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HEAVY GEAR

BLITZ!

HAMMERS OF FAITH

ARMIES OF THE NORTH



DREAM POD 9

THE NORTH - INTRODUCTION - THE CONFEDERATED NORTHERN CITY STATES - THE NORTHERN LIGHTS CONFEDERACY - THE UNITED MERCANTILE FEDERATION - THE WESTERN FRONTIER PROTECTORATE - NORTHERN MILITARY HISTORY - FOUNDATION OF THE CNCS - THE NORTHERN GUARDS - THE ST-VINCENT WAR - THE COLD WAR - THE SANDSTORM STRIKES - THE WAR OF THE ALLIANCE - ORGANIZATION AND STRUCTURE OF THE NORTHERN MILITARIES - RANKS - NORTHERN DOCTRINE - NORTHERN ARMS AND EQUIPMENT - FIELD GUIDES - SIZE OF THE GAME - SKILL LEVEL - UNIT AVAILABILITY - VETERAN COMBAT GROUPS - UNIT COST AND UPGRADES - MINIATURE RECOGNITION - NORTHERN GUARD RULES - NORLIGHT ARMED FORCES RULES - UNITED MERCANTILE FEDERATION ARMY RULES - WESTERN FRONTIER PROTECTORATE ARMY RULES - COMBAT GROUP LISTINGS - GENERAL PURPOSE SQUAD - RECON SQUAD - STRIKE SQUAD - FIRE SUPPORT SQUAD - DRAGOON SQUAD - RANGERS SQUAD - AIRBORNE SQUAD - STRIDER SQUAD - HEAVY STRIDER SQUAD - CAVALRY SQUAD - LIGHT TANK SQUAD - OFF-BOARD ARTILLERY - HEAVY TANK SQUAD - AIRSTRIKES - INFANTRY PLATOON - INFANTRY SNIPER SQUAD - FIELD GUN SECTION - REGIMENTS OF NOTE - NOVA RECRUITERS - GOLD DAWN - THUNDERBOLTS - ROVING GUNS - BLUE ANGELS - CAT'S PAWS - FORT WILLIAM ROUGHRIDERS - DOJAKARTA POINT ROCK DRAGONS - ADDITIONAL RULES - BLITZ! ERRATA - REVISED WEAPON TABLES - WEAPON RECOGNITION CHART - DATACARDS



HAMMERS OF FAITH

ARMIES OF THE NORTH

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THE NORTH

INTRODUCTION

Four months ago I was writing another one of these introductions, for the main Heavy Gear Blitz book. To say I was nervous would be an understatement. It was the first book I really did the bulk of the writing and design work for, and we were doing something that seemed to be rather radical. I was very concerned that people would reject it outright. In hindsight, I probably shouldn't have been. We were responding to what the fans had been telling us they wanted, and the response has been overwhelmingly positive. So now I'm writing the introduction to the first of the Field Guide books and even though we've playtested it to death and we're answering what the fans want again, I'm still a bit worried.

We've taken the basic Field Guide setup from the Blitz Rulebook and expanded it greatly. Not only can you field the Northern Guard, you can field any of the League Armies from the North. Many important Regiments have been given their own spe-

cial rules, to provide even more flavour. We've included background on the military history of the North, each of the League Armies and the Regiments of Note. Topping it off is a complete set of Datacards for the North, as well as the errata and revised weapon tables from the Blitz Rulebook, just to make sure players with the first printing are up to speed.

Even though we're literally doing the final touches on things and I can look and see everything in this book, it still feels unreal. In the Blitz rulebook, when I said "once again, a new era has just begun," I was unaware of just how true that was. Every new sculpt from Phil blows me away and takes me back to when gaming was still a novelty for me. Writing these books brings a sense of wonder I haven't felt in years. A new era truly has begun again, and I'd like to thank you for being a part of it.

May the Prophet watch over you and yours, and may the Gentle Wind always be at your back,

John Buckmaster
December 2006

Stay tuned for the Southern and Peace River Lists!

Special thanks to Paul for helping with the army org info, to Beth and Matt for the encouragement, to Phil for letting us do our thing, to Jake for putting up with John's inability to articulate art critiques, to the Saskatchewan Roughriders (<http://www.riderville.com>) for never giving up. And the biggest thanks of all to our playtesters for their excellent work.

Playtesters: The 28th Stone Warriors, Milani's Lapdogs, The Rough Riders, LCM and the Swift Intruders, The Ground Zero Gearheads, The Capital Corps, Grujav's Groupies, The Aurora Monkeys, Gareth's Gunners, Gambit's Grenadiers.

Errata and FAQs for Heavy Gear Blitz and all related products can be found on the Dream Pod 9 Forums at (<http://www.dp9forum.com>). If you have any rules questions or just want to talk about the game, please stop by!



THE NORTH

THE CONFEDERATED NORTHERN CITY-STATES

The majestic mountains, fertile valleys, and windy plains of the northern hemisphere are ruled by the Confederated Northern City-States (CNCS). The CNCS is ruled by a council, whose members are appointed by the city-states and Leagues that form the confederation. The NLC and UMF have much influence on the council, but neither has a majority of seats, and so they must often turn to the smaller WFP and the independent city-states to pass legislation.



The CNCS mainly concerns itself with establishing common trade and foreign policy for its member states. The Northern Leagues have found that by speaking and acting as a whole, their power and influence is considerably increased. Although the CNCS strives to project an outward appearance of unity, there remain deep divisions within the North. Unlike the Allied Southern Territories, the CNCS member-states are self-governed, and the CNCS has no authority over their internal affairs. This frequently results in a behind-the-scenes tug of war, as each member-state attempts to shape CNCS policy to suit its ambitions.

Since the War of the Alliance, agitation over Southern atrocities, imperialism and hedonism has spread throughout the North. Despite once fighting side-by-side with the people of the South, the general Northern public once again sees the AST as a threat, one they are obligated to deal with for the good of the planet. Prominent political and religious leaders in the North have been encouraging this sentiment for their own ends, including Second Follower Thor Hutchinson, the leader of the Sorrento Revisionist Church and Grand Marshall Victoria Edden-Smythe, the commander-in-chief of the Northern Guard.

THE NORTHERN LIGHTS CONFEDERACY

The largest of the Northern Leagues, both in terms of territory and population. Despite a bloody history of crusades and civil wars, the NLC has developed into a strong, unified state and national pride is high. The Confederacy is the birthplace of Mamoud, the founder of Revisionism, and the League has always been a stronghold of the religion. The NLC has embraced Sorrento Revisionism, a more militant strain that calls for the righteous use of force to better the world.

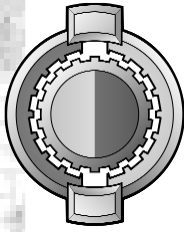


Prompted by Southern atrocities in the Badlands and within the AST throughout the TN1920s, public opinion in the NLC has turned against the Southern Republic. Second Follower Hutchinson has been leading the charge, and his calls for all Northerners to rally against the imperialism, immorality, and cruelty of the South have been well-received. Although the Southern political situation makes it unlikely, fears that the AST might try to invade the North are again common. NLC President Kadjë Adjanni has done her best to calm the situation, but several NAF regiments have been deployed into the Badlands in response to popular demand to protect large settlements, especially Revisionist communities.

The effect of the Revisionist faith on life in the NLC is not always a positive one. While there is no official state religion, non-Revisionists are often treated as second-class citizens. They are rarely elected to political office and must struggle for promotion in the military. Most non-Revisionists live in sequestered communities, but some are willing to brave this prejudice out of love for their League.

THE NORTH

THE UNITED MERCANTILE FEDERATION



The second-largest of the Northern Leagues, the UMF is the industrial heartland of the North. Corporations and free enterprise are central to the UMF way of life. The League has no taxes. Government operations are funded through the sale of electoral vouchers, which grant a single vote in a single election to the owner. Most UMF corporations purchase hundreds of electoral vouchers every cycle, in addition to their more direct contributions to the overall welfare of the League.

Its concentration of heavy industry makes the acquisition of raw materials particularly important to the UMF. Though the North is rich in forests and mineral wealth, the untapped mineral and petrochemical resources of the Badlands are a gold mine for anyone that can lay claim to them. Losing access to these treasures would be devastating for most UMF corporations, so the UMFA is frequently called on to prevent Southern or local monopolies or protectionist governments from claiming exclusive access or plundering a region's resources without fair compensation.

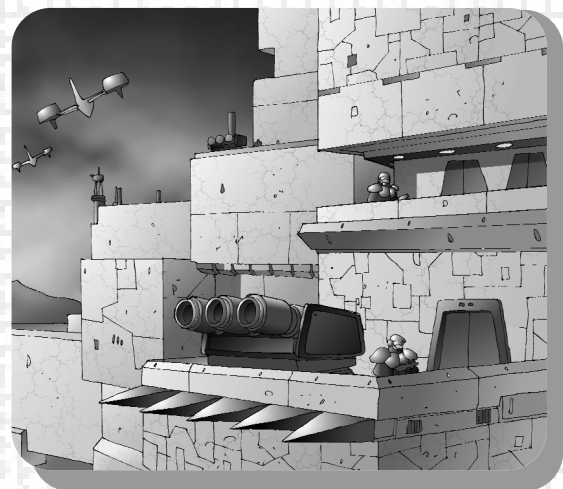
The UMF's most bitter rival is the Mekong Dominion, and the two Leagues have been locked in a trade war for most of their history. This war has only come to open conflict a handful of times, most notably during the Merchant War in the late 17th century TN and the Sandstorm Strikes of the early 20th century TN. Treasurer Yves Banderas, ex-film star and current leader of the UMF, has been trying to find common ground with the Dominion since his election. He believes that they can be prised away from the AST, a move that would weaken the South's industry tremendously. Other Northern leaders are more skeptical.

WESTERN FRONTIER PROTECTORATE



The smallest of the Northern Leagues and the most vulnerable, the plains of the WFP border directly on the Badlands, without the mountain ranges that help protect the heartlands of the other Northern Leagues from their enemies. In the inter-League wars prior to the formation of the CNCS, the WFP often came out on the losing side, and they were on the front lines of the war with the CEF. These hardships have made the people of the WFP strong and self-reliant.

Much of the WFP is rural, and there are only three city-states, all of which are military bases. Only those with military service are considered citizens - all others are merely residents. Only citizens can vote, and only actively serving military officers can hold office. The WFP greatly values in the concept of family. It's common for Protectorate residents to put their family name before their given name, and the clans - old, extended families - have built up an impressive amount of influence over the Protectorate's affairs. To Westerners, the South is a major threat to their way of life, as the Southern Republic, Mekong Dominion, and Humanist Alliance do away with the concept of family. If the South ever decided to invade the North, they would no doubt do so through the WFP. Westerners feel that they have a better understanding of the Southern threat than other Northerners, and while their military is limited, they use it to thwart the South however they can.



Northern Military History

FOUNDATION OF THE CNCS

The formation of the Confederated Northern City-States (CNCS) in TN1692 united Terra Nova's northern hemisphere for the first time since the Concordat abandoned its colonies. Prior to that, the Northern Lights Confederacy (NLC), the United Mercantile Federation (UMF), and the Western Frontier Protectorate (WFP) had warred fiercely over arctic land, resources, and city-states. The UMF had gained a substantial upper hand by TN1660, and its economic and military power advantage made it a serious threat to its neighbors.

By TN1665, the NLC and WFP had formed the Northern Alliance Defense Organization (NADO) to curtail the UMF's expansionist tendencies. Several cycles of saber-rattling and skirmishes lead to a NADO invasion of the UMF through the city-state of Pioneer in TN1669. Among the city's UMF defenders was a unit of combat-converted Hardhat construction walkers borrowed from local militia units. The UMF's conventional forces were badly out-matched, but the Hardhats managed to use the rough terrain around Pioneer to conduct hit-and-run attacks on NADO units. Their constant harassment allowed the other UMF defenders to halt the attack.

The UMF's superiority over the rest of the northern hemisphere seemed assured when its BOT research program lead to the mass production of the first Heavy Gear, the Hunter, in TN1678. No one could have predicted that agents of the Southern Republic would steal the design, or that Territorial Arms would be able to reverse-engineer it and begin production of the Jäger within a cycle. Armed with this new weapon, the Southern Republic quickly conquered its poorly-armed neighbors, uniting the entire southern hemisphere under the banner of the Allied Southern Territories (AST) in a mere cycle.

The AST and the UMF came to loggerheads in the Merchant War of TN1686. Both the UMF and the Mekong Dominion were attempting to assert exclusive control over the lucrative resource deposits and trade routes of the Westridge trench in the Badlands. With the resources of the entire AST behind it, the Dominion beat back the Federation army, and the UMF renounced its claim to the Westridge trench in TN1688. The Merchant War made it obvious that none of the Northern Leagues could stand against the might of the AST on their own. In TN1692, after several cycles of negotiations initiated by the NLC, the three Northern Leagues founded the CNCS.



NORTHERN MILITARY

THE NORTHERN GUARD

Unlike the Allied Southern Territories, where the Southern Republic forcibly dominated its client-states, the Confederation of Northern City-States has always been a partnership between relative equals. This presented unique challenges when devising some kind of unified military command to defend the North against the aggressive AST. Each League had its own military, with its own structures and traditions, and was loathe to abandon this heritage in favor of some uniform, efficient central command. Cycles of bitter warfare between the three Leagues didn't help matters.

The Northern Guard (NG) was a compromise. Instead of establishing a new military or completely amalgamating their existing militaries, the CNCS created a small, multi-national force dedicated to border patrols, anti-Rover operations in the Badlands, and other small duties outside the borders of the CNCS. Each League's army would operate independently and, when the CNCS faced a threat that one of the three League armies could not handle on its own, the Northern Guard would provide a unified command structure.

THE ST. VINCENT'S WAR

The expected Southern invasion of the North failed to materialize, and by the early TN1700s, the "unnecessary" Northern Guard had become a hot political issue. Many politicians, especially in the UMF, proposed disbanding it entirely and reallocating the funds to League militaries.

In TN1723, a desert tempest uncovered the nearly-intact cargo section of a Concordat cargo ship, the *HCS St. Vincent*, that had crashed during the early colonization period. Hoping to salvage the ship's cargo of potentially-valuable Concordat-era medical supplies, both the CNCS and AST dispatched military forces to secure the crash site. The NG detachment arrived soon after the Southern MILICIA force, and fighting soon broke out between the two groups. One of the St. Vincent's cargo modules was ruptured during the battle, and a mutated virus was released. The virus had virtually no effect on adults, but it had killed 5 percent of Terra Nova's children and crippled another 5 percent for life by the time a cure was found a season later.

The CNCS and AST both accused each other of releasing the virus either through carelessness or on purpose. A full-scale war broke out between the two superpowers and ran for four years, killing more than two hundred thousand Terra Novans before it ground to a halt. Neither side achieved victory. Both confederations were drained and demoralized, and their economies were in shambles.

While the St. Vincent's War was an unmitigated disaster, it did prove that the Northern Guard could be an effective fighting force. During the post-war period, the Northern armies began overhauling their policies based on experience gained during the war. Units donated to the Guard had often adopted an ad-hoc common structure. To help smooth future combined operations, all of the Northern militaries adopted standardized vehicle designs, weapons systems, ranks, unit structure, and paperwork. Each army still maintained their own unique traditions and variations, but the greater uniformity made cooperation much easier.



NORTHERN MILITARY



THE COLD WAR

It didn't take long for the CNCS and the AST to come to odds once more, but it would be more than two hundred cycles before the two confederations again engaged in large-scale warfare. The period from the late TN1700s to the later TN1800s was a time of cold war. Both confederations sought to demonstrate their military superiority by building larger armies, more powerful war machines, and more sophisticated technology. This period saw the introduction of many of the vehicle designs that form the core of the modern Northern Guard, including the Hunter MkII, the Bear, the Mammoth, and the Grizzly. Small skirmishes and brushfire wars were common, but the memory of the St. Vincent's War ensured that they were resolved quickly.

THE SANDSTORM STRIKES

The simmering hostilities of the TN1800s finally reached the boiling point in TN1896 in a series of fierce inter-League conflicts in the Badlands that came to be known as the Sandstorm Strikes. While devastating, the rapid assaults and raids combined with proxy warfare conducted through Rovers and homesteaders never quite reached the point of open Interpolar warfare, and the conflict fizzled out in TN1905. The Strikes did put enough strain on the Northern armies that the UMF and NLC had to institute a draft for the first time since they were founded. While the Northern Guard did not play a large role in the Strikes, the seasoned combat troops and new war machines from the Strikes would prove invaluable in the cycles to come.

THE WAR OF THE ALLIANCE

Terra Nova was in the grip of a web of intrigue and double-dealing when Earth's Colonial Expeditionary Force (CEF) arrived on the planet in TN1913, 450 cycles after the last Concordat ship vanished from Terra Nova's skies. The CEF invasion force landed in the Badlands and split into two groups, the Northern and Southern Expeditionary Forces. The Northern Expeditionary Force deployed into the Western Desert and advanced on Ashington, the UMF's central power production site, to attempt to cripple the UMF's industry. Smaller units were detached to assault other key CNCS city-states. With little time to mobilize or organize, the Northern Guard was forced to defend its homeland against a direct assault by a superior foe. Poor initial intelligence prevented the CEF from using their space superiority effectively during their initial troop deployment, and their fleet was driven out of orbit soon after by a massive counterattack launched jointly by both superpowers using killer satellites and hunter-killer drones.

Through heavy losses and improvised last-ditch measures, the Northern Guard (NG) managed to stall the CEF advance into the CNCS by the end of TN1914. Heavy fighting continued, but neither side was able to make headway. In Winter TN1916, the CEF Fleet returned to Terra Nova and attempted to open a new front by landing another assault force at Baja. The city fell within hours, and the CEF Fleet managed to land 80,000 troops there before being driven from orbit again.



NORTHERN MILITARY

The Baja force accomplished little, and a combined offensive by the CNCS-AST alliance quickly drove this force back and then, after a season-long siege, destroyed the CEF's Baja Base by mid-Summer. In Autumn TN1916, after a seasons of diplomatic overtures, Paxton Arms agreed to join the alliance against the invaders. Now fighting a war on three fronts, the CEF's main force was unable to prevent the Allied armies from pushing it back to its main base in the Barrington Basin, and surrendered by Spring TN1917.

The CEF might have managed to win if not for the actions of Northern Guard Grand Marshall Anders von Breslau. von Breslau had long opposed a conflict with the South, and quickly determined that the CNCS could not defeat the CEF on its own. He forged an alliance with his Southern counterparts, allowing the two forces to share intelligence and technology and coordinate operations against the invaders. von Breslau was appointed to lead the allied forces, and he worked closely with his senior advisor and good friend, MILICIA Prefect Arland Longchamps. The battle plans the two devised were instrumental in containing and quickly defeating the CEF's Baja detachment and achieving victory in the war.

