an operative from the Northern Guard Intelligence Service, the NGIS, who gave us the location of a Northern supply camp that is ill defended at this moment. Through a series of unfortunate events that do not need explaining at this juncture, the NGIS agent escaped and is currently on the run, most likely headed towards Northern forces. We have already sent a reconnaissance cadre and an infantry escouade to capture him again, but it is very likely he will use the cover of the night to elude us and warn the *Desert Sharks* in the morning that we know about their camp's location. We must therefore reach that camp before dawn and launch an immediate attack. We were hoping to regroup our forces and better support them for our next operation, but this appears to be sterling opportunity, one which we cannot afford to miss because we are afraid to act quickly. We will therefore send you and your pilots to wipe out that camp. Odds are good that you will catch them unprepared and will encounter little to no opposition. Make the best of the situation and return quickly.

Strategy

In order not to be heard and catch the Northerners by surprise, you must proceed cautiously, using minimal (**Half Walker Combat**) speed. We recommend you enter the battlefield through areas marked S1, S2 or S3 on the battle map in annex, and use at least one cadre through area S4. As soon as the *Desert Sharks* realize you are there, engage them at full **Ground Combat** speed and aim for the vehicles that do not appear to be moving, so that their pilots cannot use them against you. Act quickly and decisively; use their confusion against them.



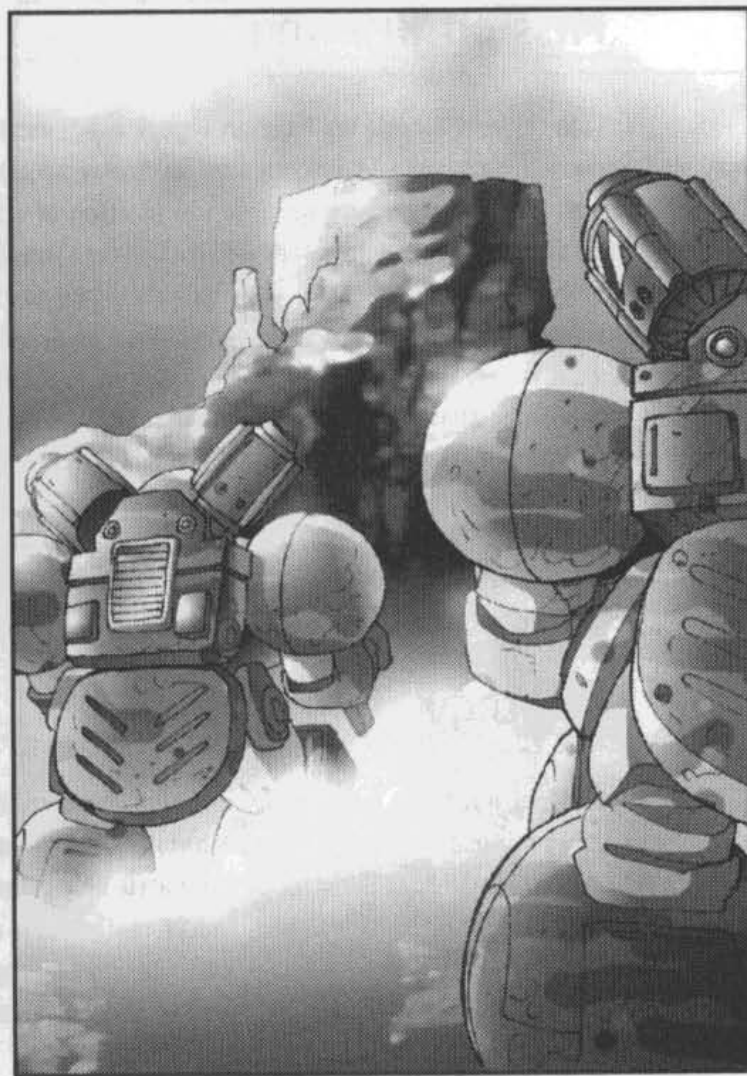
Battle 8: Roma Plateau

Mission Briefing

Sous-Sergent Vallée, we have just received word from the *Anguis*, a troop transport landship with which we will rendez-vous in a few days, that a severe sandstorm lies ahead of their path and they need our assistance. The ship commander is very suspicious of the rocky mesas in that area, especially of Roma Plateau, and is hesitant to proceed without reconnaissance. I have been asked to send a full company to investigate these mesas. The luck of the draw gives you the one most likely to have Northern artillery guns and Gears to defend them. These mesas have been under observation for a while, but we haven't found anything suspicious, which isn't to say that there are no Northern forces hiding there. Most probably, they may have set up an autonomous camp up there and can survive on their own for a while. You will take your people, go up there and see if there is anyone. If there are no Northerners, come back immediately. If you do find the enemy there, give them a taste of Southern ammunition. Make sure to destroy all their installations. Even if you can't destroy the guns, that will at least ensure they cannot stay there much longer without reinforcements.

Strategy

Have Caporal d'Arcy's General Purpose cadre enter the battlefield through S1 at **Top Ground** speed. You want him to be a decoy and to attract any fire while your other units engage the enemy. Your other cadres should come in through either S2 or S3, whichever you feel is appropriate. We believe it would be wiser to send all infantry aboard your three Caïman APCs and take them at **Top Ground** speed from S3 to any location where there are gun towers. Avoid engaging the enemy if you can and focus on damaging their installations.



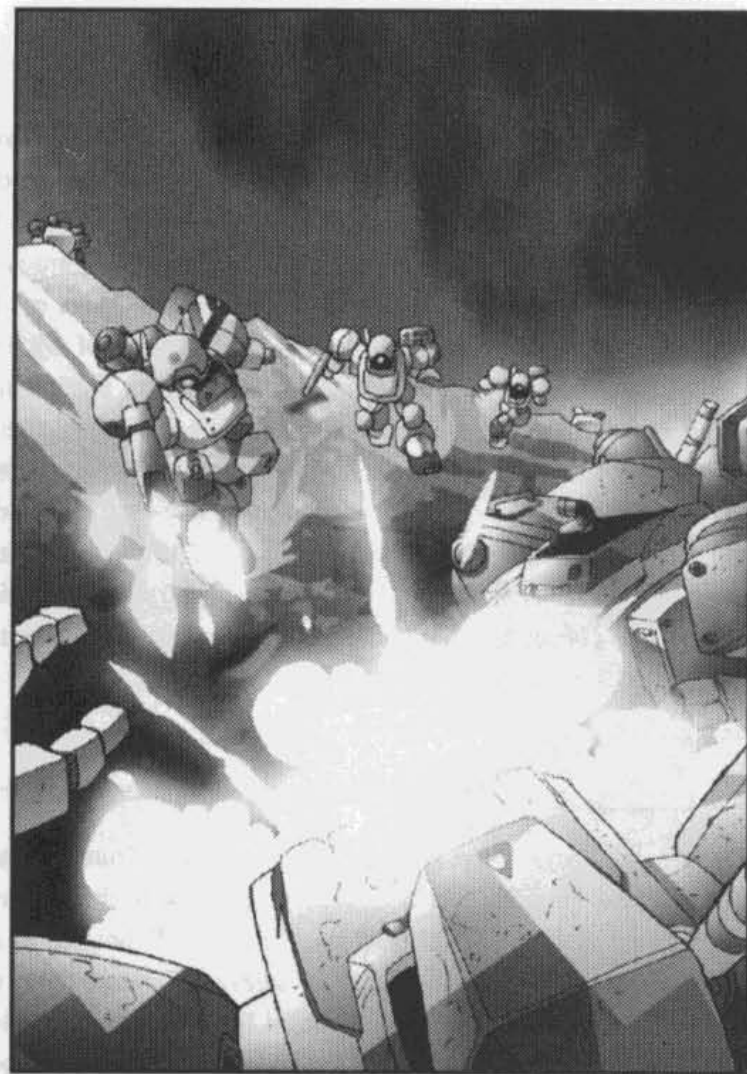
Battle 9: Parade and Riposte

Mission Briefing

This is most excellent, Sous-Sergent Vallée. Thanks to your intervention on the Roma Plateau, the *Anguis* is on its way safe and sound. We commend you for your victory. We expected no less from you, of course, and are very pleased at your performance. I have heard your name spoken on the lips of many important people during the last few days, and I even hear rumors of a promotion. Now, we need you again. We have just received orders from higher up to intercept the Northerners' command section and destroy it. This information is seemingly very accurate and we intend to make the best possible use of it. If we can catch the *Desert Sharks'* command section, we will effectively cut their head and have a very easy time mopping up after that. We will send infantry from the south to act as a decoy and attack them from the north once they are further inside. With our last string of victories, we have no doubt that their morale is getting low and they are losing heart. If we can win this battle, they will undoubtedly be thrown into disarray and lose their fighting spirit — something the Northerners lack in the first place, curse their foolish prophet. All right, time to go. You attack at noon.