Grand Marshall Anders von Breslau became a legendary hero in the eyes of the soldiers he commanded and the civilians he protected, a symbol of Terra Nova's defiance and honor. Longchamps' death protecting von Breslau from a CEF assassin's bullet inspired the Northern general to personally lead the final assault on the CEF's Barrington Basin stronghold, a feat that only served to bolster his legend.

The War of the Alliance was hard on the Northern Guard. The death toll of the Battle of Baja alone was well over 100,000 people, and countless combat vehicles were destroyed and personnel lost in the seemingly-endless fighting in the Badlands. von Breslau's massive following allowed him to win the presidency of the NLC after the war, and he ensured that the men and women of the Guard were not forgotten by the politicians and people they had protected. The funding he secured during his short tenure allowed the Guard and the other Northern armies to return to their prewar size and upgrade their equipment, making them ready to face the CEF, should they return, or the AST, should they again turn their gaze Northward.



NORTHERN MILITARY



ORGANIZATION AND STRUCTURE OF THE CNCS MILITARIES

While each individual League has its own customs and doctrine, the cooperative nature of the Northern Guard has created uniformity in rank structures and military organization. In Northern military doctrine, conventional military forces operate at the tactical, operational and strategic levels. Accordingly, they are organized into subunits, units, and formations. Subunits are the smallest and most basic military organizations, and are used as building blocks for the larger organizations.

SUBUNITS

Subunits are normally designed to operate in one specific role with a defined and limited set of equipment. This focus on a single role or 'arm of service' helps create standardization across an armed force, simplifying the decisions a senior commander must make to effectively employ each subunit and minimizing the variety of material necessary to support a subunit. Without support, a subunit is lucky to remain effective for more than a few hours in combat. In longer operations, they rely on the support provided by their superior organizations.

UNITS

Units are the core elements of an army. In peacetime, they are the organizations within which soldiers train, and in war they are the primary tactical maneuver elements that a senior commander maneuvers in the field. Subunit commanders are expected to exercise initiative in leading their soldiers, but units are usually the lowest level of independent command. Units are the highest level at which standardization of structure and equipment is rigidly controlled. In heavy combat, a unit without support from a higher formation can only expect to remain effective for a few days at most. In order to campaign, a unit needs the support of a higher formation or supporting base. Northern Guard units deployed offensively will get support from landships during major campaigns.

FORMATIONS

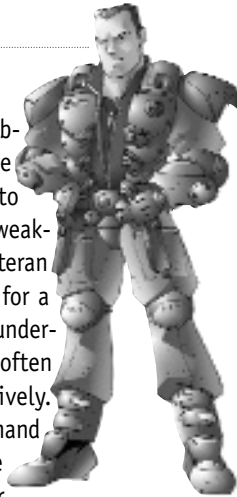
Formations are groups of units that have been created for a specific operational mission or capability. They can be temporary or permanent, and are designed to easily adapt their structure as allocated resources change. Formations are also the level at which specialized troops and logistic resources are centralized, to take advantage of economies of scale and enhance a senior commander's operational flexibility. As such, only formations are capable of extended and sustained field operations. In Northern armies, generals command all formations.



NORTHERN MILITARY

NORTHERN SUBUNITS

Squads are the lowest level of sub-unit. The members of a squad live very closely together and get to know each others' strengths and weaknesses very well. Members of a veteran squad that have worked together for a long time have a very complete understanding of each other, and often appear to communicate intuitively. Senior corporals normally command infantry and Gear squads, while rangers normally command armor and Strider squads.



Sections are groups of two to three squads. At this level, troops drill rigorously in tactical maneuvers to the point where they trust their sibling squads and know what they are capable of. Armor and Strider sections are commanded by junior lieutenants, rangers command infantry sections, and Gear sections can be commanded by either.

Platoons are primarily an infantry subunit made up of groups of two to three sections and commanded by lieutenants. This is the subunit that infantry live and work in on a normal basis.

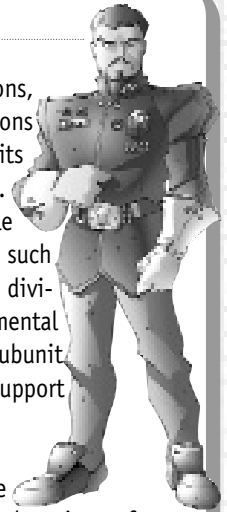
Companies, commanded by captains, are the principal subunit of non-infantry units, and are an important building block for infantry forces. Temporary company-sized groupings are commonly called 'combat teams'.

Battalions, commanded by majors, are the principal subunit of infantry forces. As such, they are usually at the core of any battle group that an infantry regimental commander forms for a specific mission.

NORTHERN UNITS

Specialized or independent battalions, such as engineers or special operations forces, are treated as permanent units and commanded by lieutenant colonels. These normally only operate as a single unit on an operational-level mission, such as establishing a river crossing for a division. At the tactical level, the regimental commander will normally only have subunit of his specialist battalion assigned to support friendly 'battle groups'.

Regiments, commanded by colonels, are the largest units in Northern armies. Each regiment focuses on providing specific capabilities. Gear regiments are mainly built around Heavy Gear forces, armor regiments around tanks, etc. Different types of combat units are usually separated into different companies or battalions of the regiment, which are then assigned to work together as necessary. Terra Nova's armies have traditionally employed ad hoc combined arms regiments, mixing Gears, infantry, armor, and artillery in each subunit. As the Northern Guard has grown, it has moved away from these towards more conventional subunits. In combat, operational commanders may regroup units under their command for specific missions. Regiment- and battalion-sized temporary units are normally referred to as 'battle groups' or 'regimental groups'.



WAIT, I THOUGHT A GEAR WAS A UNIT?

For purposes of the game rules a Unit or combat unit is a single model or a single infantry squad. For purposes of military organization, a unit (note the lowercase) is a structural designation. While this may be a bit confusing, we felt it was only proper that we used actual military designations for this section. To help keep things straight: Game Units are models, Military units are organizational.

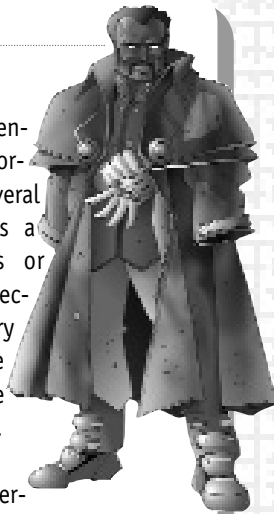
NORTHERN MILITARY

NORTHERN FORMATIONS

Brigades, commanded by brigadier-generals, are the smallest operational formations in the North. Normally, several brigades will operate collectively as a division, but specialized brigades or brigades responsible for low priority sectors can reinforced with the necessary support to enable them to operate independently. Such formations are usually referred to as 'brigade groups'.

Divisions, commanded by major generals, are the main operational maneuver element in Northern armies, and are the largest military organizations that are established on a permanent basis. Next to regiments, divisions are the military organization soldiers most associate with, and can be the source of considerable esprit-de-corps for even green troops assigned to them.

Task Forces, commanded by generals, are formed for specific campaigns or missions. They are normally the largest operational units in a command, and can include several to a dozen or more divisions. Very large task forces have different names in different leagues. The UMF calls theirs Regional forces, while the WFP calls theirs Commands. Their commanders are sometimes referred to as thane, marshal or field marshal depending on the League and the size of the task force. Task forces are created to be operationally self-sufficient for all routine operations, and include the logistics and support resources needed to keep themselves supplied. A strategic command may task strategic resources (orbital strikes, suborbital lift, strategic bombers, elite special forces, etc) that are normally outside of a task force's operational control to support any part of an operation as required.



RANKS

Each League has always had its own names for its military ranks. Since the St. Vincent's War, all ranks have been standardized throughout the League armies to correspond with Northern Guard ranks.

Non Commissioned Rank	Role
Private	Infantryman
Corporal	Specialist/Pilot
Senior Corporal	Squad Commander
Ranger	Section Commander
Senior Ranger	Platoon NCO
Sergeant	Company NCO
Senior Sergeant	Battalion NCO
Sergeant Major	Regimental NCO

Commissioned Ranks	Role
Lieutenant	Platoon Commander
Captain	Company Commander
Major	Battalion Commander
Colonel	Regimental Commander
Brigadier	Brigade Commander
General	Division Commander
Grand Marshall	Commander in-chief



NORTHERN MILITARY



NORTHERN DOCTRINE

Compared to the other armies of Terra Nova, the Northern militaries employ a very conventional doctrine. Their ranks are filled with specialized units that perform one role very well. While units can fill other roles if needed, their abilities will be best used when applied to their intended function. Northern armies must field mixed forces that complement each others' strengths and cover each others' weaknesses to obtain victory on the battlefield.

Northern commanders must make full use of each type of Squad available to them and must take advantage of the individual strengths and weaknesses within any particular squad. Each squad is designed for one or two purposes, and while they can perform others in duress, a wise commander takes a variety of squad types and uses each in their designed role as much as possible. Simply put, you don't send a Recon squad to hold ground and you don't use a Heavy Tank squad for stealthy approaches and spotting. Each squad works as a cog in the machine of war and placing the wrong one in the wrong spot can damage the machine.

INFANTRY

Slow-moving and vulnerable to enemy fire, Northern infantry units can pack a surprising punch. They can traverse extremely difficult terrain, are harder to detect than combat vehicles and are best able to take advantage of cover, both natural and man-made. The purpose of infantry units in the Northern militaries is to hold terrain where they can take advantage of cover. This allows them to make good use of their firepower, forcing the enemy to either commit a large force to driving them out or avoid moving into their reach. They can also fill recon or spotter roles, allowing fire-support vehicles to supplement their firepower.

GEARS AND STRIDERS

All Northern militaries depend heavily on Gears and Striders. Gears are well-balanced combat vehicles and can be adapted to fill practically any battlefield role, providing a Northern force with flexibility. The bulk of most Northern Gear forces is made up of general-purpose trooper Gears. These Gears provide highly mobile firepower, and can fill skirmish, defensive, and light assault roles. Scout Gears sacrifice combat ability for speed and electronics, allowing them to move ahead of a force, discover enemy units, and communicate their positions to combat units. Finally, fire-support Gears and Striders provide heavy firepower. While the North has historically relied on close-range fire support, more modern fire support units like the Grizzly and Mammoth are designed around long-range guided weapons, with close support weapons as backup.

GROUND VEHICLES

Tanks and cavalry units provide Northern forces with fast, hard-hitting firepower. While lightly armored, cavalry units can transport infantry. Their weapons are frequently used to support the infantry squads they transport. Northern light tanks are well-armored, and are best suited for use in flanking actions, rough terrain, and engagements with lighter vehicles. Main battle tanks have the heaviest armor, and are designed for direct battles in open terrain. Northern main battle tanks are typically built around direct-fire weapons.

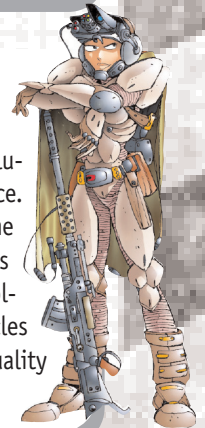
NORTHERN MILITARY

NORTHERN ARMS AND EQUIPMENT

For most of Terra Nova's post-Concordat history, the North has held a substantial edge in military technology. While the South has eroded this edge recently, the Northern Guard and the three League armies still pride themselves on their reliable and well-maintained combat equipment. While some second-line forces, less-favored regiments, or especially stubborn units still use older vehicles, most regiments get modernized equipment promptly.

INFANTRY EQUIPMENT

Most standard-issue arms and equipment are of Norlight or Mercantile origin. WFP weapons manufacturers cater exclusively to their League's extensive civilian market, and only produce a few handgun models suitable for military service. Ruggedness is valued over modernity for Northern infantry equipment. Being able to strip and service a weapon in the field or with minimal equipment is a priority, which minimizes the use of fancy gadgets outside the UMFA. The UMFA's usual obsession with high technology holds sway over their infantry forces as much as their vehicles, and their soldiers get the latest and greatest gear, whether they want it or not. The WFP makes up for its lack of modern vehicles and indulges in its cultural fascination with firearms by ensuring that its soldiers are armed with reliable, high-quality weapons. Their equipment is often UMFA surplus.



HUNTER

Despite being the first combat Gear, the Hunter is still the standard design used by all Northern armies. Simple, robust and reliable, the Hunter is a favorite of pilots and technicians alike. The design has been updated several times since it was first introduced, and the modern "Mark II" model comes with a VR cockpit, desert-proofing and excellent but compact sensor equipment. Like all Gears, its humanoid form and Optical Neural Net CPU make it exceptionally agile and flexible and allow it to augment its moderate armor by taking good advantage of its speed and any available cover. Its simple, rugged systems have given it a reputation for being able to take a beating and keep fighting.

The Hunter is even easier to repair and customize than most Gears. After three hundred and fifty cycles of service, spare parts and standard modification kits are readily available. As the "father" of all modern Gear designs, spares for the Hunter can often be improvised from parts intended for other Gears. The default loadout makes the Hunter a very versatile fighting machine. It is particularly good at skirmishing, patrol, and light assault duties. The ease of altering its loadout has led to a proliferation of alternate loadouts for specific missions or situations. Most focus on installing heavier weapons to support standard Hunters, but a few are intended for special operations, recon, leadership, or engineering roles.



NORTHERN MILITARY

JAGUAR

Developed in TN1900 by Northco as a replacement for the Hunter, the Jaguar is generally used as a commando, strike, or heavy general purpose Gear by the Northern forces. Northco's hopes that the Jaguar would quickly be adopted as a standard trooper Gear were dashed when the UMF government designated the Gear a "strategic resource" and forbade export even to other Northern Leagues. The War of the Alliance changed this policy, and Northco's massive Jaguar production lines, largely undamaged by the CEF bombardment, were put to work churning out high-performance commando Gears for the allied forces.



The Jaguar's armaments, controls, and capabilities are deliberately similar to the successful Hunter Gear. Unlike the Hunter's slightly outdated but highly standardized parts, the Jaguar uses more modern systems. This makes it faster and more nimble than the Hunter despite carrying tougher armor and a heavier selection of weapons, but also makes it correspondingly difficult to service and modify. Airdrop capability is standard. Most Jaguar variants are designed to provide close support with heavy weapons, as they can survive the attention fire support units typically receive from the enemy. The Jaguar's sophisticated communications system makes it a favorite of unit commanders.

CHEETAH

A small and agile design, the Cheetah is the North's primary scout Gear. It uses extremely specialized and high-performance systems to achieve its impressive speed and handling. Compact electronics allow it to reliably spot and designate enemy forces, relay this information to friendly forces, and jam enemy communication attempts. All this equipment makes the Cheetah's pilot compartment very cramped even compared to other Gear designs, requiring pilots with small statures. The vast majority of Cheetahs produced during the "Judas Syndrome" cycles in the early TN1900s were purchased by the Norlight Armed Forces, who still own more than any of the other Northern armies.



The Cheetah's weapons are suited for combat, but its light armor is not. The epitome of small and fast, it makes a poor general-purpose trooper Gear, but shines when it is able to take advantage of its speed, maneuverability, and relatively powerful weapons. The most common Cheetah variant loadouts upgrade its weapons and add airdrop capability, allowing it to be used as a raider, scout, or support unit by commando teams. It often serves as a spotter for Gears or Striders with Guided weapons.

NORTHERN MILITARY

GRIZZLY

The Grizzly has been the most common Northern fire-support Gear since the War of the Alliance. Although developed well before then, it did not displace its predecessor, the Bear, until after the CEF was pushed off Terra Nova. The heavy frame needed to support its powerful weapons makes it slow and clumsy, leaving it vulnerable to attack despite thick armor. Its firepower more than compensates for this, and the Grizzly is capable of both long-range fire support and heavy assault, and can be a devastating anti-Gear weapon if screened by lighter units.

While not as simple and easy to work with as the Hunter, the Grizzly is an old, reliable design. It has given rise to a bevy of alternate loadouts and variants, including several engineering models. The standard loadout permits precision long-range strikes, short-range assaults, and basic anti-armor work. Most alternate loadouts focus on enhancing one of these areas, usually at the expense of the others.



KODIAK

Based on the basic Grizzly chassis, the Kodiak was developed during the War of the Alliance to help Gear columns deal with light CEF hovertanks. With considerably stronger armor and heavier direct-fire weapons than a normal Grizzly, the Kodiak is an excellent assault machine. The high cost of constructing and maintaining them limits their deployment, but the legends surrounding their service against the CEF mean that troops serving with them tend to have exceptional morale.

FERRET

This unique scout Gear design was widely used throughout the North prior to the introduction of the Cheetah, and is still found in spotter and recon roles in many regiments. Its design features short, stubby legs and a prominent "butt-wheel". When switching to its Secondary Movement System (SMS), the Ferret's legs lock together and it settles back on the buttwheel, converting it into a low-signature oversized motorcycle. Even though it is largely obsolete as a combat Gear, it has been immortalized in Northern pop culture, and civilian models continue to be absurdly popular. Despite their weak armament, Ferrets are not to be underestimated. Reports from the War of the Alliance tell of Ferrets performing many seemingly-impossible stunts, including taking out a hovertank single-handed with a hand grenade.



NORTHERN MILITARY



BLACK CAT

The very existence of the Black Cat was not revealed until well after the War of the Alliance, and the missions performed by these Gears are always classified, even those carried out during the War. Strictly speaking, the Black Cat is a variant of the Cheetah, but the differences are so pronounced that it is practically an entirely new design. The Black Cat is built from the ground up for stealth, and while it is too expensive and lightly-armed to be a primary combat unit, it is an excellent commando and covert operations machine.

BOBCAT

The first dedicated scout Gear was the Bobcat, which introduced the modern “humanoid head” design to the North. Its unique SMS design requires the Gear to kneel down to engage its wheels, but handles very well. Unfortunately, it also prevents the Bobcat’s legs from being armored properly, leaving them vulnerable to enemy fire. Outside of the WFP, the Bobcat was quickly phased out in favor of the cheaper Ferret and, later, the higher-performance Cheetah. The WFP still makes heavy use of the Bobcat, as its large wheels perform well in the rough terrain the WFP needs to protect.

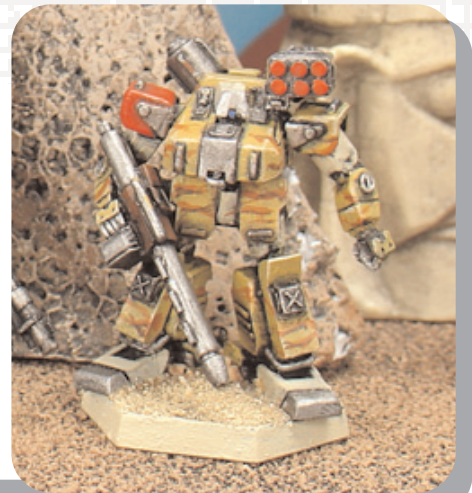


TIGER

In its day, the Tiger was a heavy trooper Gear. It served as the North’s heavy general-purpose and elite commando Gear for almost 60 cycles, until it was made largely obsolete by the more advanced Jaguar. The UMFA still fields it as a heavy trooper Gear, and many Tigers still remain in service with regiments that have not yet been able to or are unwilling to upgrade to the Jaguar.

RAZORBACK

One of the first completely original Gear designs developed after the Hunter, the Razorback was built for short-range anti-armor work. Its heavy armor is still unmatched by anything smaller than a Kodiak, and the massive firepower of its Snub Cannon can make short work of any tank that ventures into range. Made largely obsolete by the Kodiak and variants of the Grizzly and Jaguar, the Razorback is used primarily in second-line UMF and WFP regiments that have not yet been assigned more advanced machines. Some more prestigious regiments, especially in the UMF, still employ Razorbacks to add some punch to their anti-armor squadrons.



NORTHERN MILITARY

BEAR

The Bear was the North's first true long-range fire support Gear. Previous fire-support models had been built around powerful short-range weapons, intended for both fire support and anti-armor work. The Bear's long-range guided mortar and twin rocket packs allowed it to be used in both fire support and assault roles and inspired the design of the Grizzly. It has mostly been replaced by the Grizzly in modern combat units, but still sees service in local militias and the WFPA.



MAD DOG R

Before trade agreements with the UMF gave them access to the Hunter, the WFP attempted to develop their own trooper Gear. Despite carrying heavier weapons and armor than the Hunter, the Mad Dog was a failure. The cockpit was cramped, the sensors were unreliable, and its lack of speed left it vulnerable to enemy armor and infantry. When the CEF invaded Terra Nova, the remaining Mad Dogs were dragged from scrap-yards and museums, overhauled (mostly with parts salvaged from battle-damaged Bears) and pressed into service again as the Mad Dog R. Unlike its fore-bearer, the Mad Dog R was a reasonably effective and cheap fire-support Gear, and still serves the cash-strapped WFP well.

WEASEL

The newest Northern EW specialist Gear is an upgrade of the venerable Ferret design. It retains the basic torso design of the Ferret, but employs a more standard leg and drive assembly and eliminates the Ferret's signature buttwheel. The Weasel's electronic warfare systems are the most powerful of any Northern Gear design. As it is not intended to see combat, the Weasel's weapons load is extraordinarily weak and its targeting computer substandard.



NORTHERN MILITARY

MAMMOTH



The basic Strider design used by the Northern forces, the Mammoth has been in service for almost 100 cycles. It usually provides anti-armor support for Gears with a battery of anti-tank missiles, though assault variants with heavy short-range weapons do exist. Although slow, the Mammoth's wide feet allow it to traverse even very difficult terrain without losing speed. Its overall lack of speed remains its major weakness, and despite heavy armor and an array of support weapons, the Mammoth is very vulnerable to short-range attacks.

The Mammoth is operated by a two-man crew seated in tandem, similar to the arrangement used in helicopter gunships. The crew cabin is completely sealed, without even the fall-back hatch options available to Gears. While this does improve the unit's survivability, it also makes the crew very reliant on the Mammoth's sensors.

THUNDERHAMMER

The Thunderhammer is a four-legged field artillery strider used by Northern for close support. Its four long legs and large feet allow it to traverse practically any terrain, and it is often deployed in mountainous regions that are totally impassable by conventional vehicles. Thunderhammers often travel behind other Northern forces, providing them with precision fire support.



KLEMM

Predating the Hunter by almost twenty cycles, the Klemm is one of the oldest designs still in use in the Northern military. It was developed by the NLC at the height of the wars between the Northern leagues. A light, fast tank, the Klemm's primary weapon is a bank of six anti-tank missiles, which allow it to directly engage heavier enemy armor or provide fire support for spotter units equipped with laser designators. The chassis is very modular for a tank, and has been used as a basis for many variants.



NORTHERN MILITARY

ALLER

A modern heavy tank design, the Aller was developed just prior to the Judas Syndrome. It is a typical main battle tank design, intended to excel at combat with other armored units. Its main weapon is a heavy railgun, which is powerful but incapable of indirect fire. This can put it at a slight disadvantage when facing its Southern counterpart, the Visigoth, as the Visigoth can fire over obstructions and attack the Aller without exposing itself to return fire.



BADGER

A sturdy, reliable APC, the Badger is one of many similar designs used by the North. It is particularly favored by both infantrymen and drivers, as its designers incorporated extra protection into the passenger compartment to ensure the safety of the crew and passengers. A sturdy eight-wheel suspension allows it to cross rough terrain, and a pair of autocannons in a turret provide some protection against light armor. It can carry two squads of infantry, with all their weaponry and equipment.



FIELD GUIDES

FIELD GUIDES

The following Field Guides allow you to build an army from the Northern Guard or any of the CNCS Leagues. This Field Guide replaces the Northern Field Guide from the Heavy Gear Blitz rulebook, and should be used in its place

SIZE OF THE GAME

Players normally agree on a TV limit for the game they are playing. 1000TV to 2000TV is a normal-sized game that should take under 3 hours to play. Under that is a Skirmish that should take less time, while more than 2000TV is a large game that will take a fair amount of time to play. Both sides should choose an army with a total TV cost of at most the agreed-upon TV. It is recommended that beginning players try a Skirmish or two in the 500 to 750 TV range before moving on to larger games.

SKILL LEVEL

The Combat Group listings give the Skills and levels for Units in the Combat Group. If a Unit does not have a level listed for a Skill, it is assumed to be 0 (Unskilled).

UNIT AVAILABILITY

A Northern army may be of three types: Gear, Armor or Infantry. You may freely choose which type of army you want to build. You must also choose one Combat Group to act as your army commander.

The Regiment charts give the minimum and maximum number of Combat Groups needed for the army type you are using and the size of game you are playing. Combat Group types are along the left, while the maximum size of game is along the top. Simply cross-reference the size of game with the Combat Group type to determine the number you can take. A star symbol (★) next to the Combat Group type indicates one of that type may be the Army Commander. Combat Group types without the ★ cannot be made Army Commander.

"X+" means you need at least X Combat Groups of that type and may take more. "X-Y" means you must take at least X Combat Groups of that type and can take up to Y. "0" means you simply cannot take that Combat Group in that particular formation. "0+" means that you do not need to take any, but may take as many as you have TV for. Combat Groups with "S" in the Regiment chart have special requirements, see the Combat Group entry for information on the requirements for taking that Group.

Example: At 1000TV, a Northern Guard Gear Regiment would need to take a minimum of 2 General Purpose Squads and has no maximum number of these Squads.



FIELD GUIDES

UNIT COST AND UPGRADES

You may note some vehicles cost more in some Combat Groups than in others. This is due to usefulness, options available and skills listed in the squad. "Standard Loadout" refers to the basic model shown on the Datacard. If the text does not specify a loadout, assume Standard Loadout.

In the combat group listings, a Unit may be able to "chain" upgrades together, such as upgrading an Autocannon to a Bazooka and then upgrading the Bazooka to a larger Bazooka. In some cases, the upgrade will require swapping 2 or more items for one or more other items. Please pay attention while swapping. If squad listing states Units of a certain type may take an option, the option may be taken by all Units of that type, as long as the variant has the type listed in its name. Thus a Thunder Jaguar could take any Jaguar upgrades, but a Jaxon could not take Klemm upgrades as it does not have Klemm in its name.

All vehicles and Variants can be found in the Datacards section. Some variants are listed as options on the main card for that vehicle.

MINIATURE RECOGNITION:

To ensure fairness and to avoid confusion, all upgrades and weapons except for Grenades, Vibroblades and APGLs should be represented on the model in a clearly visible fashion. Camo netting, for example, must be at least represented as a visible bundled roll on the miniature, if not a full cloak sculpted on or modeled with cheesecloth or similar. Not only will this enhance the look of your miniatures, you won't forget crucial details and you're opponent won't be left wondering what weapons or equipment he's looking down the barrel of.

If the miniature does not have the equipment modeled on, it should be noted clearly on a piece of tape affixed to the miniature. This works quite well for home games and when trying new combinations out, but organized games such as tournaments may not allow this. Miniatures "counting as" other models should also be noted like this.

VETERAN COMBAT GROUPS

One Combat Group per every full 750 TV can be upgraded to Veteran status. This grants extra options which will be listed in each Combat Group's entry. Unless otherwise specified, all options available to the Combat Group are also available to the Veteran version. Only Combat Groups designated in the Regiment chart with a reversed triangle (▼) next to the requirement numbers may be upgraded. The vehicles and equipment used by veteran units is often highly customized. This offers players interesting modeling opportunities.



FIELD GUIDES

THE NORTHERN GUARD



The burden of protecting the territory of the CNCS from foreign threats falls on the shoulders of the Northern Guard. The Guard is made up of soldiers recruited or on loan from the three Northern Leagues and their protectorates. As a coalition force, the Guard does not generally have access to the most up-to-date equipment (that enviable position falls to the United Mercantile Federation Army), but it is better equipped overall and has higher morale than its Southern counterpart, the MILICIA. In times of war, national regiments are loaned to the Northern Guard as needed to ensure unified command and control.

Due to this, the national armies of the North have adopted organizations similar to the standard Northern Guard structure.

ORGANIZATION

Northern Guard Regiments are normally rather strict in their organization. This typically breaks down after some time in the field, as the regiment will often pick up stragglers, be assigned backup from other divisions or simply be assigned to work with squads or companies from other divisions. The integrated command structure ensures the combined arms work together as a cohesive whole, but in any Regiment, the officers from that Regiment remain in command over all those assigned to the Regiment.

NORTHERN GUARD SPECIAL RULES:

Rallying Cry: Whether it's "For the Prophet" or "Remember Rahnguard," the forces of the North have always had a cause or cry to spur them onwards. If you are playing with the Morale rules, you may roll your current Commander's Leadership once per round against a Threshold of 4, 6 if the original Commander has been killed. If you succeed, your units do not receive morale tokens resulting from friendly Units being Destroyed. This includes units in their own Combat Group. If you fail, you get twice as many morale tokens as usual for friendly Unit deaths.

Member States: While the Northern Guard has its own regiments, some Regiments are on loan from its member states. As such, one Combat Group per 750 points may be built using the special rules from the NAF, UMFA or WFPA lists. This may include special units such as Warrior Monks or Army Commanders, and if multiple squads are taken from member states, they may be from different member states. This rule does not allow you to use the organization charts from the member League armies, only the special rules! The Northern Guard still must abide by its own organization charts and restrictions when choosing squads, including their limits on veteran upgrades and commander assignment.

Army Commander: One Combat group out of those allowed must be designated as the Army Command Squad. The Squad Leader becomes the Army Commander. The Army Commander may pay 15TV to gain a +1 to its Leadership or Defense Skills, or may pay 30TV to upgrade both. If an Infantry Platoon is chosen, one squad must be designated as the Army Commander and it may pay 30 TV to upgrade its Infantry Skill by 1.

Command Points: The Northern Guard gain a number of Command Points equal to their army Commander's Leadership Skill level (or Infantry Skill level) plus one for each Combat Group in the army after the first. Sniper Squads, Air Support and Off-Board Artillery do not count towards this. Maximum Starting CPs is equal to 6 + 2 for every 500 full TV in your army. Thus a 750 TV army would get a maximum of 8 CPs, while a 1200 TV Army would get a maximum of 10.

FIELD GUIDES

GEAR REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3K TV +
★GP	1+ ▼	2+ ▼	3+ ▼	4+ ▼
★Recon 0-1	0-1 ▼	0-2 ▼	0-3 ▼	
★Strike	0	0-1 ▼	0-2 ▼	0-3 ▼
★Fire Support	0-1 ▼	0-2 ▼	0+ ▼	0+ ▼
★Dragoon	0-1	0-1 ▼	0-2 ▼	0-2 ▼
★Airborne	0-1	0-1 ▼	0+ ▼	0+ ▼
★Ranger	0-1	0-2 ▼	0-3 ▼	0-4 ▼
★Strider	0-1	0+ ▼	0+ ▼	0+ ▼
Heavy Strider	0	0-1 ▼	0-2 ▼	0-2 ▼
Cavalry Patrol	0	0-1	0-2	0-3 ▼
Light Tank	0-1	0-2	0-3 ▼	0-3 ▼
Heavy Tank	0	0-1	0-1	0-2 ▼
Infantry Platoon	0-1	0-2	0-3	0-4 ▼
Sniper Squad	S	S	S	S ▼
Field Gun Section	0-1	0-2	0-3	0-4
Air Strike	0-2	0-3	0-4	0-5
Artillery	0-2	0-3	0-4	0-5

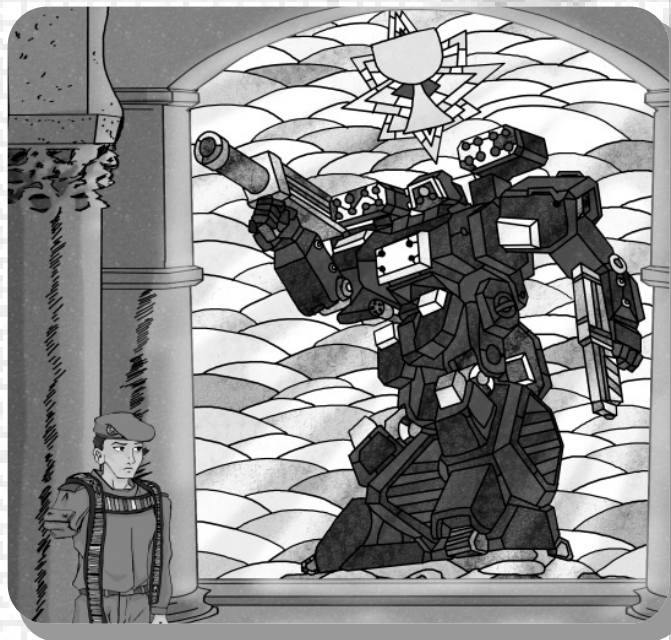
ARMOR REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3K TV +
GP	0-1	0-2	0-2	0-3
Recon	0-1	0-1	0-2	0-3
Strike	0	0	0-1	0-1
Fire Support	0	0-1	0-1	0-2
Dragoon	0	0-1	0-1	0-2
Airborne	0	0	0	0-1
Ranger	0	0	0	0-1
Strider	0	0-1	0-2	0-3
Heavy Strider	0	0	0-1	0-2
Cavalry Patrol	0-2	0-3 ▼	1-4 ▼	2+ ▼
★Light Tank	1+ ▼	2+ ▼	3+ ▼	3+ ▼
★Heavy Tank	0-1	0-2 ▼	0-3 ▼	0+ ▼
Infantry Platoon	0-2	0-3	0-4 ▼	0-5 ▼
Sniper Squad	S	S	S	S
Field Gun Section	0-2	0-3	0-4 ▼	0-5 ▼
Air Strike	0-1	0-2	0-3	0-4
Artillery	0-3	0-4	0-5	0-6

- ★ = This unit can be upgraded to Command status.
- ▼ = This unit can be upgraded to Veteran status.

INFANTRY REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3K TV +
GP	0-1	0-2	0-2	0-3 ▼
Recon	0	0-1	0-1	0-1
Strike	0	0	0	0
Fire Support	0	0-1	0-1	0-2
Dragoon	0	0-1	0-1	0-2 ▼
Airborne	0	0	0-1	0-1
Ranger	0	0	0-1	0-1 ▼
Strider	0	0-1	0-1	0-2
Heavy Strider	0	0	0-1	0-1
★Cavalry Patrol	1+	2+	3+ ▼	4+ ▼
Light Tank	0-1	0-2	0-3 ▼	0-4 ▼
Heavy Tank	0	0	0-1	0-2
★Inf. Platoon	4+ ▼	6+ ▼	8+ ▼	10+ ▼
★Sniper Squad	S	S ▼	S ▼	S ▼
Field Gun Section	0-3	0-4 ▼	0-5 ▼	0-6 ▼
Air Strike	0-3	0-5	0-8	0-12
Artillery	0-3	0-5	0-8	0-12



FIELD GUIDES

THE NORLIGHT ARMED FORCES



Southerners see the NAF as an arm of the Sorrento Revisionist Church. While not entirely fair, this perception is also not far from the truth. Sorrento Revisionism's emphasis on "forceful peregrination" - using force to protect the faithful, end oppression, or spread the Gentle Word - leads many devout Revisionists to join the NAF to protect their country against the vile hedonism and imperialism of the Southern Republic. This has made the NAF the largest of the Northern armies, and its troops the most fervent. The NAF and the Sorrento Church have close ties, and an NAF regiment is often assigned a chaplain to counsel soldiers, keep morale up and conduct regular services. The NAF is frequently deployed into the Badlands to protect homesteaders and Revisionist pilgrims traveling to Massada and other holy sites. They often work with the Dorothean Monks, a Revisionist holy order dedicated to the protection of pilgrimage routes.

NORLIGHT ARMED FORCES SPECIAL RULES

Northern Rivalries: Due to the UMF restricting exports of Jaguars before the War of the Alliance, many regiments only have Jaguars in their elite squads. A NAF player may swap a base Jaguar for a Tiger for no cost and any Thunder Jaguar for a Sabertooth at no cost. Tigers and Sabertooths pay the same cost as Jaguars if upgraded with Field Armor and may take the same options, except for swaps/upgrades to Jaguar variants.

Local Manufacturing: Shaian Mechanics and Keimuri Gear are both NLC companies, and as such their Gears are more common in the NAF. NAF players may swap any base Hunters to Cheetahs for +25 TV. Hunters upgraded to Cheetahs may have their DPG upgraded to a LAC (F, Reloads) for an additional +5 TV. In addition, the player may upgrade any Ferrets to Ferret MkII's at +5TV, regardless of veteran status.

Chaplains: The prevalence of Revisionism in the NLC is reflected in the makeup of the NAF and many soldiers from the NLC are devout Revisionists. Chaplains or Monks of the Sorrento Revisionist faith often serve as active members of regiments, tending to the souls of their fellow soldiers and, in some cases, joining them in battle.

One Unit in your force may be upgraded to a Chaplain. The Chaplain has the same skills as the rest of the Combat Group and may be the Combat Group Leader or even the Army Commander. The Combat Group the Chaplain is a part of gains one CP per round as if they had a Satellite Uplink, but this CP may only be used on the Combat Group the Chaplain is in and may only be used for re-rolls or removing morale tokens. This costs 30TV. The Chaplain's Unit should be designated with a small goblet or other such symbol painted on it.