Strategy

The infantry escouades will enter the battlefield from the south. We understand that so soon after your last battle, your section may not be in perfect condition. We suggest you send the most damaged cadre to join the decoy infantry after the first 30 seconds of combat (end of **Round One**). They should move no faster than **Half Walker Combat** speed. After a full minute (beginning of **Round Three**), have your remaining cadres enter the battlefield from the north at **Ground Top** speed. If everything works according to plan, you should catch them unprepared in the middle.



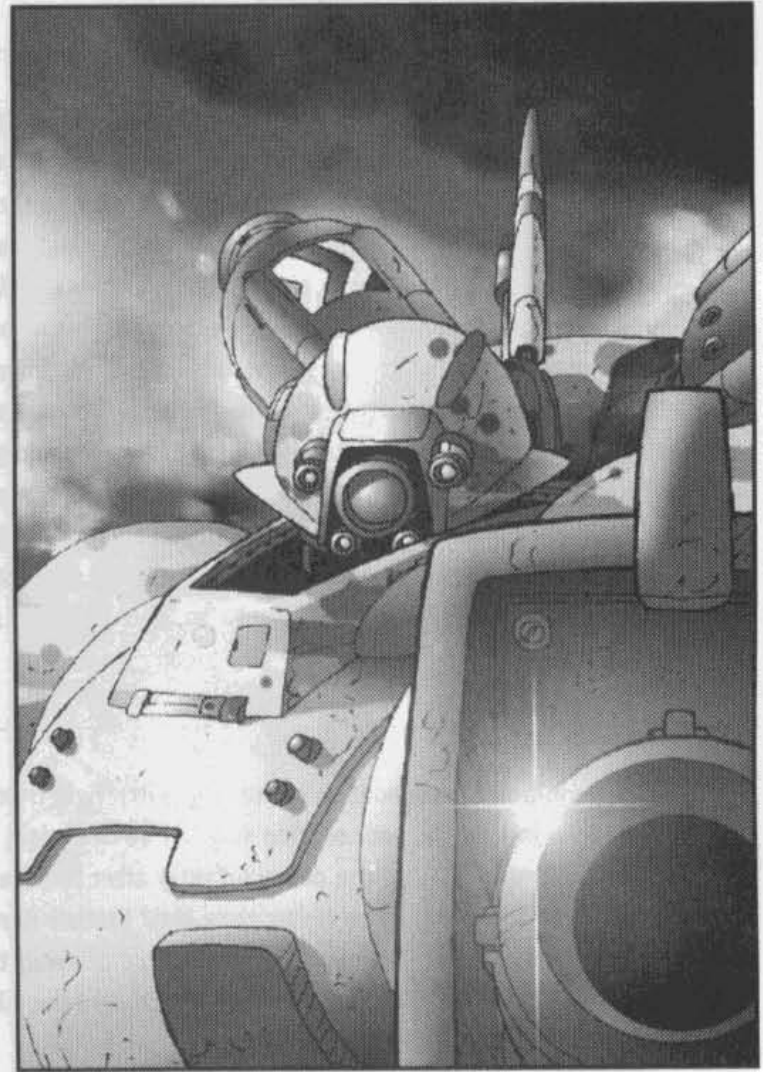
Battle 10: Back Against the Wall

Mission Briefing

...and as for you, Sous-Sergent St-François, you will continue with your Sky Dae-mons section in pursuit of the escaping Northern units. With our other three sections circling around the mesa, we should have them from both sides within the next twenty minutes. Then, they'll be done for. Our information indicates that there are several deep depressions into the mesa and they could try to hide there, so do not let them get too far ahead from you, no more than a kilometer. Should they make the fatal mistake of entering a depression to make a last stand, you should be careful and only harass them until reinforcements come in. With four sections against one, they won't stand a chance. If you feel there is an opportunity to be taken, then by all means take it. We trust your judgement and will reward it accordingly. Remember, however, that Northerners are particularly vicious when cornered, so do not make the mistake of considering them easy preys. Hold on... Yes... All right, then. Sous-Sergent, we are picking up a Northern signal coming from the northeast, probably some reinforcements for the lost *Sharks* section. It's coded, but we should have it translated in a few minutes. We're investigating the source of the message. In the meantime, stay sharp...

Strategy

Caporal Duteuil, this is Sous-Sergent St-François. Our prey has veered into a depression and is reportedly looking for a secret passage in there. Your job is simple: seek and destroy all of them before they escape. Take your General Purpose cadre and shift into **Walker Top** speed. Go through rough terrain and jungle areas, and ferret them out if they try to hide. Caporal Boutin, take your Recon cadre at **Ground Top** speed and close in with them. As for you, Caporal Toussain, take the Strike cadre at **Ground Combat** speed and get in there.



Battle 11: Showdown

Mission Briefing

Congratulations, Sous-Sergeant Castel, you get a plump assignment this time. We have intercepted a transmission from the command section of the *Desert Sharks* to their Alpha Section 4. It appears that even if we kill one of their good leaders, another one appears to take his place. No matter. We know where the new captain for their Alpha company is hiding, and we're going to get her before they can give her all the protection she needs. We've heard of her. Her name is Andrya Huang. We have fought her in the past, when she was with the 33rd regiment, the *Roving Guns*, and would love to get inside her head. The information she has on the movements of Northern troops would be of great interest to the Southern Republic Army. For more immediate concerns, however, she would also be immensely helpful in completely routing the Northern forces that still oppose us. We expect you to take her alive, but if that should fail, her death will be more than satisfactory. Alpha Section 4 should already be there to defend her when you get there, but with the aid of the infantry, they should pose no problems. We expect you back here in three hours for a full report. We expect good news.

Strategy

You will enter the battlefield at **Ground Combat** speed through S1, S2 and S3 — a cadre for each location. We leave you to decide which one will go where, but we would recommend Caporal Fecteau's Recon cadre for S1, Caporal Fontana's Fire Support cadre for S2 and Caporal Simon's General Purpose cadre for S1. Coordinate with the commander of the infantry escouades to determine where they should come in; we believe you should split them half and half between points I1 and I2, but your opinion may differ. Use your best judgement.



Regimental Description

12th Southern MILICIA Regiment — The Azure Devils



The *Azure Devils* have a distinguished history that can be traced back to the colonization of Terra Nova. The original *Azure Devils* were a team of demonstration skydivers who performed vital surveying work in remote areas of the Southern jungles. When the Allied Southern Territories commissioned its standing army, they went to the successors of the *Devils*, who were still practicing their forerunners' arts. They asked them to train a highly mobile reconnaissance force. The *Devils* accepted, forming the 1st Mobile Recon Force. Many went from teachers to full-fledged members of the unit over the following cycles. When the Earth forces attempted to invade Terra Nova over twenty cycles ago, the *Azure Devils*, who had been equipped with Gears and reassigned to the 12th MILICIA regiment, were pressed into action as intelligence gatherers. They performed superbly, suffering a comparatively low 24% casualty rate over the course of the war.

The *Devils* enjoyed a heyday of glory after the war and the unit's commander, Commandant Jerome Mulderson, let it get the better of him. Relying on the prestige of his unit, he launched himself into the deadly world of Republican politics. By the TN 1930s, he had successfully made himself an important man in the Republican capital of Port Oasis. In TN 1935, however, he crossed a member of the Estates General who was also a member of the secretive Order of the Falcon. Within a week he was framed for treason, arrested and sentenced to death. His sentence was carried out before his dishonored men. In the wake of this disgrace, the *Devils* were reorganized into a more traditional desert unit with three Gear companies (few of which used parachutes) and one infantry compagnie.