Warrior Monk: If in a Gear, a Chaplain may be upgraded to a Warrior Monk for +5 TV. The Warrior Monk gains a Gear-sized fighting staff (Range 0, DM is Size +2, ACC 0 and is both Melee and Armor Crushing) and may roll an additional die in Melee Combat.

Army Commander: One Combat Group out of those allowed must be designated as the Army Command Squad. The Squad Leader becomes the Army Commander. The Army Commander may upgrade any or all of these skills for +15 TV each: EW, Leadership or Defense. If an Infantry Platoon is chosen, one squad must be designated as the Army Commander and it may pay 30 TV to upgrade its Infantry Skill by 1.

Command Points: The NAF follows the same Command Point rules as the Northern Guard.

FIELD GUIDES

GEAR REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3K TV +
★GP	1+ ▼	2+ ▼	3+ ▼	4+ ▼
★Recon	0-1 ▼	0-2 ▼	0-3 ▼	0-4 ▼
★Strike	0	0-1	0-2	0-3 ▼
★Fire Support	0-1	0-2	0-3 ▼	0-4 ▼
★Dragoon	0-1 ▼	0-2 ▼	0-3 ▼	0-4 ▼
★Airborne	0-1	0-2 ▼	0+ ▼	0+ ▼
★Ranger	0-1	0-2 ▼	0-3 ▼	0-4 ▼
★Strider	0+ ▼	0+ ▼	0+ ▼	0+ ▼
★Heavy Strider	0	0-1 ▼	0-1 ▼	0-2 ▼
Cavalry Patrol	0	0-1	0-2	0-3 ▼
Light Tank	0-1	0-2	0-3 ▼	0-3 ▼
Heavy Tank	0-1	0-2	0-3 ▼	0-3 ▼
Infantry Platoon	0-1	0-2	0-3	0-4 ▼
Sniper Squad	S	S	S	S ▼
Field Gun Section	0-1	0-2	0-3	0-4
Air Strike	0-2	0-3	0-4	0-5
Artillery	0-2	0-3	0-4	0-5

ARMOR REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3K TV +
GP	0-1	0-2	0-2	0-3
Recon	0-1	0-2	0-2	0-3
Strike	0	0	0-1	0-2
Fire Support	0	0-1	0-2	0-3
Dragoon	0	0-1	0-2	0-3
Airborne	0	0	0-1	0-1
Ranger	0	0	0-1	0-2
Strider	0-1	0-2	0-3	0-4
Heavy Strider	0	0-1	0-2	0-2
★Cavalry Patrol	0-2	0-2	0-3 ▼	0+ ▼
★Light Tank	1+ ▼	1+ ▼	2+ ▼	2+ ▼
★Heavy Tank	0+ ▼	1+ ▼	1+ ▼	2+ ▼
Infantry Platoon	0-1	0-2	0-3	0-4
Sniper Squad	S	S	S	S
Field Gun Section	0-1	0-2	0-3 ▼	0-4 ▼
Air Strike	0-1	0-2	0-3	0-4
Artillery	0-3	0-4	0-5	0-6

- ★ = This unit can be upgraded to Command status.
- ▼ = This unit can be upgraded to Veteran status.

INFANTRY REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3K TV +
GP	0-1	0-2	0-2	0-3 ▼
Recon	0	0-1	0-2 ▼	0-3 ▼
Strike	0	0	0	0
Fire Support	0	0	0-1	0-2
Dragoon	0	0-1	0-2	0-3
Airborne	0	0	0-1	0-1
Ranger	0	0	0-1	0-1
Strider	0-1	0-1	0-2 ▼	0-3 ▼
Heavy Strider	0	0-1	0-2	0-2 ▼
★Cavalry Patrol	1+	2+	3+ ▼	4+ ▼
Light Tank	0-1	0-2	0-3 ▼	0-4 ▼
Heavy Tank	0	0-1	0-1	0-2
★Inf. Platoon	4+ ▼	6+ ▼	8+ ▼	10+ ▼
Sniper Squad	S	S ▼	S ▼	S ▼
Field Gun Section	0-3	0-4 ▼	0-5 ▼	0-6 ▼
Air Strike	0-3	0-5	0-8	0-12
Artillery	0-3	0-5	0-8	0-12



FIELD GUIDES

THE UNITED MERCANTILE FEDERATION ARMY



Once known and feared throughout the North for their aggressive expansionism, the UMFA is still the most active of the Northern armies. Like almost everything in the UMF, the UMFA is run as a corporation, even though it is part of the UMF government. The UMF Defense Secretary chairs the UMFA corporation, and high-ranking officers serve as the board of directors. In times of war, the Defense Secretary cedes most of his power to the Northern Guard, and assumes more authority over the UMF's internal concerns. Unlike other Northern armies, the UMFA has no taxation revenue to draw on to maintain its forces. Instead, it relies on a portion of the funds raised by government sales of voting shares; donations of money or equipment by large Mercantile corporations; selling models, surplus and other military merchandise; selling officers' commissions to citizens or selling its services to Mercantile corporations. The UMFA offers a wide variety of services to interested Mercantile citizens and corporations, from simple security to more aggressive Badlands "asset recovery" programs.

UMFA SPECIAL RULES

Northern Rivalries: Due to the NLC restricting exports of Cheetahs in response to the UMF restriction on Jaguars before the War of the Alliance, many regiments only have Cheetahs in their most elite squads. A UMFA player may swap any base Cheetah for a Bobcat at -15TV each. In this case, the Bobcat pays the same as a Cheetah for Field Armor and may take the same options, excepting swaps/upgrades to Cheetah variants.

Local Manufacturing: Northco is the largest Gear manufacturer in the UMF, and as such their Gears are very common in the UMFA. UMFA players may swap any base Hunters to Tigers for +20 TV and they may swap any Headhunters to Sabertooths for +20 TV. In this case, the Tiger or Sabertooth pays the same as a Jaguar for Field Armor and may take the same options, excepting swaps/upgrades to Jaguar variants.

Trade Agreements: The UMF has a great number of trade agreements with various companies. As such, they were able to acquire specialized EW Gears even without access to Cheetahs. Any White Cat can be replaced with a Weasel for -30 TV.

Army Commander: One Combat group out of those allowed must be designated as the Army Command Squad. The Squad Leader becomes the Army Commander. The Army Commander may pay 15TV to gain a +1 to its Leadership or Defense Skills, or may pay 30TV to upgrade both. If an Infantry Platoon is chosen, one squad must be Designated as the Army Commander and it may pay 30 TV to upgrade its Infantry Skill by 1.

Command Points: The UMFA uses the same rules for Command Points as the Northern Guard.

FIELD GUIDES

GEAR REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3K TV +
★GP	1+ ▼	2+ ▼	3+ ▼	4+ ▼
Recon	0-1	0-2	0-3▼	0-4▼
★Strike	0-1▼	0-2▼	0-3▼	0-4▼
★Fire Support	0-1	0-2▼	0-3▼	0-4▼
★Dragoon	0-1	0-2	0-3▼	0-4▼
★Airborne	0-1▼	0-2▼	0-3▼	0-4▼
★Ranger	0-1	0-2	0-3▼	0-4▼
★Strider	0	0-1	0-1▼	0-2▼
Heavy Strider	0	0-1	0-2	0-3▼
Cavalry Patrol	0	0-1	0-2	0-3▼
Light Tank	0	0-1	0-2▼	0-3▼
Heavy Tank	0	0-1	0-1▼	0-2▼
Infantry Platoon	0-1	0-2	0-3	0-4
Sniper Squad	S	S	S	S
Field Gun Section	0	0-1	0-2	0-3
Air Strike	0-3	0-4	0-5	0-6
Artillery	0-1	0-2	0-3	0-4

ARMOR REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3K TV +
GP	0-1	0-2	0-2	0-3▼
Recon	0-1	0-1	0-2	0-3
Strike	0-1	0-2	0-2▼	0-2▼
Fire Support	0	0-1	0-2	0-3
Dragoon	0	0	0-1	0-2
Airborne	0	0	0-1▼	0-1▼
Ranger	0	0	0	0-1
Strider	0	0-1	0-2	0-3
Heavy Strider	0	0-1	0-1	0-2
★Cavalry Patrol	0-2	0-2	0-3▼	0+ ▼
★Light Tank	1+ ▼	1+ ▼	2+ ▼	2+ ▼
★Heavy Tank	0+ ▼	1+ ▼	1+ ▼	2+ ▼
Infantry Platoon	0-1	0-2	0-3	0-4
Sniper Squad	S	S	S	S
Field Gun Section	0-1	0-2	0-3▼	0-4▼
Air Strike	0-1	0-2	0-3	0-4
Artillery	0-3	0-4	0-5	0-6

- ★ = This unit can be upgraded to Command status.
- ▼ = This unit can be upgraded to Veteran status.

INFANTRY REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3K TV +
GP	0-1	0-2	0-3▼	0-4▼
Recon	0	0	0-1	0-2▼
Strike	0-1	0-1▼	0-2▼	0-3▼
Fire Support	0	0-1	0-2	0-3▼
Dragoon	0	0	0-1	0-2▼
Airborne	0-1	0-1▼	0-2▼	0-3▼
Ranger	0	0	0-1	0-2▼
Strider	0	0-1	0-2	0-3▼
Heavy Strider	0	0	0-1	0-2
Cavalry Patrol	1+	2+	3+ ▼	4+ ▼
Light Tank	0	0-1	0-2	0-3▼
Heavy Tank	0	0	0-1	0-2
★Inf. Platoon	3+ ▼	5+ ▼	7+ ▼	9+ ▼
★Sniper Squad	S	S ▼	S ▼	S ▼
Field Gun Section	0-2	0-3▼	0-4▼	0-5▼
Air Strike	0-4	0-6	0-10	0-15
Artillery	0-2	0-4	0-6	0-8



FIELD GUIDES

THE WESTERN FRONTIER PROTECTORATE ARMY



The threat posed by Rover banditry and Southern aggression to the small and sparsely-populated Western Frontier Protectorate has always been greater than the other Northern Leagues. To protect their small rural settlements, the society of the Protectorate is based around its Army. The three large city-states of the Protectorate are military fortresses, and only those who have served in the military for long enough can vote. Even the elected councils that run the city-states and the League itself are made up of serving officers.

The WFPA is very rigid and traditional. While they were the first League other than the UMF to experiment with original Gear designs, they were unimpressed by their performance, and continued using traditional tank and infantry units until the CNCS was formed and they could import Gears from the UMF. Due to the WFP's small size and lack of heavy industry, the WFPA must make do with vehicles that are easy to maintain, cheap, outdated, or some combination of the above. While the troops often complain about their substandard equipment, they also know that it is reliable, rugged, and battle-tested.

WFPA SPECIAL RULES

Western Alienation: WFP has a very limited manufacturing base and generally ends up with the short end of the stick when it comes to trade agreements. Combined with lack of funds, this means that the WFPA ends up fielding many older units or simply units that hold up better in long term use. Unlike the other League armies, some of these swaps are not optional.

WFPA players **must** swap base Cheetahs for less costly vehicles in any non-veteran squad. Cheetahs may be replaced by Ferrets at normal TV change if allowed in the squad listing or Bobcats at -15TV each. Any Light Tank Squad **must** be swapped for Bandit Hunter Klemms, unless upgraded to Veteran Status, in which case any Unit listed in the Squad entry may be taken as normal. Any Heavy Tank Squad **must** be swapped for Hardy Allers unless upgraded to Veteran Status, in which case any Unit listed in the Squad entry may be taken as normal.

WFPA players **may** swap all Kodiaks for Razorbacks at -60 TV. Any Razorback may be upgraded to a Peacemaker Razorback for +5 TV. Any base Jaguar **may** be swapped for a Mad Dog R at -20 TV each. Mad Dogs pay the same cost as Jaguars if upgraded to Field Armor, but do not gain access to other upgrades. Finally, WFPA Players **may** swap any Grizzly to a Bear at -30 TV. Any Rabid Grizzly may be replaced with a Mauler Bear for -5 TV. Any Thunder Grizzly may be replaced by a Den Mother at -20 TV. In this case, any Bear will pay the same as a Grizzly for Field Armor and may take the same options (such as weapon upgrades or linking RPs), excepting swaps/upgrades to Grizzly variants.

Army Commander: One Combat group out of those allowed must be designated as the Army Command Squad. The Squad Leader becomes the Army Commander. The Army Commander may upgrade any or all of its Leadership, Attack or Defense Skills by +1 for 15 TV per skill. Each skill may only be upgraded once. If an Infantry Platoon is chosen, one squad must be Designated as the Army Commander and it may pay 30 TV to upgrade its Infantry Skill by 1.

Command Points: The WFPA puts more emphasis on their troops, rather than their commanders. As such, they gain 1 CP for every Combat Group in the Army. Veteran Combat Groups contribute 2 CPs. Sniper Squads, Air Support and Off-Board Artillery do not count towards this. Maximum Starting CPs is equal to 6 + 2 for every 500 full TV in your army. Thus a 750 TV army would get a maximum of 8 CPs, while a 1200 TV Army would get a maximum of 10.

FIELD GUIDES

GEAR REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3K TV +
★GP	1+	2+	3+ ▼	4+ ▼
★Recon	0-1	0-2	0-3 ▼	0-4 ▼
Strike	0	0-1	0-2	0-3 ▼
★Fire Support	0-1 ▼	0-2 ▼	0-3 ▼	0-4 ▼
★Dragoon	0-1 ▼	0-2 ▼	0-3 ▼	0-4 ▼
Airborne	0	0-1	0-2	0-3 ▼
★Ranger	0-1	0-2 ▼	0-3 ▼	0-4 ▼
★Strider	0+	0+ ▼	0+ ▼	0+ ▼
Heavy Strider	0	0-1	0-1 ▼	0-2 ▼
Cavalry Patrol	0-1	0-2	0-3 ▼	0-3 ▼
Light Tank	0-1	0-2	0-3 ▼	0-4 ▼
Heavy Tank	0	0-1	0-2	0-3 ▼
Infantry Platoon	0-2	0-3	0-4	0-5 ▼
Sniper Squad	S	S	S	S
Field Gun Section	0-2	0-3	0-4	0-6 ▼
Air Strike	0-1	0-1	0-2	0-2
Artillery	0-3	0-5	0-7	0-8

ARMOR REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3K TV +
GP	0-1	0-2	0-3 ▼	0-4 ▼
Recon	0-1	0-2	0-3	0-4
Strike	0	0	0-1	0-2
Fire Support	0-1	0-2	0-3 ▼	0-4 ▼
Dragoon	0-1	0-1 ▼	0-2 ▼	0-3 ▼
Airborne	0	0	0-1	0-2
Ranger	0	0-1	0-2 ▼	0-3 ▼
Strider	0-1	0-2	0-3 ▼	0-4 ▼
Heavy Strider	0	0-1	0-2 ▼	0-3 ▼
★Cavalry Patrol	0+ ▼	0+ ▼	1+ ▼	2+ ▼
★Light Tank	0+	1+ ▼	1+ ▼	2+ ▼
★Heavy Tank	1+ ▼	1+ ▼	2+ ▼	3+ ▼
Infantry Platoon	0-2	0-3	0-4 ▼	0-5 ▼
Sniper Squad	S	S	S ▼	S ▼
Field Gun Section	0-3	0-4	0-5 ▼	0-7 ▼
Air Strike	0-1	0-1	0-2	0-2
Artillery	0-4	0-6	0-8	0-10

- ★ = This unit can be upgraded to Command status.
- ▼ = This unit can be upgraded to Veteran status.

INFANTRY REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3K TV +
GP	0-1	0-2	0-3 ▼	0-4 ▼
Recon	0	0-1	0-2	0-3 ▼
Strike	0	0	0-1	0-2 ▼
Fire Support	0	0-1 ▼	0-2 ▼	0-3 ▼
Dragoon	0	0-1	0-2	0-3 ▼
Airborne	0	0	0-1	0-2 ▼
Ranger	0	0-1	0-2 ▼	0-3 ▼
Strider	0-1	0-1	0-2 ▼	0-4 ▼
Heavy Strider	0	0-1	0-2	0-3
★Cavalry Patrol	1+ ▼	2+ ▼	3+ ▼	4+ ▼
Light Tank	0-1	0-2	0-3 ▼	0-4 ▼
Heavy Tank	0	0-1	0-1 ▼	0-2 ▼
★Inf. Platoon	4+ ▼	6+ ▼	8+ ▼	10+ ▼
★Sniper Squad	S	S ▼	S ▼	S ▼
Field Gun Section	0-3	0-5 ▼	0-7 ▼	0-9 ▼
Air Strike	0-1	0-2	0-3	0-4
Artillery	0-6	0-8	0-10	0-12



COMBAT GROUP LISTINGS

GENERAL PURPOSE SQUAD

TV: 205

General Purpose Squads are the basic troopers of any Northern Gear Regiment, and as such form the backbone of most fighting forces. While not particularly adept at any one task, they do well as generalists and can even perform light assault duties when properly outfitted.

Composition: A GP Squad consists of 4 Hunters and one Headhunter all with Standard Loadout.

Skills: All members have Attack 2, Defense 2, EW 1. The Headhunter has Ld 1 and is the Combat Group Leader.

OPTIONS:

- The Squad may add an additional Hunter for +40 TV.
- Swap the Headhunter for a Jaguar with Standard Loadout and same Ld for +15 TV.
- Swap one Hunter for a Cheetah with Standard Loadout for +25 TV.
- Increase Leadership of Headhunter or Jaguar by 1 level (to 2) for +10 TV.
- Add a cloak (Camo Netting) to any member for +5 TV per member.

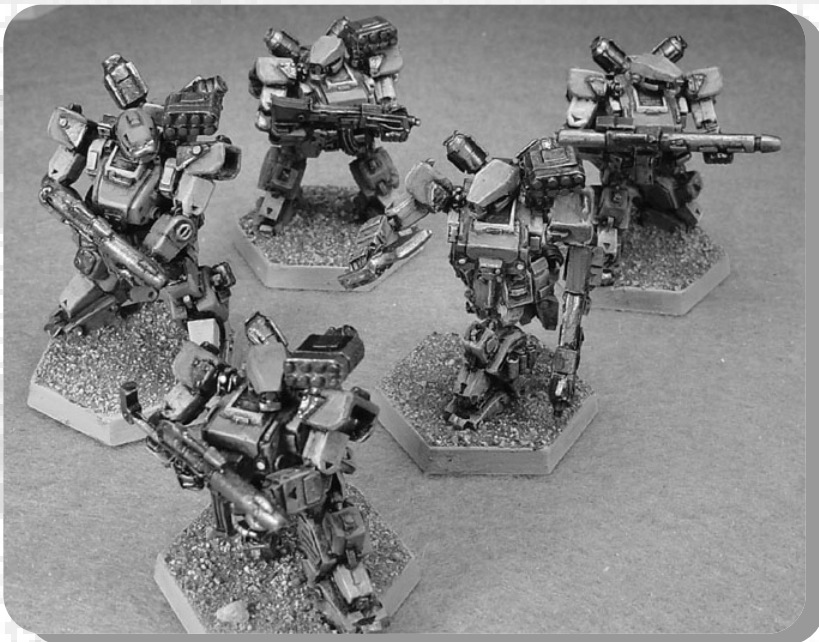
Up to 2 members of the squad may do one of the following:

- Swap their Autocannon and LRP for a Snub Cannon (F, Limited Ammo 3) for +5 TV.
- Swap their Autocannon to a MAC (F, Reloads) for +5 TV.