Regimental Description

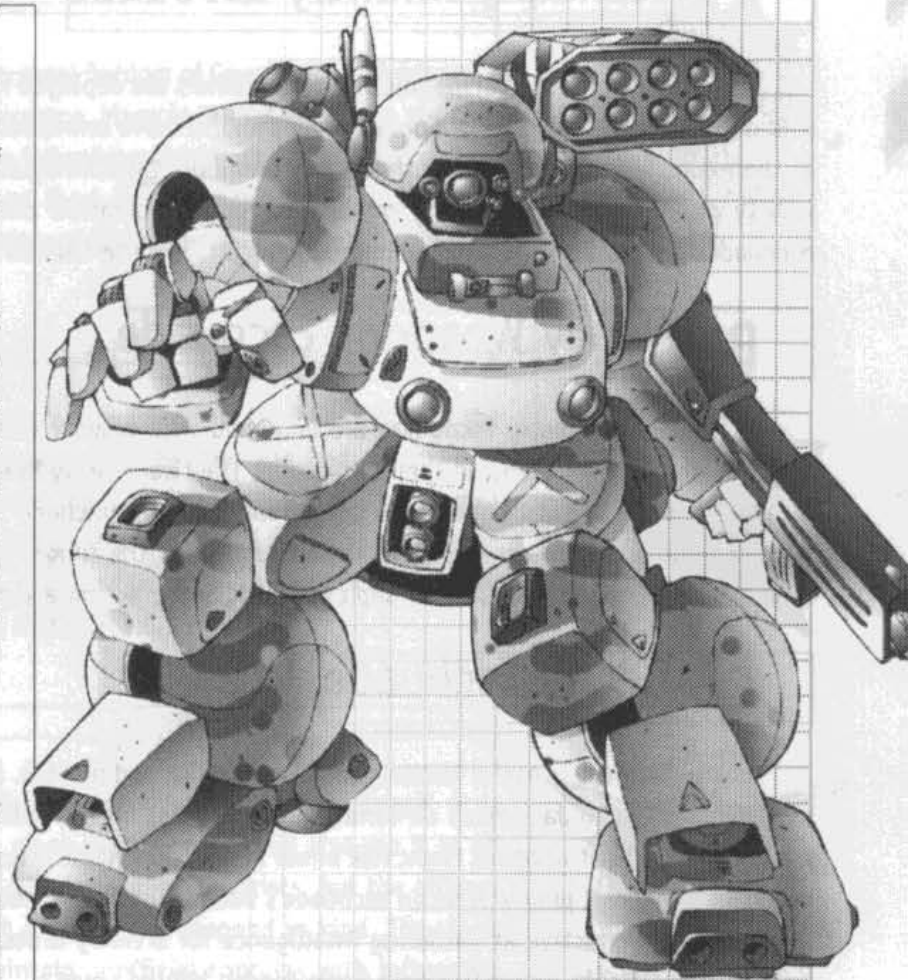
Current Assignment & Organization

Ever since their disgrace in TN 1935, the *Devils* have been struggling to make amends. Soldiers and officers who were in one of the few glorious postings in the whole of the Southern MILICIA now find their records blemished by association. Only glory in combat has any hope of clearing their names. Commandant Hanna Neuben, the *Devils* current commander, is anxious to lead her troops to war and undo the damage her once-mentor Muldonson has done.

The *Devils* current assignment is to protect the Badlands border of the Humanist Alliance. Chaos has gripped this league and what was once a backwater posting has suddenly become an opportunity. Neuben has managed to get her regiment assigned to a task force moving north toward the independent city-state of Elayu. The Northern Guard is moving forces into the region and some fear the isolated desert city could serve as a Northern staging ground for an assault on the South. The *Devils* themselves have orders to secure Rahnguard Oasis, an oasis tower northeast of Elayu itself. This tower is well fortified, but may be willing to side with the Northern attackers unless they can be repelled. The Northern unit sent to the region seems to be the *Desert Sharks*, a well-respected Northern Guard regiment. Defeating them in open combat would go a very long way toward regaining the regiment's honor.

Cloud Infantry Compagnie Flowchart

Infantry Compagnie:	Infantry Platoon x4
Infantry Platoon:	Infantry Section x2
Infantry Section:	Infantry Escouade x2



Infantry Forces

A Standard Infantry Escouade

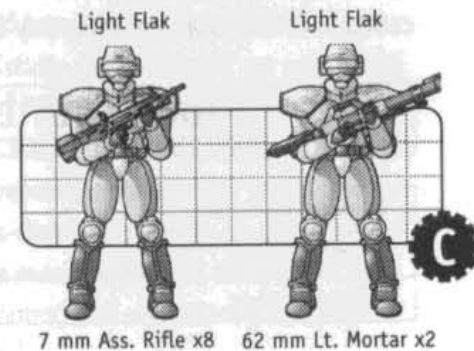
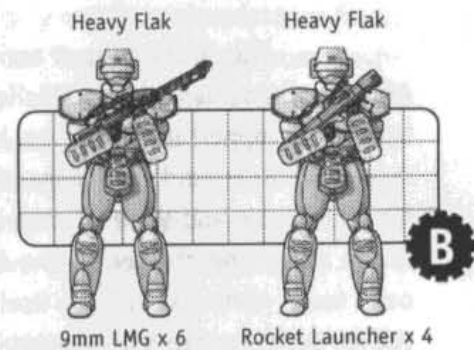
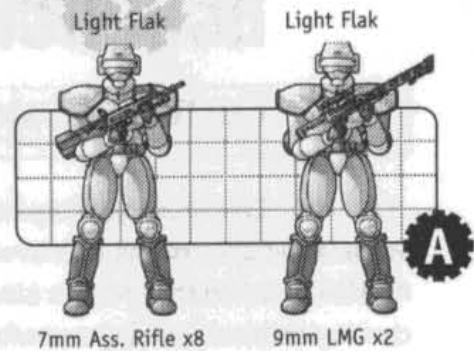
Most of Cloud Compagnie's convict soldiers are deployed in standard infantry escouades. Each of the escouade's ten soldats is assigned light flak armor, allowing them to move unimpeded through the wilderness. Most carry 7 mm assault rifles as their main weapon, but two of them carry 9 mm light machineguns for extra punch. Standard escouades are used in a wide variety of functions. They deploy on foot for patrol operation and when defending territory. During an assault, infantry escouades are usually mounted in armored vehicles, like the Caïman APC, so that they can keep up with Gears.

B Heavy Weapons Escouade

Some infantry escouades are equipped with heavier weaponry for assault and defense purposes. They are more specialized, but more deadly in their basic roles. They wear heavy flak armor and carry heavier weapons. Most soldats use 9 mm light machineguns, but four of them use 50 mm rocket launchers. This gives the escouade actual anti-armor punch. Heavy Weapons troopers consider themselves the toughest of the tough, going up against armored targets without the benefit of Gears. They are nevertheless often deployed with Gears, acting a support when holding ground.

C Recon Escouade

Infantry is useful because soldats are quick and flexible. Recon escouades capitalize on these capabilities, mounting troops on small Jackrabbit all-terrain bikes (8 MPs). Recon soldats are sent ahead to scout enemy positions and report back. Most use light weapons (light flak armor and 7 mm assault rifles), but two troopers carry 62 mm light mortars, giving the escouade some real punch. A recon escouade's added mobility, almost matching that of heavier Gears like the Spitting Cobra, makes it quite effective at gathering intelligence for artillery units. Their small size allows them to safely approach enemy positions and call in rocket fire from Gears hidden behind cover.



Gear Compagnie Descriptions

Wind Compagnie

Wind Compagnie was once the most glorious of the *Devils'* compagnies. Seen as the personal fiefdom of Commandant Muldonson, it was covered in glory during the War of the Alliance and drowned in shame after its leader's disgrace. Many in Wind Compagnie say that the Commandant was framed, but they know that proving it is impossible. Most of the troops have fallen into an almost suicidal depression, just waiting for the moment they can avenge their leader in battle — even at the cost of their own lives. Commandant Neuben usually has to rein in these instincts for the good of the regiment. Wind Compagnie is commanded by Lieutenant Marc Copeau.



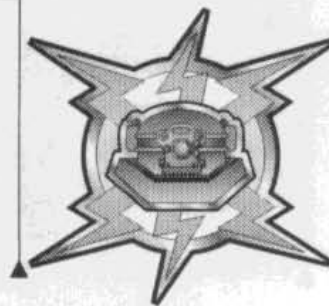
Sky Compagnie

Sky Compagnie is made up to a large degree of conscripts and veterans from the Eastern Sun Emirates. The ESE is now in the grips of a civil war and the loyalty of conscripts from the region is sometimes in doubt. Commandant Neuben has had to assign a disproportionate number of political officers to watch for disloyalty and dissension among the soldats of Sky Compagnie. The biggest problem has not been disloyalty to the MILICIA, however, but conflicts between soldiers on opposing sides of the civil war. The compagnie has proved itself in battle on several occasions despite its problems and Commandant Neuben is willing to trust the soldiers to accomplish their duty — but she still keeps her eye on them. Sky Compagnie is commanded by Lieutenant Ander Mosa.