Any Jaguar (if purchased) or Hunters that have upgraded to a MAC or Snub Cannon may carry LPZFs (F, Limited Ammo 2) and swap their LRP for an IRP (RoF 1 lower than the LRP the unit carried, no Reloads) for +10 TV.

Veteran Status Options:

- Add Field Armor (an additional Sturdy Box) to any member for +30 TV per Hunter variant, +25 per Cheetah and +20 per Jaguar.
- Upgrade both Attack and Defense skills of any member to Level 3 for +20 TV per member.
 - The limitation of 2 Units upgrading weapons is increased to 4 Units.



COMBAT GROUP LISTINGS



RECON SQUAD

TV: 370

In addition to reconnaissance missions, Recon Squads are used in Electronic Warfare, patrol, scouting, and target acquisition roles in larger battles. Without Recon Squads, most Northern armies would be rendered impotent as they depend on the EW capabilities of their Recon Squads to disable enemy communications. Their Target Designators also prove invaluable, as the North has been moving more towards support machines with heavy guided weapons.

Composition: A Recon Squad consists of 4 Cheetahs and a Jaguar, all with Standard Loadout.

Skills: All members have Attack 2, Defense 2, EW 2. The Jaguar has Ld 1 and is the Combat Group Leader.

Options:

- The Squad may add an additional Cheetah for +70 TV.
- Swap up to 2 Cheetahs for Jaguars with Standard Loadout for -5 TV each.
- Swap Any Cheetah for a Ferret with Standard Loadout for -30 TV each.
- Upgrade up to two Ferrets to Wild Ferrets. This is -5 TV per Ferret (-35 from Cheetah).
- Add a cloak (Camo Netting) to any member for +5 TV per member.
- Add one Recon drone to any member (max 1 drone per Unit) +20 TV.
- Add one Hunter-Killer drone to any member (max 1 drone per Unit) +5 TV.

Veteran Status Options:

- Increase Leadership of Jaguar by 1 level (to 2) for +10 TV.
- Upgrade the Leader's Jaguar to a Thunder Jaguar for +10TV.
- Increase the EW skill of any member by +1 (to 3) for +10 TV each.
- Increase the Defense Skill of any member by +1(to 3) for +15 TV each.
- Up to one Cheetah can be upgraded to a White Cat for +5 TV.
- Upgrade any standard Ferret to a Ferret MkII for +5 TV.

COMBAT GROUP LISTINGS

STRIKE SQUAD

TV: 400

If an objective needs to be taken and held quickly, the Strike Squad is the best bet. Designed for an all-out assault on objectives and capable of being outfitted for a variety of scenarios, the Strike Squad is quite possibly the most frightening squad in the Northern forces. Strike Squads are always piloted by veterans and a post in a Strike Squad is a prestigious position, although not as prestigious as making it into the Airborne or Rangers. That said, the Strike pilots are the best at what they do and may the Prophet have mercy on those that get in the way.

Composition: A Strike Squad consists of 2 Jaguars and 3 Hunters, all with Standard Loadout.

Skills: All members have Attack 3, Defense 3, EW 2. One Jaguar has Ld 2 and is the Combat Group Leader.

OPTIONS:

- Add an additional Hunter for +70 TV
- Any Hunter may be upgraded to a Jaguar with Standard Loadout for +20 TV each.
- Up to two Hunters may be swapped for Grizzlies for +45 TV.
- One Hunter may be upgraded to a Kodiak with Standard Loadout for +65 TV.
- Add Field Armor (an additional Sturdy Box) to any member for +30 TV per Hunter variant, +25 per Cheetah or Kodiak and +20 per Jaguar or Grizzly.
- Any unit may swap their LAC or MAC and their LRP for a Snub Cannon (F, Limited Ammo 3) for +5 TV.
- Any member may swap their LAC for a MAC (F, Reloads) for +5 TV.
- Any member may swap their Autocannon for a Medium Bazooka (F, no Reloads) for +10 TV.
- Any Hunter or Jaguar that has a Bazooka may upgrade its LRP to an IRP (RoF 1 less than LRP the Unit carried, no Reloads) for +5 TV.
- Any Grizzly may swap its MRPs and HGM for 2xIRP (F, RoF 2) for -35 TV.
- Any member may carry MPZFs (F, Limited Ammo 2) at +10 TV each.
- Add one Hunter-Killer drone to any member (max 1 drone per Unit) for + 5TV.

Veteran Status Options:

- Increase Leadership of the commanding Jaguar by 1 level (to 3) for +10 TV.
- Turn one Jaguar into a Second in Command (Leadership 1) for +10 TV.
- One additional Hunter (to a maximum of 3) may be swapped for an Assault Grizzly for +35TV.
- Two additional Hunters (to a maximum of 3) may be upgraded to Kodiaks with Standard Loadout for +65 TV.
- Any Grizzly may upgrade its Comms to +1, its Auto Comms to 4, and add an Autopilot and Backup Comms for +10 TV.
- Upgrade any Grizzly's MBZK to a HBZK (F, no Reloads) for +5TV.
- One Kodiak may upgrade its LPA for a HBZK (F, no Reloads, Sniper system) for +15TV.



COMBAT GROUP LISTINGS

FIRE SUPPORT SQUAD

TV: 295

When the army needs a tactical strike or simply to saturate an area with firepower, the Fire Support squad is the one they send in. The slower-moving heavier Gears are supported by lighter Gears, creating a very well-rounded squad together. The effectiveness of a Fire Support Squad increases dramatically when combined with spotter units such as those found in Recon Squads.

Composition: A Fire Support Squad consists of 1 Headhunter, 2 Hunters and 2 Grizzlies, all with Standard Loadout.

Skills: All members have Attack 2, Defense 2, EW 1. The Headhunter has Ld 1 and is the Combat Group Leader.

OPTIONS:

- Increase Leadership of the Combat Group Leader by 1 level (to 2) for +10 TV.
- The Squad may add an additional Hunter for +40 TV.
- Swap the Headhunter for a Jaguar with Standard Loadout and same Ld for +15 TV.
- Any Grizzly may link its Rocket pods for an additional +10 TV.
- Add a cloak (Camo Netting) to any member for +5 TV per member.
- Any Unit may swap their MAC or LAC for a Medium Bazooka (F, no Reloads) for +10 TV.
- Add a Demolitions drone to any Unit (max one drone per Unit) +5 TV.
- Add a Recon drone to any Unit (max one Recon drone per squad, max one drone per Unit) +20 TV each.

Veteran Status Options:

- Increase both the Attack and Defense Skills of any member to level 3 for +30 TV per member.
- Swap one Hunter for a Cheetah with Standard Loadout for +25 TV.
- Swap one Hunter for a Grizzly with Standard Loadout for +45 TV.
- Any Grizzly may upgrade its Comms to +1, its Auto Comms to 4, and add an Autopilot and Backup Comms for +10 TV.
- Any Grizzly may swap its MRPs and HGM for an ATM (FF, Limited Ammo 4) and Unstable for -15 TV.
- The Headhunter may be upgraded to a Thunder Grizzly for +50 TV.



COMBAT GROUP LISTINGS

DRAGOON SQUAD

TV: 300

While Strike Squads are designed for full out assault and heavy assault roles, the Dragoon squads are designed for heavy recon, fast assault and close assault, much like the Highland regiments of old. In fact the WFPA makes it a point of pride that all WFPA Dragoon Squads are known as Highlanders. Dragoons are best used in "blitz" attacks, although some Dragoon Squads are designed specifically for urban combat.

Composition: A Dragoon Squad consists of 2 Cheetahs and 2 Hunters with Standard Loadout, as well as 1 Rabid Grizzly.

Skills: All members have Attack 2, Defense 2, EW 1. The Rabid Grizzly has Ld 2 and is the Combat Group Leader.

OPTIONS:

- Any Hunter may be upgraded to a Jaguar with Standard Loadout for +20 TV.
- Any Hunter can be upgraded to a Rabid Grizzly for +50TV.
- Any Rabid Grizzly may upgrade their LGL to a HGL (F, Reloads) for +10TV.
- Add Field Armor (an additional Sturdy Box) to any member for +30 TV per Hunter variant, +25 per Cheetah and +20 per Jaguar or Grizzly.
- Any Cheetah May upgrade their DPG to a LAC (F, Reloads) for +5TV.
- Add one Recon drone to any member (max 1 drone per Unit) + 20 TV.
- Add one Hunter-Killer drone to any member (max 1 drone per Unit) for + 5 TV.
- Any Unit may swap an Autocannon for a FGC (F, Reloads) and HGs (limited ammo 3) for 3 HHGs (F, Limited Ammo 3) for +5TV.
- Any Unit may swap its LRP for HMG (F, no Reloads), and add HPZFs (F, Limited Ammo 4) for +0 TV each.

Veteran Status Options:

- Increase Leadership of the Combat Group Leader by 1 level (to 3) for +10 TV.
- Increase both the Attack and Defense Skills of any member to level 3 for +30 TV per member.
- Any Unit with an Autocannon may upgrade it to a LGL (F, Reloads) for +10 TV.
- Any Cheetah may be swapped for a Strike Cheetah for 0 TV.
- Any Grizzly, Including the Leader's, may be swapped for a Jaguar.
- Any Jaguar may swap its LRP for 2 MRPs (FF, RoF 4, No reloads) for +10TV and may link these for an additional +10TV.



COMBAT GROUP LISTINGS

RANGER SQUAD TV: 370

Ranger squads are highly-trained squads, composed of Rangers and lead by Senior Rangers. The rank's name was taken from the squad organization during the formation of the Northern Guard. These squads provide tracking, harassment and sniping support for a standard Gear force. They get some of the best equipment, but their role simply does not garner as much attention as the more media-friendly Airborne Squads. The best of the Ranger squads are assigned stealth Gears to allow them to infiltrate enemy territory better and carry out shady missions. As always, the various Northern League armies still keep their own traditional names for this type of squad, at least informally. The UMFA calls them "Pumas," the NAF "Sentinels," and the WPFA "Pathfinders." All pilots in a Ranger Squad have passed the Lion-Head Course and wear the badge proudly.

Composition: A Ranger Squad consists of 3 Jaguars and 2 Cheetahs

Skills: All members have Attack 2, Defense 2, EW 2. One Jaguar has Ld 2 and is the Combat Group Leader.

OPTIONS:

- Any Jaguar may swap its MAC for an HRF (F, Reloads, Sniper System) for +5 TV each.
- Any Cheetah may swap its DPG, LRP, and TD for an MRF (F, Reloads, Sniper System) for -5 TV
- Any Cheetah may add Airdroppable for +5 TV.
- Add a cloak (Camo Netting) to any Unit for +5TV each.
- Add one Recon drone to any member (max 1 drone per Unit) for +20TV.
- Upgrade the Leader's Jaguar to a Thunder Jaguar for +10TV
- Add Stealth R2 to any Unit that does not currently have Stealth (including Drones) for +5TV.

Veteran Status Options:

- Upgrade any member's Attack and Defense to 3. +30 TV per Unit upgraded.
- Increase the squad leader's Leadership skill to 3 for +10 TV.
- Swap any Cheetah with a Black Cat for +15TV.
- Up to 2 Black Cats may swap their LAC and LRP for a HRF (F, Reloads, Stabilizer Mount, Sniper System) and the Exposed FireCon Flaw for -10TV.
- Swap any Jaguar for a Panther for + 55TV.



COMBAT GROUP LISTINGS

AIRBORNE SQUAD

TV: 320

While it is an honor for those who pass the Lion-Head Course to be chosen for the Rangers, it is every applicant's dream to join the most glamorous of the Special Forces, the Airborne. Airborne squads are often called upon to drop into hostile territory with little preparation and even less backup. While all the Northern armies list these squads as "Airborne" on paper, each League has their own nickname. The NAF Airborne squads are the "Blue Berets" because of the special hats of their dress uniforms, while the WFPA, in a typical Westerner in-joke, calls theirs "Drop Bears" and the UMFA simply calls theirs the "Golden Falcons" as befits the richest nation in the CNCS.

Composition: An Airborne Squad consists of a Jaguar and 4 Hunter Paratroopers.

Skills: All members have Attack 2, Defense 2, EW 2. The Jaguar has Ld 2 and is the Combat Group Leader.

OPTIONS:

- Swap up to Two Hunter Paratroopers for Cheetah Paratroopers for +25TV each.
- Swap any Hunter Paratrooper for a Jaguar for +10TV.
- Up to two of the Squad's Jaguars may swap their LRP for 2 MRPs (FF, RoF 4, No reloads) for +10TV and may link these for an additional +10TV.
- Add a cloak (Camo Netting) to any member for +5 TV.
- Add one Recon drone to any member (max 1 drone per Unit) + 20 TV.

Veteran Status Options:

- Upgrade any member's Attack and Defense to 3. +30 TV per Unit upgraded.
- Increase the squad leader's Leadership skill to 3 for +10 TV.
- Upgrade the Leader's Jaguar to a Thunder Jaguar for +10TV
- Upgrade any Hunter Paratrooper to a Hunter Commando for +10 TV.
- One Hunter Commando may swap its MRP for and ECM pod with ECM 3 and ECCM 2 for +5 TV.



COMBAT GROUP LISTINGS

STRIDER SQUAD

TV: 185

Striders are often assigned to support Gear formations as, unlike more conventional combat vehicles, they have similar maintenance requirements and can cross the same terrain as Gears. Originally, Gears were assigned to Strider squads to protect the slow moving machines, but lately the NG has been assigning an entire squad of Gears to cover a Strider Squad and ensure the heavy support gets where it is needed. In fact, this combination has allowed assault Striders to become more useful and survivable, and battles involving them often end up looking like small naval battles on land.

Composition: A Strider Squad consists of 1 Mammoth.

Special Rules: A Strider squad must be at full compliment (3 Striders) before an additional Strider Squad may be taken.

Skills: All members have Attack 2, Defense 2, EW 2 and one Unit has Ld 2 and is the Combat Group Leader.

OPTIONS:

- Add up to two more Mammoths for +170 TV each.
- Any Mammoth may swap its MAC for an HAC (F, no Reloads) for +5 TV.
- Any Mammoth may swap its MAC for 2x VLRPs (F/Rr, ROF6, no Reloads) for +5 TV.
- Any Mammoth may swap its ATM launcher for a second SC (F, no Reloads) for -60 TV.
- Any Mammoth may swap a SC for a FGC (F, no Reloads) and a MAC (F, no Reloads) for +10 TV.
- Add Camo Netting and Smoke Launchers 10 to any member for +10 TV.
- Add a Recon drone to any Unit (max one per squad) +20 TV each.

Veteran Status Options:

- Any Unit may have their Attack Skill upgraded to level 3 for + 15 TV each.
- Any Unit may have their Defense Skill upgraded to level 3 for +15 TV each.
- Any Unit may have their EW skill upgraded to Level 3 for +15 TV each.
- The Leader may upgrade its Ld to level 3 for +10 TV.
- The Leader's Mammoth may be upgraded to a Command Mammoth for +10 TV.
- All Units in the squad can have the Ld skill at 1 for +10 TV per Unit.



COMBAT GROUP LISTINGS

HEAVY STRIDER SQUAD TV: 270

While regular Strider Squads concentrate on precision strikes and assault roles, Northern Heavy Striders are normally used for blasting the enemy into oblivion through direct (and indirect!) firepower. Like their smaller brethren, Heavy Strider Squads can traverse terrain impassable by conventional vehicles, making their firepower much more useful in battlefields across Terra Nova.

Composition: A Heavy Strider Squad consists of One Thunderhammer.

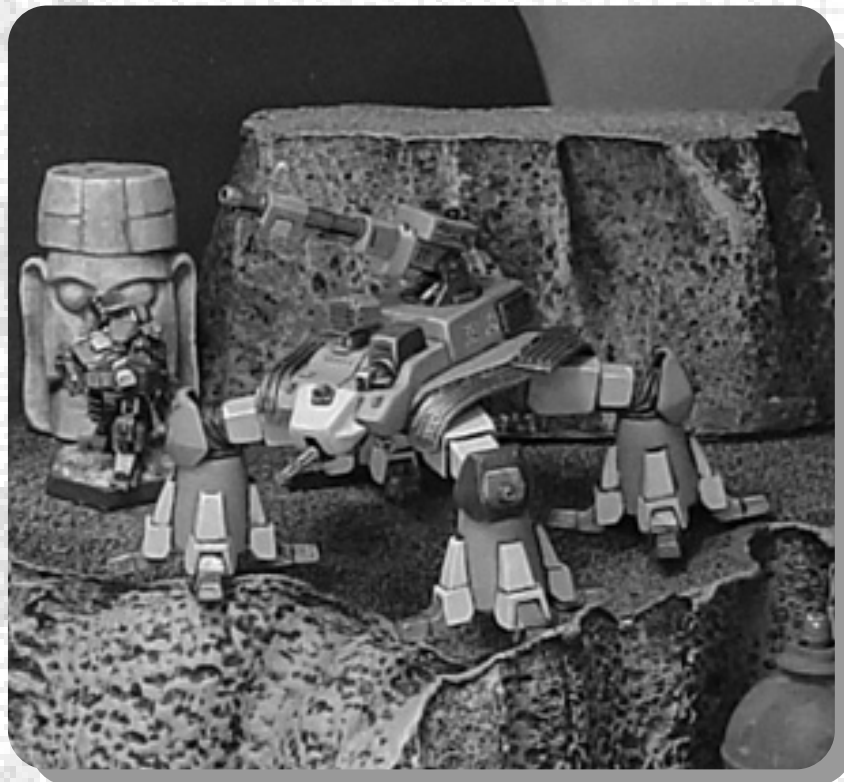
Skills: All members have Attack 2, Defense 2, EW 2 and one Unit has Ld 2 and is the Combat Group Leader.

OPTIONS:

- Add a second Thunderhammer for +250 TV.
- Add Camo Netting and Smoke Launchers 10 to any member for +10 TV.
- Add one Recon drone to any member (max 1 drone per Unit) +20 TV.
- Add one Hunter-Killer drone to any member (max 1 drone per Unit) +5 TV.

Veteran Status Options:

- Any Unit may have their Attack Skill upgraded to level 3 for +20TV each.
- Any Unit may have their Defense Skill upgraded to level 3 for +20 TV each.
- Any Unit may have their EW skill upgraded to Level 3 for +20 TV each.
- The Leader may upgrade its Ld to level 3 for +10 TV.
- All Units in the squad can have the Ld skill at 1 for +10 TV per Unit.



COMBAT GROUP LISTINGS



CAVALRY PATROL TV: 40

Cavalry Patrols fill the need for higher speed patrols, armored recon or harassment missions. While all vehicles are equipped for fighting, that type of role is better filled by Gears and Tanks. If at all possible, Cavalry Patrols adopt a “shoot and scoot” approach.

Composition: A Cavalry Patrol consists of Two Badger APCs.

Skills: All members have Attack 2, Defense 2, EW 1. One Badger has Ld 1 and is the Combat Group Leader.

OPTIONS

- Add one additional Badger for +20 TV.
- Any Badger may swap its LACs for an AGM (T, no reloads) at +40TV per Unit.
- Any Badger may be upgraded to a Cavalry Badger for +65TV.
- Add Camo Netting to any member for +5 TV per member.
- Add a drone to any Unit (max one per squad): Hunter-Killer + 5 TV, Recon +20 TV each.

Veteran Status Options:

A Veteran Cavalry Patrol may take the following options:

- Any Unit may have their Attack Skill upgraded to level 3 for +15 TV each.
- Any Unit may have their Defense Skill upgraded to level 3 for +15 TV each.
- Any Unit may have their EW skill upgraded to Level 2 for +10 TV each.
- The Leader may upgrade its Ld to level 2 for +10 TV.
- Link both MRPs or LACs on any Badger or variant for +10 TV each.
- Any Badger or variant may add Stealth R2 and ECM R2 for +5 TV.
- The lead Badger may be upgraded to a Command Badger for +5TV.



COMBAT GROUP LISTINGS

LIGHT TANK SQUAD TV: 185

Light Tank Squads fill many roles depending on composition. Light artillery, light assault, spearheading attacks and even simply shoring up flanks, light tanks still have a very definite purpose on Terra Nova. While they cannot compete with Gears in built up or rough terrain, light tanks do very well in areas with open fire lanes and clear ground. Surprisingly, this means they often do well supporting urban assaults, particularly when teamed with infantry and Gears.

Composition: A Tank Squad consists of 1 Klemm Light Tank.

Skills: All members have Attack 2, Defense 2, EW 1. One Tank has Ld 1 and is the Combat Group Leader.

Special Rules: A Light Tank squad must be at full compliment (3 Light Tanks) before an additional Light Tank Squad may be taken.

OPTIONS

- Add up to two more Klemms for +185 TV each.
- Any Klemm may be swapped for a Bandit Hunter Klemm for -75 TV.
- Any Klemm may be replaced with a Jaxon Support tank for -70 TV..
- Any Klemm may be replaced with a Tyburr Self-propelled Gun for -70TV.
- Add Camo Netting to any member for +5 TV per member.
- Add a drone to any Unit (max one per squad): Hunter-Killer + 5 TV, Recon +20 TV each.

If the squad leader is chosen as the Army Commander, you may upgrade the Commander's tank to a Master Klemm. This costs nothing.



Veteran Status Options:

- Any Unit may have their Attack Skill upgraded to level 3 for +20 TV each.
- Any Unit may have their Defense Skill upgraded to level 3 for +20 TV each.
- Any Unit may have their EW skill upgraded to Level 2 for +15 TV each.
- The Leader may upgrade its Ld to level 2 for +10 TV.
- Up to two Tyburrs may swap their HMG for an APGL (T, Limited Ammo 6), and their LFG for a HFM (T) for +35TV.

OFF-BOARD ARTILLERY

Whether it's the mighty Verder self-propelled gun, the Damocles Strider, or the Stinger missile artillery platform, the Northern armies make use of a wide variety of long-range artillery. While these vehicles are often capable of surviving direct combat, it is not their intended role. Long-range bombardments often do very little palpable damage, but their effect in keeping the enemy's head down and destroying fortifications is invaluable.

AVAILABLE OPTIONS:

- Light Artillery Salvo: 5 TV
- Medium Artillery Salvo: 15 TV
- Heavy Artillery Salvo: 40 TV

COMBAT GROUP LISTINGS



HEAVY TANK SQUAD TV: 285

Northern Heavy Tank squads are the kings of the open battlefield. Simply put, if they can see it, they can kill it. Outside of areas with open fire lanes and clear ground, however, their size, limited mobility and armament often prove much less useful as, unlike their Southern counterparts, the Northern armies prefer to put direct fire weapons, such as the Aller's mighty THOR Railgun, on their tanks.

Composition: A Heavy Tank Squad consists of 1 Aller Tank.

Skills: All members have Attack 2, Defense 2, EW 1. One Tank has Ld 1 and is the Combat Group Leader.

Special Rules: A Heavy Tank squad must have at least 2 Heavy Tanks before a second Heavy Tank Squad may be taken.

OPTIONS:

- Add up to two additional Allers for +285 TV each.
- Any Aller may be swapped for a Hardy Aller for +85 TV each.
- Add Camo Netting to any member for +5 TV per member.
- Add a drone to any Unit (max one per squad): Hunter-Killer + 5 TV, Recon +20 TV each.

Veteran Status Options Options:

- Any Aller may be upgraded to the Naval Support Aller for +265 TV each.
- Any Unit may have their Attack Skill upgraded to level 3 for +20 TV each.
- Any Unit may have their Defense Skill upgraded to level 3 for +20 TV each.
- Any Unit may have their EW skill upgraded to Level 2 for +15 TV each.
- The Leader may upgrade its Ld to level 2 for +10 TV.



AIR STRIKES

Aircraft on Terra Nova have been dethroned from the position of battlefield dominance they enjoyed in ages past. Powerful, long-range anti-aircraft lasers protect major cities, landships, and other large targets. Vicious and unpredictable sandstorms and windstorms prevent them from being deployed over long distances, especially over the Badlands. Aircraft are still useful in small numbers at short ranges, and air strikes on entrenched enemy positions can provide welcome relief for ground troops in the field.

AVAILABLE OPTIONS:

- Fighter Run: 15 TV
- Fighter-Bomber Run: 75 TV
- Bomber Run: 175 TV

COMBAT GROUP LISTINGS

INFANTRY PLATOON TV: 60

Infantry are a vital but unexciting part of any force. Slow and poorly-armored compared to vehicles, they are very vulnerable and seemingly useless in the face of Gears and tanks. That said, Infantry Platoons have access to a wide variety of specialized equipment, can hold ground better than any other unit and are a nightmare to deal with in built up areas like urban centers.

Composition: An Infantry Platoon consists of 2 Infantry Sections. While each section and/or squad may buy equipment separately, the entire Platoon counts as a single combat group. An Infantry Section consists of 2 squads, and each squad consists of 3 bases and has 1 action. All bases are armed with 7mm Assault Rifles.

Skills: All Squads have Level 2 Infantry skill and Armor 8. Choose one squad to be the Combat Group Leader.

Special Rules: If Infantry Platoons are allowed a Veteran Upgrade in the regiment list for the TV your game is set at, up to 1/4 of the Infantry Platoons in your army may be upgraded to Veteran Status. This only counts once against your maximum Veteran Upgrades, regardless of how many Platoons are actually upgraded.

OPTIONS:

- A Section may be mounted in a Badger APC (may not be Paratroopers or mounted on ATVs) for +20 TV. The Badger crew has Attack and Defense 2, EW1, Ld1. it may be link its lacs at an additional +10 TV.
- A Section may be granted Medium Armor (+1 Armor) at +5 TV or Heavy Armor (+2 armor) at +10 TV.
- Any Squad may carry one type of heavy weapon at the costs listed : Light Machine Gun +5 TV, Chaingun +5 TV, Anti-Gear Rifle +5 TV, Grenade Rifle +10 TV, Rocket Launcher +10 TV, Light Mortar +15 TV, Target Designator (Rating 2) +10 TV.
- Any Squad (including Paratroopers) may be given ATVs at a cost of 10 TV per Squad.
- Any Squad may be upgraded to Paratroopers (Airdroppable Perk) +5TV.
- Add Camo Netting to any Squad for +5 TV per squad.
- Add a drone to any Squad (max one per squad): Hunter-Killer or Demolition + 5 TV each, Recon +20 TV each.

If any Squad in the Platoon is chosen as the Army Commander, you may upgrade its Badger to a Command Badger for +5TV. The Command Badger now counts as the Army Commander and may be upgraded as normal for a non-infantry Army Commander. In addition, the Command Badger may pay 15 TV to increase its Ld by one level. This can stack with the upgrade for Veteran Badgers. If all other Badgers are Covert Badgers, the Command Badger may be given Stealth R2 for an additional +5 TV.

Veteran Status Options:

- Any Infantry Squad may be upgraded to level 3 Infantry Skill for +30 TV
- Any Infantry Squad may swap their Anti-Gear Rifle for a Riley M221 Anti-Gear Rifle – drop ACC to 0, Increase DM to x8 and add the Sniper Trait. This costs no TV.
- Any Squad may be given Stealth R2 for +5 TV
- Any Badger Crew may be upgraded to level 3 Attack and Defense at +20 TV.
- Any Badger may have its Ld increased by one level for +15 TV.
- Any Badger may swap its LACs for an AGM (T, no reloads) at +40TV per Unit.
- Any Badger or variant may add Stealth R2 and ECM R2 for +5 TV.
- A Section may be given a Cavalry Badger as support as long as it does not contain paratroopers for +65TV. Both MRPs can be linked for +10TV. This does not replace the Badger Option, but is a supplemental vehicle for close support. it has the same skill values as the standard Badger and may have these upgraded for the same cost.

COMBAT GROUP LISTINGS

INFANTRY SNIPER SQUAD TV: 15

Sniper squads consist of two to three soldiers, one with the sniper rifle and the others with assault rifles to provide some protection for the sniper. Their role is simple: take out vital targets without being seen and without being near the enemy.

Composition: 1 base, Infantry Skill 3, Armor 9, Camo Netting, Stealth 2, armed with a Sniper Rifle and an Assault Rifle.

Special Rules: For each Platoon of Infantry taken, you may buy a single Sniper Squad. This squad acts as its own combat group.

OPTIONS:

- The Squad may upgrade to Heavy Armor (+1 armor) for +5 TV.
- The Squad may also take a single Recon drone for + 20 TV.
- The Squad may be upgraded to Paratroopers (Airdroppable Perk) for +5TV.
- The Squad (even if Paratroopers) may be given ATVs at a cost of +10 TV.

Veteran Status Options:

A Sniper Veteran Squad may choose from the following options:

- The Sniper Rifle may be upgraded to a Laser Sniper Rifle for +5 TV.



FIELD GUN SECTION TV: 30

Field guns are cheap infantry-manned indirect fire support for combat units. They are for the most part immobile and vulnerable to enemy fire but, if used right, they can deal substantial damage without ever coming under attack.

Composition: One Field Gun.

Skills: The Crew have Attack 2, Defense 2, EW 1, The lead gun Crew has Ld 1.

Special Rules: A Field Gun Section must be at full compliment (3 Field guns) before a second Field Gun Section may be taken.

OPTIONS:

- Add up to two additional Field Guns for +30 TV each.
- Add Camo Netting to any Gun for +5 TV per squad.

Veteran Status Options:

- Any Field Gun may have its crew upgrade its Attack to 3 for +10 TV.
- The Lead Field Gun may have its crew upgrade its Ld to 2 for +10 TV.

REGIMENTS OF NOTE

REGIMENTS OF NOTE

The following are significant regiments found throughout the CNCS. Most are Northern Guard or on loan to the Northern Guard, but at least one Regiment from each League army is presented. Because these lists are designed to emulate the background and flavor of the regiments they depict, tournament organizers should feel free to restrict their use if they feel it unbalances their tournament.



NOVA REDRIDERS

The Nova Redriders started out as the Nova Gear Company, a combined arms regiment formed only two cycles before the St. Vincent's War. The post-war reorganization of the Northern military reassigned the company to the 341st Storm Riders Gear Regiment. The Storm Riders, and Nova Company in particular, performed well beyond expectations. Technicians kept their out of date machines running even through the post-war budget cuts and general lack of parts. In TN1745, high command was finally convinced that Nova Company could be better utilized if they were given more resources and autonomy. The 74th Gear Regiment, the Nova Riders, was born.

The Nova Riders met high command's expectations and performed their duties exceptionally well during the TN1800s. During the War of the Alliance, they were assigned to protect supply lines and rarely saw front-line action until TN1916. They were called to the front when the severely depleted resources of the Northern Guard required every possible regiment be fielded against the invaders. The Nova Riders suffered heavy losses throughout the final stages of the war and on 32 Spring 1917, they took part in their last encounter with the CEF, a battle to contain the infamous CEF Death Watch armored company. The battle going badly until Alpha Company, their new Grizzlies still sporting red primer, took the initiative and threw themselves in the way of the oncoming assault. Their unexpected counterattack crippled the Death Watch and allowed the remainder of the Nova Riders to escape and call in reinforcements to drive the CEF back. After the war, the regiment was renamed the Nova Redriders in honor of those who fell during the Last Stand of the Bears.

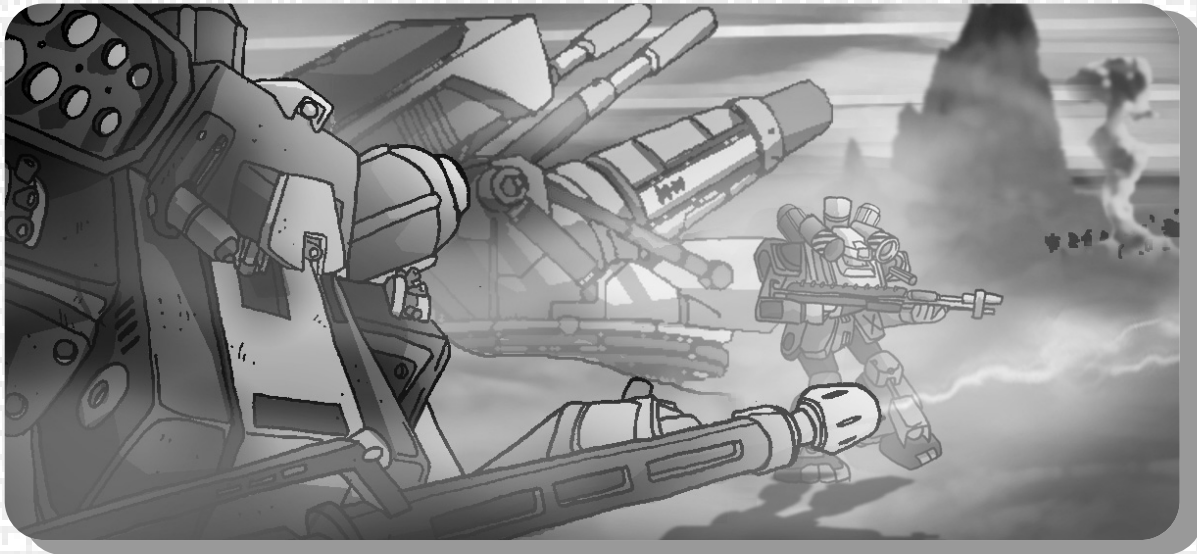
COLOR SCHEME:

The Nova Redriders generally use a "wavy sand" camouflage scheme while operating in the Badlands, but have been known to use others when on necessary. Their Gears always have one armor plate painted a flat blood red, and an entire Squad will usually have the same plate painted. Grizzlies always paint their left forearm this color. Grizzlies also bear a modified logo, with a blood drop in the center of the regiment's yellow starburst. The logo is always on the right shoulder panel and the CNCS logo is always on the left greave.

REGIMENTAL ORGANIZATION:

The Nova Redriders are built as a Northern Guard Gear Regiment, but may not use the "*Member States*" rule. The Redriders Regiment is known for its Fire Support, as such it may use its GP Squad allotment for Fire Support Squads and its Fire Support allotment for the special HMA Squads. In these cases, if the allotment allows Veteran Upgrades, the squad subbed in may also take them, within the limits of the normal veteran rules. The Redriders may not take Light or Heavy Tank Squads. The Regiment is one of the last to have switched from the old standard of six Gears per squad to the new standard of five, and as such any squad that allows the inclusion of an extra Gear must include one.

REGIMENTS OF NOTE



HMA SQUAD TV: 455

The Nova Redriders feature the largest concentration of Heavy and Fire Support Gears in the Northern Guard. They tend to favor Fire Support Squads and have their own heavy support variant called the Highly Mobile Artillery (HMA) Squad. The basic variation of the squad includes older vehicles, while the most elite variations have more Kodiaks than some Regiments have in total.

Composition: A HMA Squad consists of 1 Den Mother, 2 Bears and 2 Razorbacks all with Standard loadout

Skills: All members have Attack 3, Defense 3, EW 2. The has Den Mother has Ld 2 and is the Combat Group Leader.

OPTIONS:

- Any Razorback may be upgraded to a Peacemaker Razorback for +5 TV.
- Any Bear may be upgraded to a Grizzly with Standard Loadout for +30 TV.
- Any Razorback may be upgraded to a Grizzly with Standard Loadout for +35 TV.
- Any Grizzly or Bear may pay an additional +10 TV to link their Rocket Pods.
- Up to Two Grizzlies may be upgraded to Assault Grizzlies for -10 TV.
- Any MBZKs may be upgraded to HBZKs (F, no Reloads) for +5TV.
- Add a Demolitions drone to any Unit (max one drone per Unit) + 5 TV.
- Add a Recon drone to any Unit (max one Recon drone per squad, may not have a Demolitions Drone) +20 TV each.

Veteran Status Options:

- The Command Unit may upgrade its Ld to level 3 for +10 TV.
- Up to 3 Grizzlies may be upgraded to Kodiaks with Standard loadout for +25TV.
- Up to two Kodiaks may upgrade their LPAs for HBZKs (F, no Reloads, Sniper system) for +15TV.
- Any Den Mother May be Upgraded to a Thunder Grizzly for +10 TV.

REGIMENTS OF NOTE



GOLD DAWN

Like many older Regiments, the Gold Dawn has a checkered past. Most of its soldiers are quite young, having been recently recruited to fill voids created by heavy casualties during the War of the Alliance. The 48th was deployed in the Badlands during the opening weeks of the war, and their base camp was an early target of the CEF invasion force. Rather than fight a hopeless battle, the 48th abandoned their base and withdrew overland. They managed to reach friendly lines in early TN 1914, but had suffered heavy losses, and were assigned to light garrison duty far from the front lines.