Blue Compagnie

Blue Compagnie is the new prime compagnie of the *Azure Devils*. Once commanded by Commandant Neuben herself, it is plagued by the least problems. The execution of Commandant Muldonson was a hard blow, but many in this compagnie also see it as an opportunity. If they can turn a disgraced unit around, their glory will be all the greater. Some call them blind optimists, but the officers and soldiers of Blue Compagnie are more akin to political animals. They know how to roll with a punch and respond in kind. They look forward to combat to restore their glory, but are not content to sit around and wait. Many maintain unofficial contacts with influential people and are trying to get themselves into a better position.



Section Descriptions

General Structure

Each of the *Azure Devils'* three Gear Compagnies (Wind, Sky and Blue) includes four separate sections, called the Daemons, Djinns, Rakshasas and Shaitans — all mythological devils. The sections are the smallest unit deployed onto a battlefield and are referred to by commanders by a combination of their compagnie name and section name (e.g. Sky Djinns, Wind Rakshasas, etc.). Each section is in turn composed of three Gear cadres, that conform to one of seven standard cadre types. The mix of cadre types determines the capabilities of a section. In general, the Daemon and Djinn sections of each compagnie are designed for general patrol duties. Rakshasa and Shaitan sections are designed for strikes and deep reconnaissance patrols. Blue Compagnie has a slightly different structure from the other two compagnies: The Blue Shaitans are assigned to prolonged heavy assaults. It is considered the most deadly section in terms of sheer firepower.

Section Compositions

Section #	Wind Compagnie	Sky Compagnie	Blue Compagnie
1	General Purpose	General Purpose	General Purpose
	Recon	Recon	Recon
	Strike	Strike	Strike
2	General Purpose	General Purpose	General Purpose
	Recon	Recon	Recon
	Fire Support	Fire Support	Fire Support
3	General Purpose	General Purpose	General Purpose
	Strike	Strike	Recon
	Commando	Commando	Light Blitz
4	General Purpose	General Purpose	General Purpose
	Recon	Recon	Strike
	Light Blitz	Light Blitz	Heavy Blitz

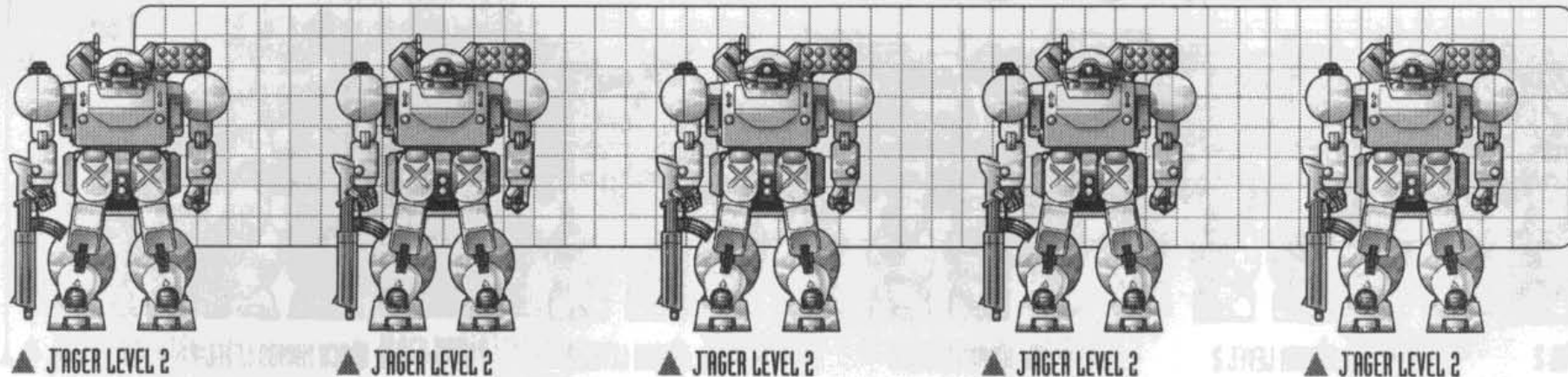
General Purpose Cadre

Description and Function

The most common cadre type in the *Azure Devils* is the general purpose one. Made up of five Jägers, a GP cadre can handle almost any type of duty. It has average abilities across the board, making it capable (although not exceptional) at attack, defense and patrol duties. GP cadres are often used when the *Devils* enter unknown circumstances, as patrol and sentry units. Moving behind recon units and ahead of heavier units, they are flexible enough to engage a variety of troops and call in heavier forces if need be. In specialized operations (raids or deep recon), they generally serve as support for more specialized cadres. GP cadre duty is generally the purview of younger Gear pilots, who eventually "graduate" to more specialized assignments. Despite their reputation for drudge work, however, these units are the backbone of their regiment. Without them, none of the specialist units could operate effectively and the *Devils* as a whole would be much less flexible in combat. There are some veteran pilots who choose to remain in GP units, often because they enjoy training new recruits more than seeking glory themselves.



GP Cadre Gears (TV = 1900)



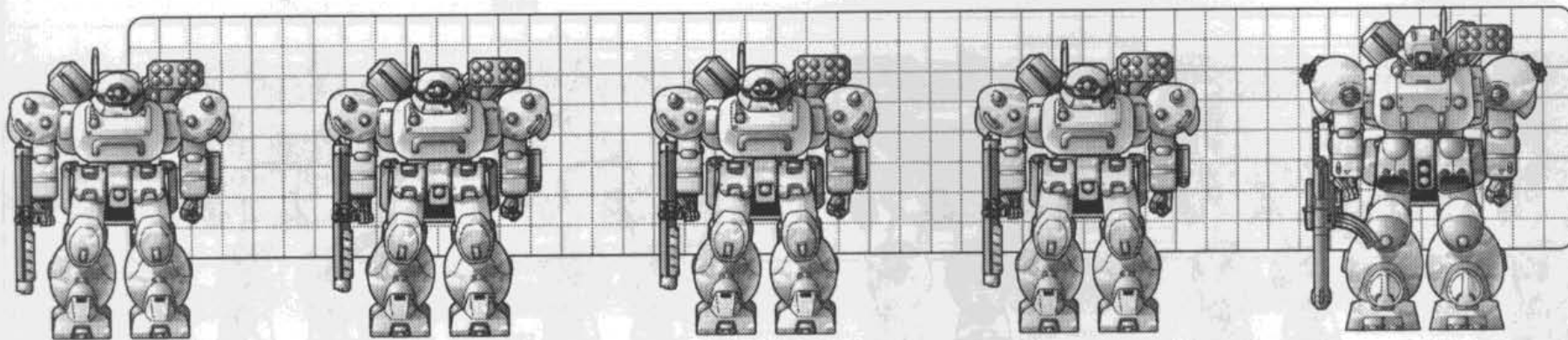
Recon Cadre

Description and Function

Reconnaissance cadres serve one of the most critical functions in the companies they serve. Using fast and nimble machines, recon pilots move well ahead of friendly forces to scout out enemy positions or unknown territory. They are usually tasked with bringing back intelligence rather than kill markers, but they can be deadly if they set up an ambush. Because of the importance of stealth and planning in their operations, recon pilots often consider themselves the most intelligent of Gear pilots. The mainstay of the recon cadre is the Iguana scout Gear. It provides an unparalleled combination of speed, maneuverability and good battlefield armor. The unit cadre commander pilots a Black Mamba, a bulkier machine but that still has excellent agility and speed. The unit as a whole carries a fair amount of firepower (roughly the same as a GP cadre), and is almost as resilient. Unlike a Northern recon unit, the *Devils'* scouts are not afraid of a little combat if it means a quicker — or more glorious — victory. Recon pilots are generally experienced, but they are not the elite one finds in the commando or blitz cadres.