In TN 1915, Grand Marshall von Breslau needed every available unit to hold the line against the CEF, and the partially-rebuilt 48th was pushed into service once more, defending an area near the Serpentine Range known simply as Sector 801. In the middle of the night, an unexpected pincer attack by the CEF left them stranded behind enemy lines. Surrounded by CEF forces, they held their positions until friendly artillery forced the CEF back. This tenacity cost the regiment more than half its men. It is said the survivors looked upon the bright sunrise and swore to one another that never again would any of their brethren fail to see the light of a new dawn, a promise they have kept to this day.

COLOR SCHEME:

The Gold Dawn uses the same non-reflective camouflage patterns as the rest of the Northern Guard, but is allowed the special privilege of slogans and personalization of their field units, including crudely painted variations of the Regiment's Sunburst symbol on their vehicles. In full dress situations, the Gold Dawn all have a shining yellow-gold right shoulder plate on their armor.

REGIMENTAL ORGANIZATION:

The Gold Dawn is built as a normal Northern Guard Infantry Regiment, but rather than veteran upgrades, any infantry platoon the player wishes to upgrade becomes a platoon of Dirty Ones.

DIRTY ONES PLATOON TV: 140

After the destruction of their base camp by the CEF, the 48th was forced to make their way through the Badlands to reach friendly territory. The regiment split up into sections to better evade detection. Since most of their supplies had been destroyed with their base camp and they had no reliable intelligence on the positions of the CEF forces, they relied on their elite commando units to lead the way and secure resupplies. The commandos kept the regiment fed and armed by raiding enemy fire bases and supply caches and kept their pursuers at bay by setting traps and laying false trails. They suffered horrendous losses, but got the job done. The 48th's commando units came to be known as the "Dirty Ones", for they would pull off any job, no matter how dirty, for the good of the regiment.

Composition: A Dirty Ones Platoon consist of 2 Infantry sections. While each section and/or squad may buy equipment separately, the entire platoon counts as a single combat group. Each Section consists of 2 squads, each squad consisting of 3 bases and having 1 action. All bases are armed with LMGs. These LMGs gain RoF Bonus equal to the Number of bases, unlike normal Heavy Weapons.

Skills: All Squads are considered to have Level 3 Infantry skill and Armor 8. Choose one squad to be the Combat Group Leader.

REGIMENTS OF NOTE

OPTIONS:

- The Section may be granted Medium Armor (+1 Armor) at +5 TV or Heavy Armor (+2 armor) at +10 TV.
- Any Squad may be upgraded to Paratroopers (Airdroppable Perk) +5TV.
- Add Camo Netting to any Squad for +5 TV per Squad.
- Any Squad may be given Stealth R2 for +5 TV per Squad.
- Add a drone to any squad (max one per squad): Hunter-Killer or Demolition + 5 TV each, Recon +20 TV each.
- The Section may be upgraded to level 4 Infantry Skill for +60 TV.
- If you are playing with the optional Placed Grenades rules, Dirty Ones may carry Self-Destruct Grenades and place them as per the placing rules, although they may not Throw the grenade. These are bought in a pack of three and are carried one per base for a cost of +5TV. If any base is removed before deploying the grenade, the grenade carried is considered lost. Grenades may not be transferred between bases.



THUNDERBOLTS

Part of the 7th Border patrol Division of the Northern Guard, the 336th Light Armored Regiment Thunderbolts are stationed near Zagazig and routinely patrol the southwestern border of the NLC. The Thunderbolts were originally formed from the remains of one NLC armored company and one UMF armored company to serve as border defense during the economic depression following the St. Vincent's War. The regiment's first duty was to deal with Badlands states who were ruthlessly carving out their own territories along the CNCS border in the wake of the war. One strike even involved the regiment being carried into the battle zone on any V/STOL vehicle they were able to round up. The "Ride of the Valkyries" soon got the regiment the reputation of striking the enemies "like Irridian Plain thunder and lightning, right out of nowhere." It wasn't long after that the technicians started painting lightning bolts onto the vehicles.

The 336th was sent in to deal with many border skirmishes during the Cold War, Sandstorm Strikes and the Judas Syndrome, relying on their fast strike capabilities. During the War of the Alliance, the Thunderbolts found themselves fighting an enemy that used similar tactics and whose vehicles and soldiers were specifically designed for those tactics. Seeing they were out-classed, the Thunderbolts went about devising new strategy using whatever they had access to. While many attempts failed, the newly dubbed "Chaser Squads" succeeded admirably. While the CEF's hovertanks could take ground with astonishing speed, they couldn't hold it. The CEF relied on their GREL Infantry to secure and defend their territory. GRELS and their lighter hover vehicles were vulnerable to massed fire from the anti-aircraft guns that the Chaser Squads were built around. These new squads were instrumental in the Thunderbolts' successes later in the war. These victories convinced the NG high command to allow the Thunderbolts to keep their Chaser Squads after the war despite the nonstandard field modifications they relied on.

REGIMENTS OF NOTE

COLOR SCHEME:

While the Thunderbolts always use standard Northern Guard approved paint schemes, their technicians almost always paint white and black checkerboard stripes along the armored vehicles in order to evoke the idea of speed. They also paint highly stylized versions of the Thunderbolt on the vehicles with great attention to detail. Each section's sigil is applied to the turret or the front deck, while the CNCS logo is applied to an armored plate and an ID number is painted on the top of the turret.



REGIMENTAL ORGANIZATION:

The Thunderbolts are built as a Northern Guard Armor Regiment, but at least one third (rounding up) of the Light Tank Squads in the Army must be Chaser Squads. Chaser Squads are built as a normal Light Tank Squad, but all tanks in the squad must be Klemm Chasers - As Klemm, but remove all ATMs, add a MAAC (T, no reloads) and change Ground Speed to 6/12 for -100 TV each.

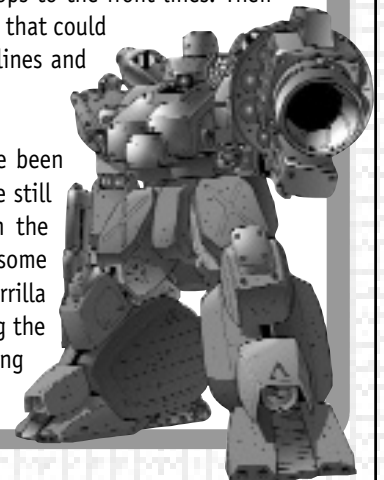


THE ROVING GUNS

In over one hundred cycles of service, the 33rd Northern Guard Gear regiment, The Roving Guns, has accumulated over one hundred and fifty victories by themselves and has participated in more than three hundred joint operations, a third of which involved surveillance or sentry duty. They are mostly known for their amazing use of terrain and daring, unorthodox tactics. During the War of the

Alliance, the Roving Guns were often assigned to raid CEF convoys bringing supplies and troops to the front lines. Their support company (Zulu Company) was specially trained to be divided into autonomous sections that could operate independently for extended periods, allowing them to continually harass CEF supply lines and support structures.

The general public, and many within the Northern Guard, believe that the Roving Guns have been relegated to Reserve Status, but this could not be further from the truth. The Roving Guns are still very active today, taking part in many discreet, covert or even black ops missions within the Badlands. Most of these missions pit them against large Rover gangs and smugglers, but some involve raids on Southerners or suspected CEF sympathizers. The 33rd's experience with guerrilla warfare makes them more than qualified for these kinds of missions. The misdirection regarding the Regiment's status allows the Northern Guard a layer of "plausible deniability" while performing unsavory operations.



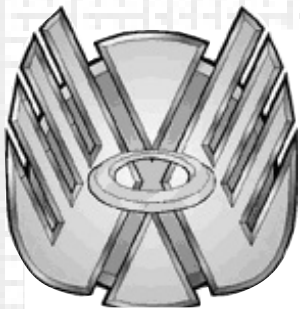
REGIMENTS OF NOTE

COLOR SCHEME:

The Roving guns currently favor a Beige broken ground camouflage scheme with rust-colored shoulder blocks. They put no regimental or League markings on their vehicles.

REGIMENTAL ORGANIZATION:

The Roving Guns are particularly adept at reconnaissance duty and blitz attacks. As such, the Roving Guns are built as a standard Northern Guard Gear Regiment, but may use their GP Squad allotment for Dragoon Squads. In addition, all Dragoon and Recon Squads may be upgraded to Veteran Status, even if the Org chart does not normally allow Veteran Upgrades. Because they are slow and lumbering, The Roving Guns may not take Striders, Heavy Striders, or Field Guns. All infantry must be mounted on ATVs or in APCs.



THE BLUE ANGELS

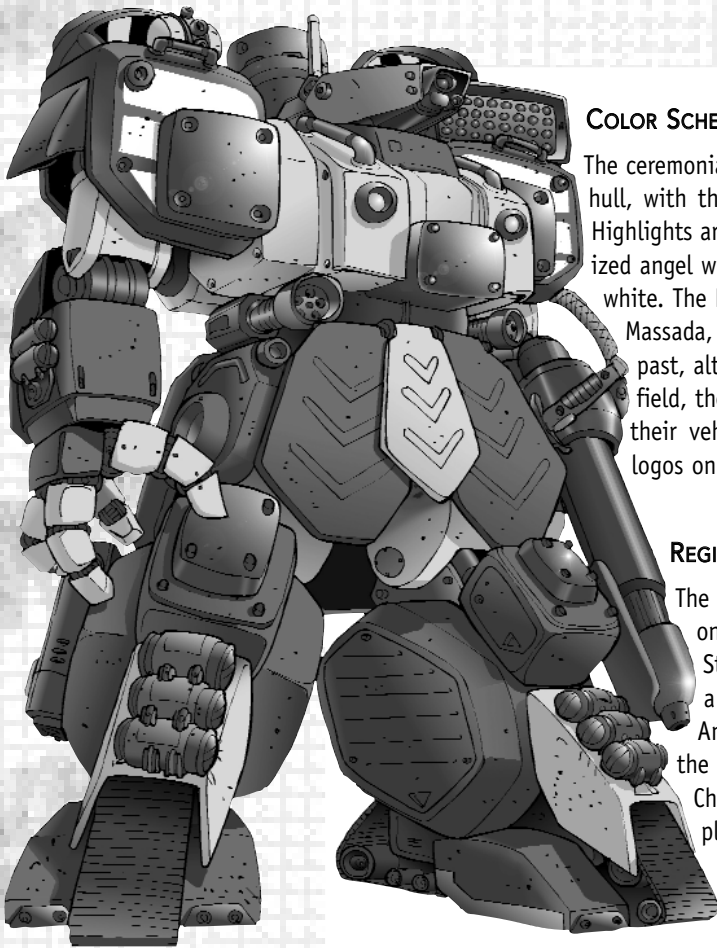
The 18th Heavy Gear Regiment of the NAF, known as the Blue Angels, are the ideal Norlight military regiment. Only the best of the NAF are considered for service in the Blue Angels, and even they have to make it through a grueling admission process that tests their skills and their faith. Each section has an attached Revisionist chaplain, responsible for the spiritual health and well-being of the men they serve with. The regiment holds daily services, and chaplains take an active role in the discipline and promotions process.

During the War of the Alliance, the Blue Angels were assigned to defend a key pass leading into the heartland of the NLC. Early in the war, they were nearly wiped out repelling a powerful CEF assault. The remains of the regiment still went on to participate in many of the major late-war assaults, bearing the flag of the NLC alongside other NAF regiments. Colonel Neel Garner Fulan was one of the survivors of the fighting and, with the patronage of Second Follower Thor Hutchinson, was promoted to command the regiment after the war.

The Blue Angels are currently attached to the Northern Guard as the 99th Heavy Gear Regiment (Auxiliary), and have been assigned to defend the Revisionist holy city of Massada in the Badlands. Many of the regiment's soldiers are uncertain about their assignment. While they may be fine with the use of force for righteous ends in general, sullyng the sanctity of the holy city with violence seems heretical. Close exposure to the Massadan Revisionist tradition of absolute pacifism is proving particularly troublesome for the regiment, as are the frequent peaceful protests by a Massadan hard-liner minority. The soldiers are torn between viewing the pacifism of the Massadans as weak and idealistic or more true to the Prophet's teachings than their own beliefs. Colonel Fulan, in particular, is extremely troubled. Second Follower Hutchinson and the Angels' regimental chaplains have reassured him that the Blue Angels' presence is entirely righteous, as only the most dishonorable of opponents would dare attack the holy city.



REGIMENTS OF NOTE



COLOR SCHEME:

The ceremonial paint scheme for the Blue Angels is a sky blue on the hull, with the raised plates and details painted a deep royal blue. Highlights are yellow and many pilots have painted or engraved stylized angel wings on the Shoulder plates of the vehicles in yellow or white. The Blue Angels use this scheme at all times while guarding Massada, but have used standard Northern Guard schemes in the past, although they prefer blue and white variants. When in the field, the Blue Angels will often leave the Angels Wing motif on their vehicles and proudly display the regimental and League logos on their vehicles in prominent places.

REGIMENTAL ORGANIZATION:

The Blue Angels are built as a NAF Gear Regiment, but may only take Combat groups consisting entirely of Gears or Striders. One General Purpose Squad may be replaced with a Honor Guard Squad. All Combat Groups in the Blue Angels may be upgraded to Veteran Status, regardless of the normal limitations. In addition, they may take one Chaplain or Warrior Monk for every 750 TV in the army. If playing with Morale, the Blue Angels may become Demoralized, but will never Break. This adds 5 TV to the cost of every Unit in the Army.

HONOR GUARD SQUAD TV: 300

The Blue Angels Honor Guard are given the duty of guarding the gates of Massada and in battle, normally protect the Chaplain or his squad.

Composition: An Honor Guard Squad consists of 5 Jaguars with Standard Loadout. The Squad has the same skills and options as a Veteran General Purpose Squad, except it may only take Jaguars.

REGIMENTS OF NOTE



CAT'S PAWS

The 7th Northern Guard Gear Regiment, the Cat's Paws, are an integral part of the 9th Gear Brigade of the 7th Border Division of the Northern Guard. One of two regiments assigned to the Brigade, they are stationed in Zagazig and are responsible for protecting the southwestern border of the NLC. During the Sandstorm Strikes, their ambitious commander frequently sought dangerous and difficult assignments. Morale and discipline plummeted and their commander repeatedly called in the Military Police to keep order. This did nothing to improve the troops' outlook and the further decline of morale nearly destroyed the Regiment.

One of the pilots drafted during the Strikes was a young woman named Stacy Diggs. Originally trained as an artist, she learned after the Strikes that she simply could not leave her comrades behind and stayed with the regiment. She was a favorite of the troops and rose through the ranks quickly, becoming the Regiment's unofficial commander. She was given a field promotion in TN 1916, when the old commander died during a battle with the CEF. Brevet-Colonel Diggs proved to be an excellent commander and tactical thinker.

The biggest test of her command was during the Von Breslau's assault on the dune sea of the Barrington Basin. The CEF had converted many Oasis Towers into heavily fortified Bunkers. A frontal assault would be suicide and a traditional commando raid was impossible. The CEF's use of Oasis Towers did give the young commander one opportunity, however. Using a team of geologists and small Cheetah Gears, she infiltrated the tunnels of the McAllen Network. These water-filled tunnels are the primary source of drinking water for most large Badlands communities and many Oasis Towers are linked into them. It was a long and arduous process, but thanks to plans provided by Paxton Arms, the Cat's Paws were able to plant explosives on critical points of entire bunker complexes. When Von Breslau was ready for the assault, the Cat's Paws detonated the explosives and what was known as Black Bunker Beach went up in flames, allowing the Terra Novan assault force to successfully advance into the Basin.

COLOR SCHEME:

The Cat's Paws generally sport a mist gray covering with a dark gray over-spray and trim, normally in patterns found on Old Earth hunting cats. In the field, they will use any camo pattern that lets them blend into the landscape better and accomplish their duties easier. They generally paint the section sigil on a shoulder and the CNCS logo on one or both greaves. One or both forearms have a stylized paw logo. Some pilots have been known to paint wildcat features onto the heads of their Gears.

REGIMENTAL ORGANIZATION:

While technically a Northern Guard Regiment, the Cat's Paws are highly regarded and as such get access to high-end units and leeway in their organization. They are built as a NAF Gear Regiment, but any non-veteran Combat Group that may take Cheetah, Tiger or Jaguar variants either in squad listing or according to the NAF "Northern Rivalries" and "Local Manufacturing" rules must swap as many Gears to these types as possible. Veteran Combat Groups need only swap Gears that would otherwise remain as basic Hunter chassis with standard loadouts.



REGIMENTS OF NOTE



FORT WILLIAM ROUGHRIDERS

The 89th WFPA Combined Arms Regiment, the Roughriders, are based out of Fort William. Unlike many other WFPA Regiments, the Roughriders do not take care to avoid aligning themselves with one of the WFP's powerful clans, but since most clans simply want nothing to do with them, it works out well. The Roughriders generally get the leftovers of recruiting drives, but they manage to do well with this and often after a few cycles with the 'Riders, young soldiers can be traded to other Regiments with higher prestige and greater chance of advancement. Many do stay out of loyalty to the city and the Regiment.

Like many WFPA Regiments, the Roughriders were formed shortly after the League itself was formed, but unlike others, it has remained a dedicated combined arms regiment with emphasis on integration. This has not stopped the Regiment from fielding a team in the WFPA Gear Ball league, although their integrated nature means they have fewer Gears and pilots to choose from. While they have a reputation for "snatching defeat from the hands of victory," the team has managed to make it to the "General Grey's championship" 15 times in the team's history, although they have only won twice, once in TN 1866 and once in TN 1889. The Team and Regiment both have a fanatical loyal fan base in Fort William and the surrounding agricultural areas and t-shirts with slogans such as "Real Warriors Eat Wheat" and "Our Guns are Bigger!" are quite popular, even if they don't quite make sense.

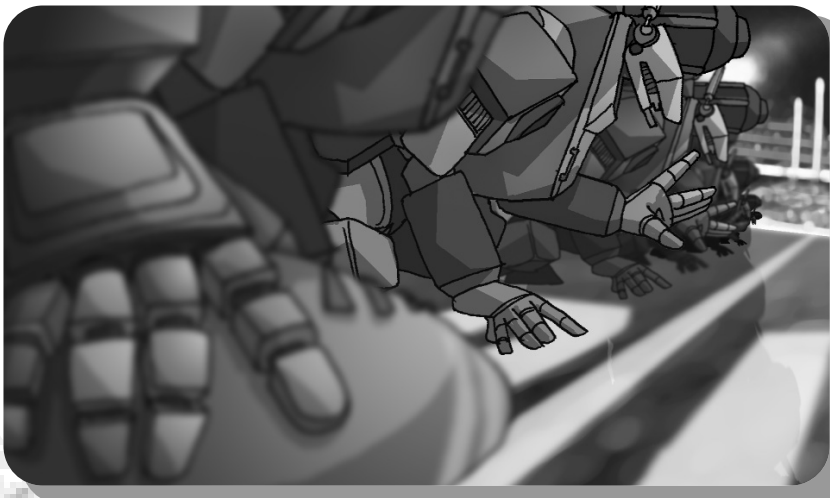
Thankfully, the regiment's performance in battle is much better than on the Gear Ball field, and the Roughriders have performed admirably in many missions under Colonel Lankastor Ron's command. During the War of the Alliance, the 'Riders repeatedly came back from near crushing defeats to push the CEF back and advance the Terra Novan front line.