Recon Cadre Gears (TV = 3007)



▲ IGUANA LEVEL 2

▲ IGUANA LEVEL 2

▲ IGUANA LEVEL 2

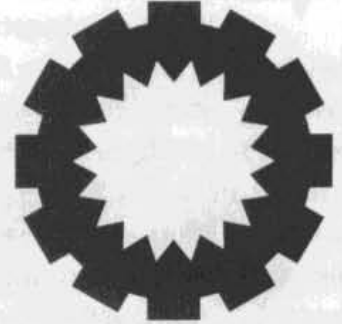
▲ IGUANA LEVEL 2

▲ BLACK MAMBA LEVEL 2

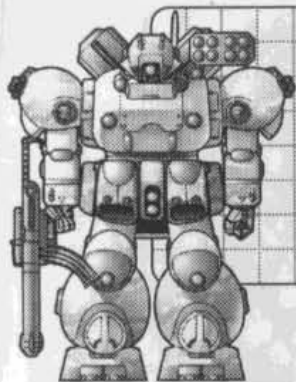
Strike Cadre

Description and Function

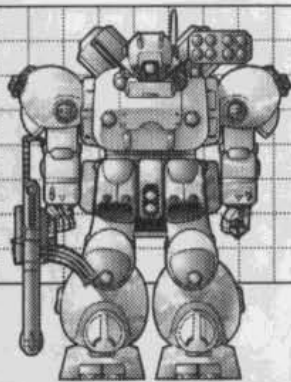
When it comes time to take an enemy position, strike cadres take the brunt of the work. They are designed to hit hard and fast, and still be able to hold ground they have gained. Strike cadres are made up of two Black Mambas and three Jägers. The Mambas are deadlier, combining excellent speed, firepower, armor and maneuverability. They generally lead any attack, with the Jägers doing mop up or support work. Strike pilots know they are in harm's way and are classic examples of the Southern combination of pride and honor. Deadly professionals when they need be, strike pilots are often also braggarts, flaunting their victories in front of others to assert their status. Although all the pilots in a strike cadre are usually about the same level of experience and skill, the two Black Mambas are seen as a measure of status. Those who pilot them are the leaders of the pack and the Jäger pilots are second tier. This is an unfortunate self-fulfilling prophecy of course, because as the Mambas lead assaults, they accumulate more kills and hence more status. Only the tendency of Mamba pilots to push to far ahead and get themselves killed tends to balance the scales.



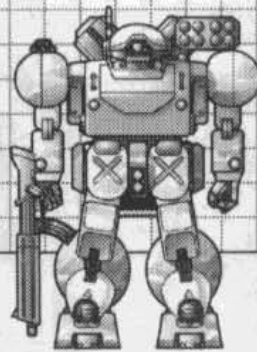
Strike Cadre Gears (TV = 2773)



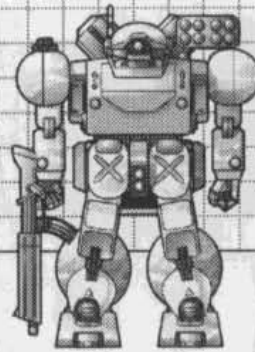
▲ BLACK MAMBA LEVEL 2



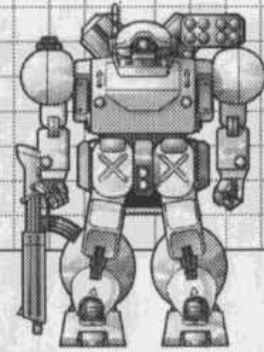
▲ BLACK MAMBA LEVEL 2



▲ JÄGER LEVEL 2



▲ JÄGER LEVEL 2



▲ JÄGER LEVEL 2

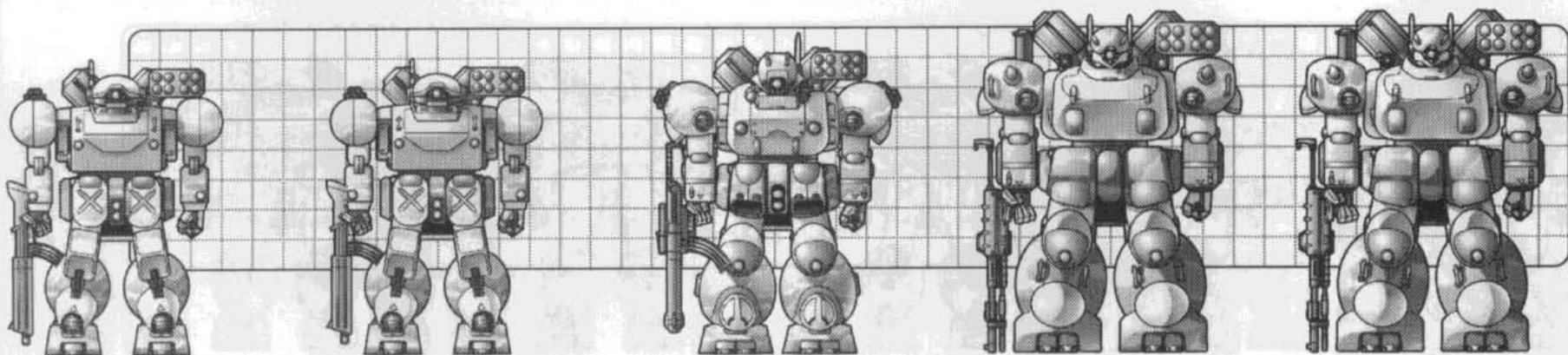
Fire Support Cadre

Description and Function

When heavy targets need to be eliminated, when enemy positions need to be softened up or when a commander simply feels firepower is a necessity, fire support cadres are called in. Slow and heavy, these cadres do not have the battlefield flexibility of most others, but their offensive punch makes up for this lack as long as they are well deployed. The *Azure Devils'* FS cadres were designed to be relatively self sufficient, however. They are based around two Spitting Cobra fire support Gears. Each Spitting Cobra is accompanied by a Jäger — faster and more agile — that can serve to protect it or as a forward observer, if need be. The unit commander pilots a Black Mamba, which allows him to fill in as guard or observe as the need arises and gives him significant firepower of his own. Fire Support units often use terrain to their advantage, hiding the slow Spitting Cobras behind elevation or trees to lob rockets and mortar shells on their opponents. The Jägers then relay coordinates to fire. Exposing the Spitting Cobras to enemy fire is very dangerous because despite their heavy armor, they are slow enough to make easy targets.



Fire Support Cadre Gears (TV = 3906)



▲ JÄGER LEVEL 2

▲ JÄGER LEVEL 2

▲ BLACK MAMBA LEVEL 3

▲ SPITTING COBRA LEVEL 2

▲ SPITTING COBRA LEVEL 2

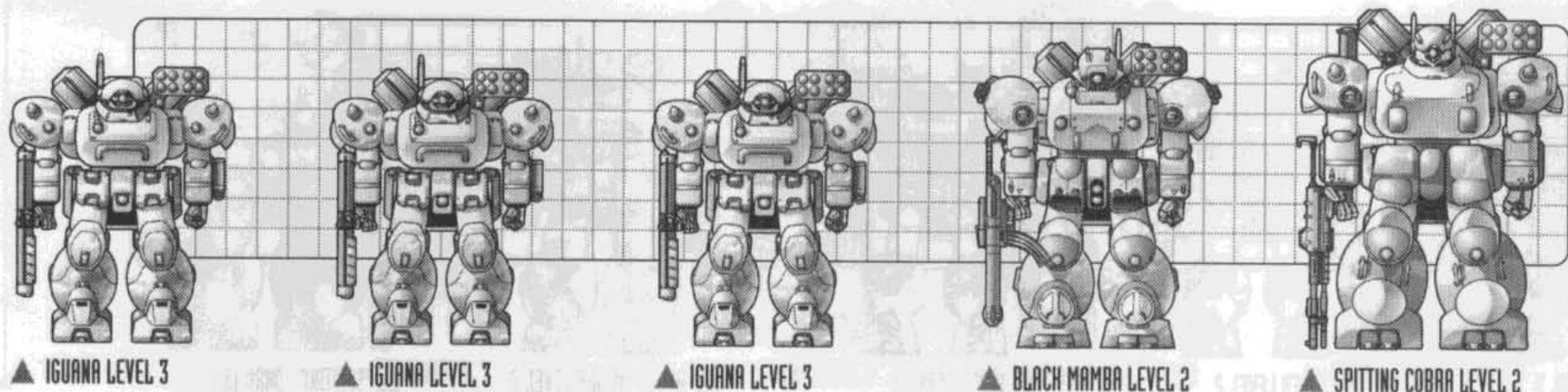
Commando Cadre

Description and Function

Commando cadres are the elite of the *Azure Devils* combat units. Manned by veteran pilots, these cadres include fast Iguana scout Gears deployed side by side with heavier machines (a Black Mamba and a Spitting Cobra). This makes for a combination of speed and firepower that is extremely deadly. The cadre's most experienced soldiers pilot the Iguanas because of the dangers of ambush. Indeed, the Spitting Cobra's presence limits the unit's total mobility, making it critical that the Iguanas position themselves well and be ready to defend the fire support Gear and themselves. The five Gears of a commando cadre will actually often split up into two unofficial sub-cadres. The Spitting Cobra and Black Mamba hang back, using cover to protect themselves, while the Iguanas dart forward and tag enemies with their laser designators. The Spitting Cobra then rain mortar or rocket fire down upon them. The Black Mamba serves to guard the Spitting Cobra and keeps electronic channels open. During a prolonged drive, the unit performs a leap-frog advance; the Iguanas secure a position before the slower Spitting Cobra moves forward to join them, and so on.



Commando Cadre Gears (TV = 5431)



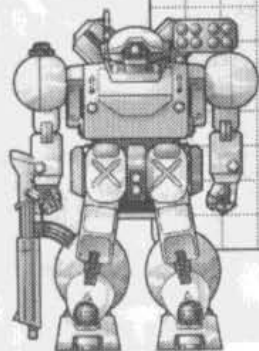
Light Blitz Cadre

Description and Function

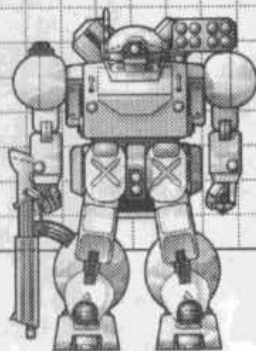
A light blitz cadre is essentially a General Purpose cadre that has been upgraded. Jägers still account for the majority of the Gears in the cadre, but it also features one Black Mamba and one Spitting Cobra, for added firepower. This gives the cadre a combination of hitting power and flexibility that makes it well suited for advances into enemy territory. It is usually deployed alongside a GP and Recon cadre when a section is sent ahead, giving the section some firepower to go with its speed. It will lead assaults, taking directions from the recon cadre and supported by the general purpose one. Light Blitz pilots are generally more experienced, especially their commander, who pilots one of the Jägers. The commander usually assigns one of the other Jägers to guard the Spitting Cobra, while he advances with the rest of the unit. This helps morale because the commander faces danger side by side with his men, and ensures him the glory necessary for promotion. Some commanders prefer to guard the fire support Gear, but this has a negative impact on their careers.



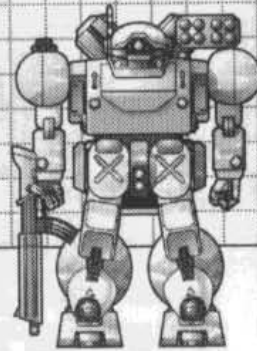
Light Blitz Cadre Gears (TV = 3104)



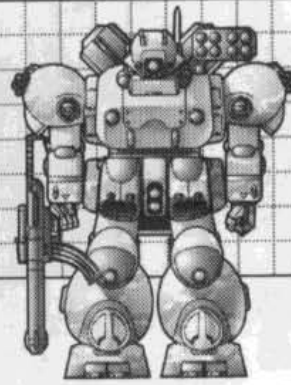
▲ JÄGER LEVEL 3



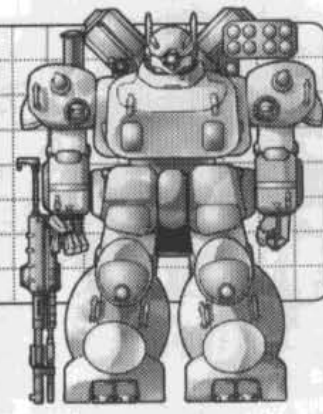
▲ JÄGER LEVEL 2



▲ JÄGER LEVEL 2



▲ BLACK MAMBA LEVEL 2



▲ SPITTING COBRA LEVEL 2

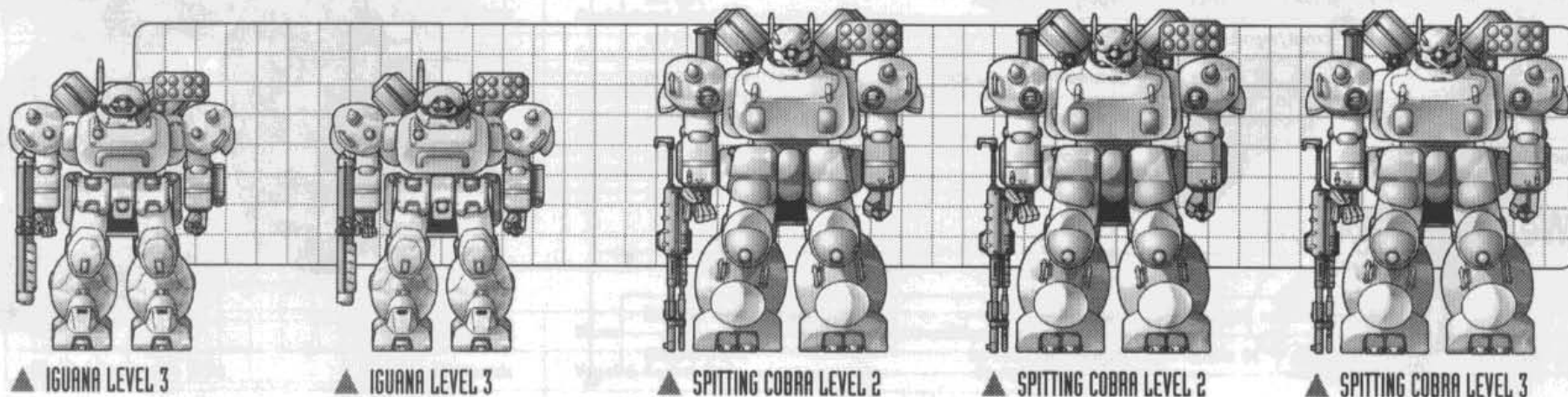
Heavy Blitz Cadre

Description and Function

If a light blitz cadre is an upgraded version of a general purpose unit, then a heavy blitz cadre is an upgraded fire support one. Almost like a FS cadre, the heavy blitz features three Spitting Cobra Gears that provide heavy firepower and artillery capabilities. Instead of Jägers and a Black Mamba as guards and observers, however, the heavy blitz cadre features Iguanas with veteran pilots. These two rapid machines are perhaps less effective as guards (although even that is debatable given the pilots' skills), but are excellent as observers. The combination of the Iguanas' relayed coordinates and the Spitting Cobras' heavy rockets are very deadly indeed. There is only one Heavy Blitz cadre in the whole regiment (part of the Blue Shaitans) and is deployed during all-out attacks. The Iguanas usually charge into the fray, taking out light targets and relaying coordinates for the Spits, who come up more slowly. The Heavy Blitz pilots are the *crème de la crème* of the *Devils* and most are in line for promotion already. To the rest of the regiment they are heroes in the making, although some complain that only Republicans seem to be assigned to the cadre.



Heavy Blitz Cadre Gears (TV = 6105)



Iguana

Overview

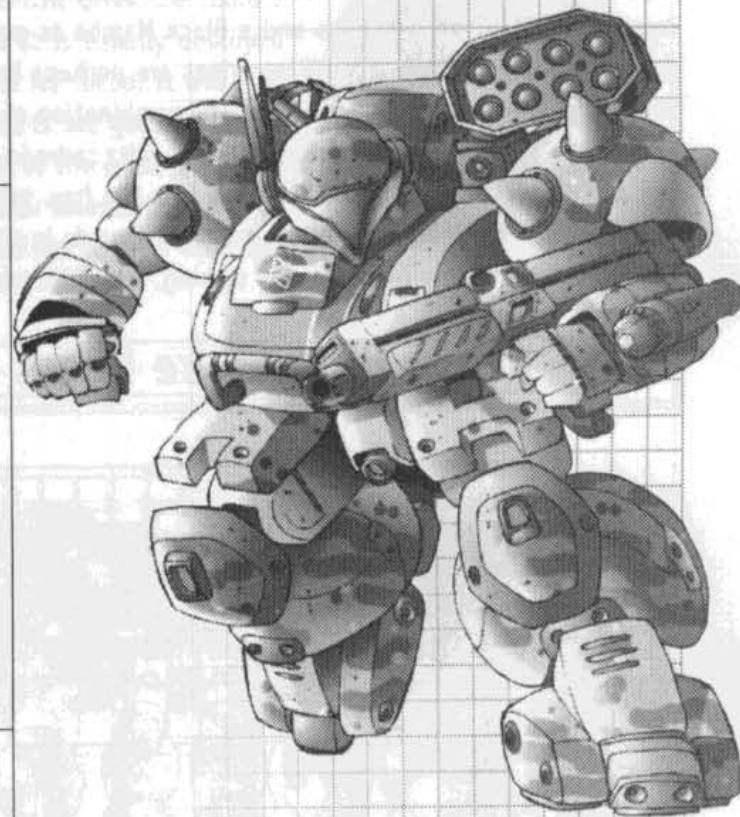
Iguanas are the most common scouting Gears in the Southern forces; the machine suits its role well, combining small size and high mobility. The Iguana also serves well in the capacity of forward observer since the target designator it carries can mark targets for friendly artillery to decimate. Iguanas, while relatively common, are used sparingly by most commanders because their light frame leaves the pilot more vulnerable to heavy firepower. It is occasionally used as a light trooper when speed and maneuverability are more important than raw firepower or heavy armor.

Specifications

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

Weapon Payload

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



Jäger

Overview

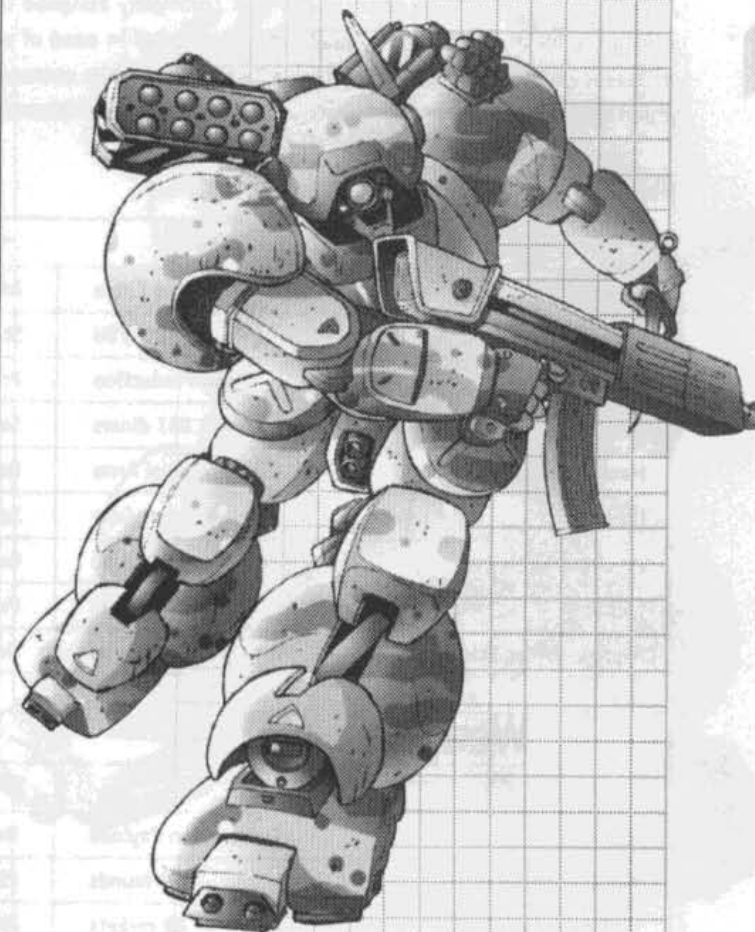
The Jäger is the old standby of the Southern military and has been used since the original designs to the Hunter machine could be obtained and examined. While it is not a particularly tough machine by the standards of today's technology, it is a well-rounded vehicle that can hold its own in a fight against other general purpose Gears. The Jäger is often used as a training machine for recruits and few pilots regret the time they spent learning in the cockpit. After all, few machines are as comfortable as the Jäger.

Specifications

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

Weapon Payload

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



Spitting Cobra

Overview

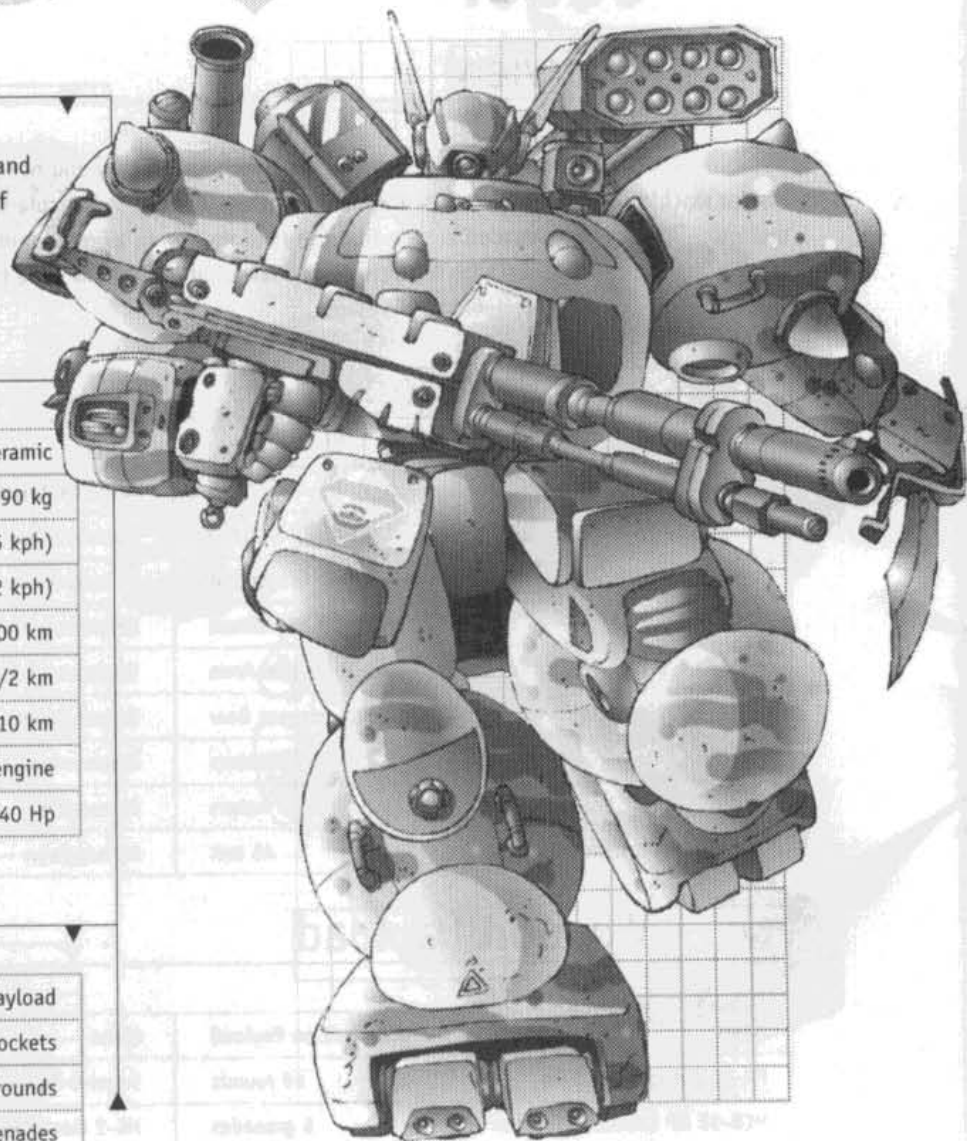
The Spitting Cobra is the Gear commonly assigned to the fire support position in an assault cadre and is also the most common unit paraded through areas in need of pacification. Spitting Cobras are the machines of preference for most Southern pilots due to the lower than average frequency of use in the field and the thicker armor that surrounds the pilot. Few Duelists use this Gear because it sees little action.

Specifications

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

Weapon Payload

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



Black Mamba

Overview

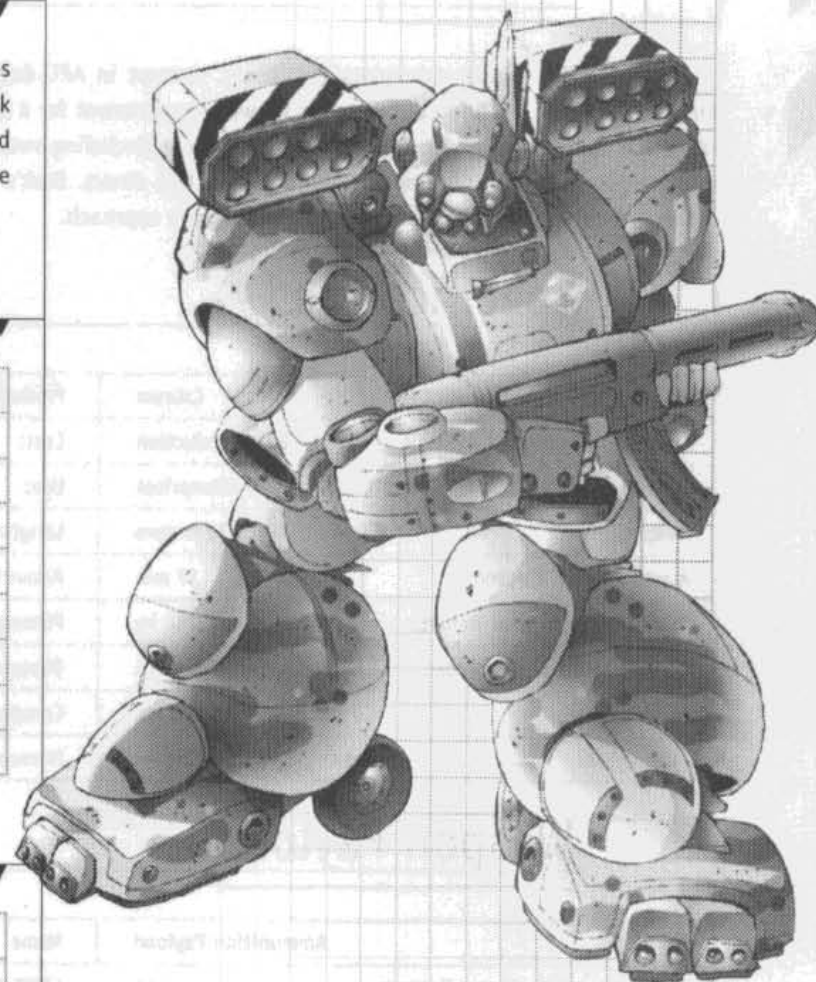
The Black Mamba is just now beginning to slide off the cutting edge of Southern Gear design, and it has been widely distributed among units that have influential commanders who can pull some strings for their troops. Black Mambas are also seen among some units that have high-profile assignments such as the home guard of certain cities and some of the border patrol battalions that see significant action against rovers. They are often assigned to veterans of the army or to pilots who know the right strings to pull.

Specifications

Code Name:	Black Mamba	Armor material:	Armoplast w/composite
Production Code:	OACS-05M/SU	Standard Operational Weight:	6230 kg
Production Type:	Mass Production	Primary Movement Mode:	Walk (55.4 kph)
Cost:	503,250 dinars	Secondary Movement Mode:	Ground (84 kph)
Manufacturer:	Territorial Arms	Deployment Range:	500 km
Use:	soldier use Gear	Sensor Range:	60 hexes/3 km
Height:	4.6 meters	Communication Range:	240 hexes/12 km
Width:	3.5 meters	Powerplant:	WV-930TC V-engine
Average Armor Thickness:	56 mm	Horsepower:	630 Hp

Weapon Payload

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



BE-8645 Caïman APC



Overview

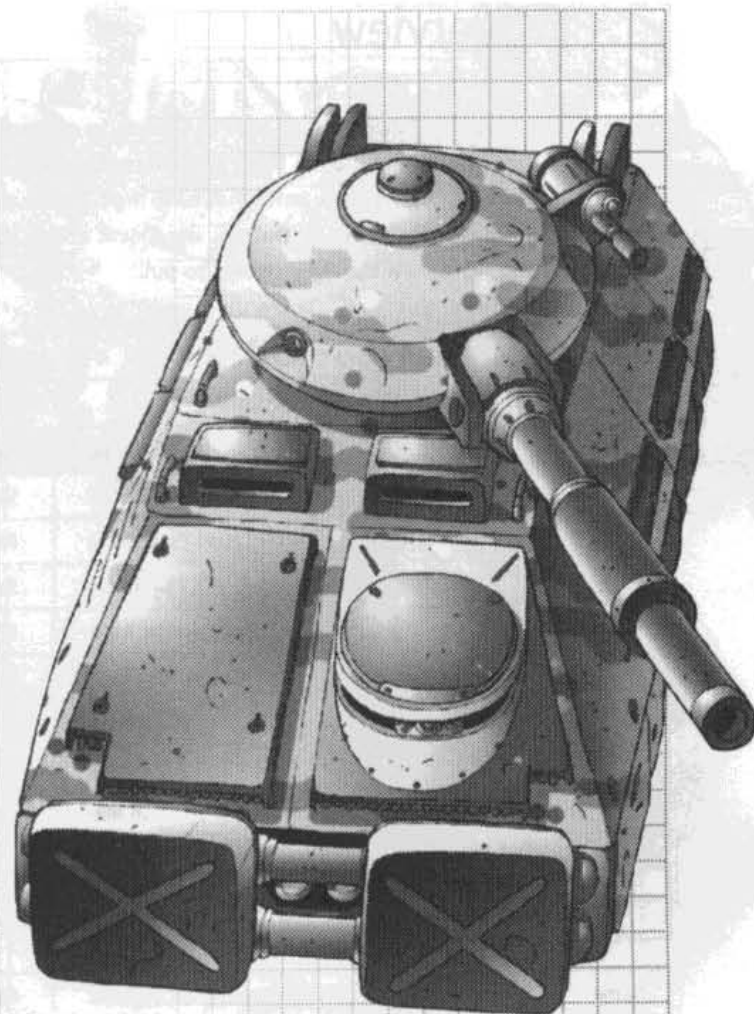
The Caïman represents a different concept in APC design which is popular with the Southern MILICIA forces. In TN 1829, the Southern Republic issued a requirement for a new type of armored personnel carrier which could withstand a great deal of damage, go almost anywhere (including swamps), mow down enemy infantry and perform some reconnaissance if necessary, all this for under 50,000 dinars. Brok's initial bid met all these requirements for 48,000 dinars, something none of its competitors could even approach.

Specifications

Code Name:	Caïman	Production Code:	BE-8645
Production Type:	Mass Production	Cost:	70,500 dinars
Manufacturer:	Brok Enterprises	Use:	Armored Personnel Carrier
Height:	2.71 meters	Length:	5.23 meters
Average Armor Thickness:	37 mm	Armor Material:	Ceramic composites
Standard Operational Weight:	14,210 kg	Primary Movement Mode:	Ground
Secondary Movement Mode:	N/A	Deployment Range:	460 km
Sensor Range:	1.5 km	Communication Range:	8 km
Powerplant:	Electric (x2) w/gas turbine	Horsepower:	320 hp (x2), 140 hp

Weapon Payload

Name	Ammunition Payload	Name	Ammunition Payload
SR Weapons Ind. 30 mm Cannon	40	SRWI-7M Machinegun	800



THE COMBAT ROUND

Step Zero:	Set-up Phase
Step One:	Declaration Phase
Step Two:	Initiative Phase
Step Three:	Activation Phase
Step Four:	Miscellaneous Events Phase

Repeat Steps One to Four until each Combat Group has had the opportunity to move and act. A Combat Group may only move and act once per round. If one Player no longer has any Combat Groups left to use, he skips his phases until the end of the round. Command Points have four possible functions. CPs can be used as a regular action, with no penalty. CPs may buy a +2 modifier to a single Defense roll. CPs may activate a unit out of sequence. CPs can allow a unit to turn up to 180 degrees, even if it has no movement left. Command Points always have priority over initiative.

ATTACK ROLL

Roll Gunnery skill/attribute plus these modifiers:			
• Fire Control			
The Fire Control rating of the vehicle			
• Weapon Accuracy			
The Accuracy rating of the weapon			
• Range			
Point Blank	+1	Long	-2
Short	+0	Extreme	-3
Medium	-1		
• Attacker's Movement			
Stationary	+2	Combat Speed	+0
Half Cmbt. Spd. or less	+1	Top Speed	-3
• Minus the Obscurement Total			

DEFENSE ROLL

Roll Piloting skill plus these modifiers:			
• Maneuver			
The Maneuver rating of the vehicle			
• Defender's Movement			
Hexes Mvd.	Defense Mdf.	Hexes Mvd.	Defense Mdf.
0	-3	7-9	+1
1-2	-2	10-19	+2
3-4	-1	20-99	+3
5-6	+0	100-999	+4
• Arc of Attack			
Attack is from Front			-0
Attack is from Rear Flank			-1
Attack is from Rear			-2

SYSTEMS DAMAGE

Dmgd. Syst.	Light Dam.	Heavy Dam.
1 Fire Control	SubTable A	Roll on SubTable A and add +1
2 Structure	SubTable B	Roll on SubTable B and add +1
3 Crew	Crew stunned*	10% casualties, min 1.
4 Movement	-1 MP	1/2 remaining MP (round down) & -2 maneuver
5 Aux. Syst.	-1 to 1d6	1d6 Auxilliary systems Aux. Systems destroyed
6	Roll Twice on this table	

*-1 action for 1 round

SUBTABLE A: FIRE CONTROL DAMAGE

1	-1 to a single Weapon
2	-2 to a single Weapon
3	-1 to all Weapons
4	Single Weapon destroyed
5	Fire Control system destroyed (-5 to attacks)
6	Roll Twice on this table
7	Ammunition Storage/Fuel Tank Hit — roll 1 die:
1-3	Rupture! Vehicle cannot move or fire weapons
4-6	Chain Reaction! Vehicle destroyed and crew killed

SUBTABLE B: STRUCTURAL DAMAGE

1	-1 MP
2	1/2 remaining MP; (affects Top Speeds, round down)
3	-1 to Maneuver
4	-2 to Maneuver
5	Power transfer failure; No movement
6	Catastrophic crew compartment failure, 75% casualties, minimum 1
7	Complete structural failure; vehicle is destroyed, but the crew survives