COLOR SCHEME:

The official colors of the Regiment are a green with black and white trim along body panels and silver highlights. These colors are switched to black with green and white trim when the Gear Ball Team is on away games. In the field they generally use standard camo schemes, including flat olive drab, but one armor plate on every vehicle or infantry suit is painted the official 'Rider green. The Regimental Logo is often placed on this panel and the WFP logo is placed on a greave or opposite armor plate. Unit identification numbers and section notation are placed on the top of vehicles in visible areas.

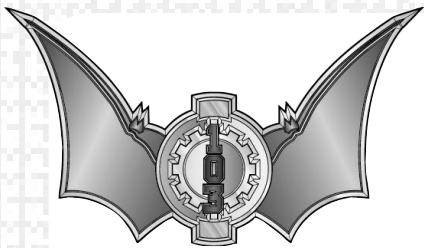
REGIMENTAL ORGANIZATION:

The Roughriders are a Combined Arms Regiment and as such, they are built as a WFPA Gear regiment with the following changes.



Cavalry Patrol, Infantry Platoons, Light Tank and Heavy Tank Combat groups may be counted as General Purpose Squads for the purpose of Organization Chart requirements, but only for 1/2 the required General Purpose Squads. If a GP Squad is allowed to upgrade to Veteran status in the Org chart, any substituted squad is also allowed to upgrade to Veteran status. These same types of Combat groups also may be put in command of the army, regardless of the normal restrictions.

REGIMENTS OF NOTE



DJAKARTA POINT ROCK DRAGONS

Not all Northern military regiments have long and proud traditions. The 103rd UMFA Gear Regiment was born during the tense cycles of the Judas syndrome in the early TN1900s. UMF military planners saw a need for airborne assault units to supplement sieges of Southern fortresses and cities in the inevitable inter-polar war. Since there would be little work for such a regiment outside of a full-blown war, the UMF high command decided that this new unit would double as a “poster regiment” for the airborne. Each cycle, the Rock Dragons release a calendar with a picture of a different soldier for every week. Soldiers from the Rock Dragons often appear in TV programs or movies, or sponsor or endorse other merchandise, particularly clothing lines. Applicants must demonstrate their combat skills and be sufficiently photogenic.

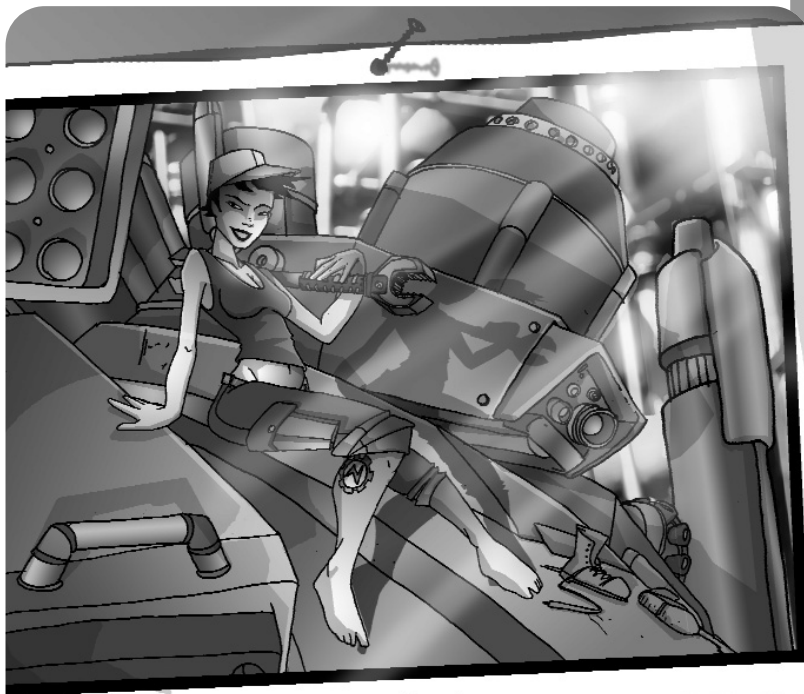
The anticipated inter-polar war never materialized and the Rock Dragons are now seen as something of a joke by the rest of the UMFA, but the NG still found plenty of work for them during the War of the Alliance. They managed to avoid the devastating casualties suffered by the regiments that saw the heaviest action, but still lost many soldiers and participated in a number of successful high-priority missions. Their duelists, despite being chosen mainly to serve as centerfolds in the regimental calendar and media spokespersons for the regiment, are very serious about the regiment’s honor.

COLOR SCHEME:

When serving in the field, the Rock Dragons use the standard Northern camo patterns. When on parade or on display, each Gear’s shoulders are repainted with a special brightly-colored pattern. Each Rock Dragon has their own pattern, which is also used in their swimsuits for the calendar, any merchandise they sponsor, and worn on an armband when they are in uniform. The patterns are carefully designed by the soldier in question and the regiment’s marketing consultants to evoke the soldier’s image, and almost always incorporate the regiment’s logo.

REGIMENTAL ORGANIZATION:

The Rock Dragons are built as UMFA Gear regiment, but may take Airborne Squads instead of General Purpose Squads on the Org Chart. At least 1/2 of the squads army must be Airdroppable Gear squads and any squads that are not Airdroppable always show up as Reserves, unless you choose the Defensive stance.



Miss Spring

		1	2	3	4	5
6	7	8	9	10	11	12

APPENDIX

ADDITIONAL RULES AND INFORMATION

The following rules apply to all Blitz games and are considered part of the basic rules

CLARIFICATION ON TRANSPORTS

While it was not explicitly stated in the Blitz Rules, a Transport may embark any Unit(s) it can transport with the same Action cost as disembarking them.

ADDENDUM TO DRONES

Drones touching their Master Unit may be transported by the Master Unit. In this case, the Drone simply moves with the Unit until such time as it is undocked. Place the Drone on the unit or the Unit's base. One action is required to dock or undock the Drone. This may be paid for by the Drone or the Master Unit. Units using the Airdroppable option will start with their Drones docked. Docked drones will be destroyed if their Master Unit is Destroyed.

UNITS LEAVING THE BATTLEFIELD

Any Unit that leaves the Battlefield (tabletop) during the course of the game is considered destroyed for purposes of Victory Points, unless it leaves as part of a scenario. Any Hoppers that go above 30 inches are assumed to have left the battlefield.

OPTIONAL RULES

These optional rules may only be used if all players agree beforehand. If used in Tournaments, all optional rules should be presented in all promotional material, so players understand which rules are being used before signing up and/or building their forces.

KODIAKS AND MORALE

The Kodiak is renowned for its morale boosting effect on the troops. As a result, any Combat Group that has a Unit within Autodetection Range of a Kodiak may ignore the first morale token received while within range of the Kodiak. This effect applies only once per Combat Group

per game and does not apply to the Kodiak's own Unit. The downside of this is the Kodiak's destruction gives two tokens to any Combat Group within 10" other than the Kodiak's own Combat Group instead of the usual one token.

AREA EFFECT AND HEIGHT

Weapons with Area Effect can occasionally hit Units on vastly different elevations or even Hoppers flying far above the battlefield. If all players agree, weapons with the Area Effect trait cause a spherical blast starting at the point of impact. Players must use common sense when determining point of impact and it is generally best to discuss any house rules regarding this with your group.

ERRATA

The following is the full errata for Heavy Gear Blitz! Current to printing of this book. Updates to these can be found at (<http://www.dp9forum.com>) and any rules queries can be posted there. The forum also serves as a meeting point for players and the discussions there provide a wealth of information regarding tactics, trial rules and army building.

Page 14: under Stand-By, should be: "It may "stand-by" any or all of its actions, allowing it to attack even after its activation when it receives coordinates from a Forward Observer or a "tag" from a Target Designator." IE, the unit may only fire immediately after receiving coordinates or a tag.

Page 14: under Stationary, Add sentence "Stationary units moving to Combat Speed may choose any Movement Mode they possess."

Page 16: under Movement Modes, Add sentence "The exception is stationary units moving to Combat Speed, which may also switch to any Movement Mode they possess." after "This means that a Unit cannot switch speed and Movement Mode in the same Round."

Page 18: under Cover, add the line: Vehicles count as solid Cover when determining Line of Site

Page 20: Multiple attacker penalty should be from each successive "Attacker" in combat group, not "Attack"

APPENDIX

Page 35: Weapon tables: MAAC should have the same ranges as HAAC. VLAC should have the same ranges as LAC.

Page 35: Weapon Tables: The codes for the four rifle weapons should be VLRF, LRF, MRF, and HRF. The code for the Frag Cannon should be FGC.

Page 36: The Anti-Air Missile should have the Minimum Range trait.

Page 37: The Assault Rifle should have an accuracy of 0.

Page 37: Several infantry weapons are indented too far and part of the Light Mortar's Notes have migrated to the next line.

Page 40: Target Designator should state the target remains "Tagged" until end of round or the target moves, whichever comes first.

Page 41: Camo Netting Should state "+1 concealment if there is any concealment granted by cover other than Solid cover."

Page 41: Sniper System only applies to the weapon it is listed for.

Page 51: Strike Squad should be 390 TV.

Page 56: Convict Cadre, and **page 59**, Infantry: change "Non-Conscript" to "Non-Convict".

Page 56: General Purpose Squad: Paratrooper option: Reloads should only be for LAC.

Page 57: Strike Cadre should be 330 TV. An additional Jäger should be +70TV.

Page 63: Strike Squad should be 475 TV.

Page 69: Result 4 on the mission table should be "Defend."

Page 69: In the Rearguard mission, Victory Points Lost should be for enemy Units in your deployment zone at the end of the Game, not your own.

Page 71: Deployment, Paragraph is missing end text, should read (bolded is the missing text) "... until they no longer have any to **deploy. Players must state Movement Mode and speed**

of each unit as it is deployed."

Page 72: JAGUAR - Walker defense should be -2/+1/+2, not -2/-1/+2.

Page 73: KODIAK - LPA should be x10 damage

Page 74: ALLER - LPLC should be x20, not x12

Page 75: SPITTING COBRA - LMG range is wrong is wrong - should read 1/3/6/12/24

Page 75: KING COBRA - LAC should be FF arc, HRP should be F arc and have RoF 3, MRP should be RoF4.

Page 76: WARRIOR IV: Should have the Airdroppable perk.

Page 76: CRUSADER IV - VA should be Acc -1

Page 80: Typo on EW summary. Should read "Friendly ECM only affects the enemy"



WEAPON TABLES

CANNONS AND RECOILLESS WEAPONS

Weapon Name	Code	PB	SR	MR	LR	ER	ACC	Dam	Notes	
Very Light Machine Gun	VLMG	1	3	6	12	24	0	x2	ROF 3, AI	
Light Machine Gun	LMG	1	3	6	12	24	0	x3	ROF 4, AI	
Heavy Machine Gun	HMG	1	3	6	12	24	0	x4	ROF 3, AI	
Frag. Cannon*	FGC	1	3	6	12	24	1	x7	ROF 2*, AI	
Very Light Rifle	VLRF	3	6	12	24	48	0	x6		
Light Rifle	LRF	3	9	18	36	72	0	x8		
Medium Rifle	MRF	6	12	24	48	96	0	x10		
Heavy Rifle	HRF	6	12	24	48	96	0	x12		
Deployable Pack Gun	DPG	3	6	12	24	48	-1	x8	ROF 2	
Light Anti-Aircraft Cannon	LAAC	3	6	12	24	48	0	x8	ROF 6, AA	
Medium Anti-Air Cannon	MAAC	4	9	18	36	72	0	x10	ROF 4, AA	
Heavy Anti-Air Cannon	HAAC	4	9	18	36	72	0	x12	ROF 3, AA	
Very Light Autocannon	VLAC	3	6	12	24	48	0	x6	ROF 2	
Light Autocannon	LAC	3	6	12	24	48	0	x8	ROF 2	
Medium Autocannon	MAC	4	9	18	36	72	0	x10	ROF 1	
Heavy Autocannon	HAC	4	9	18	36	72	0	x12	ROF1	
Very Heavy Autocannon	VHAC	4	9	18	36	72	0	x15	ROF1	
Light Artillery Gun	LAG	ARTILLERY						-2	x12	ROF 1, , IF, AE2
Very Light Field Gun	VLFG	8	15	30	60	120	-1	x20	IF	
Light Field Gun	LFG	8	15	30	60	120	0	x22	IF, AE1	
Heavy Field Gun	HFG	12	24	48	96	192	0	x28	IF, AE1	
Very Heavy Field Gun	VHFG	15	30	60	120	240	0	x33	IF, AE2	
Snub Cannon	SC	1	3	6	12	24	-1	x28		
Light Panzerfaust	LPZF	1	3	6	12	24	-1	x10		
Medium Panzerfaust	MPZF	1	3	6	12	24	-1	x15		
Heavy Panzerfaust	HPZF	3	6	12	24	48	-1	x20		
Rapid-Fire Bazooka	RFB	1	3	6	12	24	0	x14	ROF 2	
Light Bazooka	LBZK	3	6	12	24	48	0	x15		
Medium Bazooka	MBZK	3	6	12	24	48	0	x20		
Heavy Bazooka	HBZK	3	6	12	24	48	0	x25		

*Frag Cannons are basically giant shotguns and as such, their RoF represents the choke setting rather than extra ammunition expenditure. It will only run out of ammo on a Fumble.



Paratrooper Rifle (LAC+LGL)



Light Autocannon (LAC)



Medium Autocannon (MAC)



Heavy Autocannon (HAC)



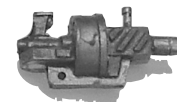
Frag Cannon (FGC)



Snub Cannon (SC)



Light Grenade Launcher (LGL)



Heavy Grenade launcher (HGL)

WEAPON TABLES



ROCKETS AND MISSILES

Note: Many Rocket pods of the same class have different ammo loads represented by their varying RoF value. For example, two units with LRP's might have a different RoF value.

Weapon Name	Code	PB	SR	MR	LR	ER	ACC	Dam	Notes
Very Light Rocket Pack	VLRP	1	3	6	12	24	-1	x8	ROF 3 to 6, IF
Light Rocket Pack	LRP	1	3	6	12	24	-1	x12	ROF 1 to 4, IF
Medium Rocket Pack	MRP	3	6	12	24	48	-1	x18	ROF 1 to 4, IF
Heavy Rocket Pack	HRP	4	9	18	36	72	-1	x20	ROF 3 to 4, IF
Incendiary Rocket Pack	IRP	1	3	6	12	24	-1	x13	ROF 1 to 3, IF, SB
Heavy Incendiary RP	HIRP	4	9	18	36	72	-1	x16	ROF 3 to 4, IF, SB
Light Artillery Missile	LAM	ARTILLERY					-3	x12	ROF 4, AE3, IF
Anti-Aircraft Missile	AAM	12	24	48	96	192	1	x10	IF, AA, MR
Airburst Missiles	ABM	4	9	18	36	72	0	x10	IF, AE3
Anti-Gear Missile	AGM	4	9	18	36	72	1	x15	IF, G
Anti-Tank Missile	ATM	4	9	18	36	72	1	x25	IF, G
Heavy ATM	HATM	7	15	30	60	120	1	x30	IF, G

SUPPORT WEAPONS

Weapon Name	Code	PB	SR	MR	LR	ER	ACC	Dam	Notes
Light Flamer	LFL	0	2	3	6	12	1	x5	SB, IF
Medium Flamer	MFL	1	2	4	8	16	1	x7	ROF 1, AE1, SB, IF
Heavy Flamer	HFL	2	3	6	12	24	1	x9	ROF 2, AE2, SB, IF
Anti-Personnel Mortar	APM	3	6	12	24	48	0	x4	IF, AI, AE4, MR
Light Guided Mortar	LGM	4	9	18	36	72	-1	x15	IF, G, AE1, MR
Heavy Guided Mortar	HGM	7	15	30	60	120	-1	x20	IF, G, AE2, MR
Light Field Mortar	LFM	6	12	24	48	96	-1	x15	IF, AE3, MR
Medium Field Mortar	MFM	7	15	30	60	120	-1	x20	IF, AE3, MR
Heavy Field Mortar	HFM	9	18	36	72	144	-1	x25	IF, AE4, MR
Anti-Personnel G.L.	APGL	1	3	6	12	24	-1	x4	IF, AI, AE3
Light Grenade Launcher	LGL	1	3	6	12	24	-1	x15	ROF 2, IF, AE2
Heavy Grenade Launcher	HGL	3	6	12	24	48	-1	x20	ROF 1, IF, AE2



Rapid Fire Bazooka (RFB)



Light Bazooka (LBZK)



Medium Bazooka (MBZK)



Panzerfaust rack
(LPZ, MPZ or HPZ)



Light Rocket Pod (LRP)



Medium Rocket Pod (MRP)



Vibroblade (VB)

All these weapons can be found in the Blitz Weapon Pack (DP9-9029) and can be used to upgrade your squads or even your older miniatures!

WEAPON TABLES

ADVANCED WEAPONS

Weapon Name	Code	PB	SR	MR	LR	ER	ACC	Dam	Notes
Light Particle Accelerator	LPA	3	6	12	24	48	1	x10	MB1, H
Heavy P. Accelerator	HPA	4	9	18	36	72	1	x15	MB1, H
Light Railgun	LRG	7	15	30	60	120	0	x14	ROF 2
Heavy Railgun	HRG	15	30	60	120	240	0	x35	
Sniper Laser Cannon	SLC	7	15	30	60	120	1	x12	MB1
Heavy Gatling L. Cannon	HGLC	3	6	12	24	48	1	x16	ROF 1, MB3
Light Laser Cannon	LLC	7	15	30	60	120	1	x16	MB2
Heavy Laser Cannon	HLC	7	15	30	60	120	1	x20	MB3
Light Pulse Laser Cannon	LPLC	4	9	18	36	72	1	x20	MB3
Heavy Pulse L. Cannon	HPLC	4	9	18	36	72	1	x24	MB4

CLOSE COMBAT AND THROWN WEAPONS

Weapon Name	Code	PB	SR	MR	LR	ER	ACC	Dam	Notes
Chassis Reinforcement	CR	0	0	0	0	0	0	Size +1	M
Chain Sword	CS	0	0	0	0	0	0	Size +3	M
Kick	K	0	0	0	0	0	0	Size	M
Punch	P	0	0	0	0	0	0	Size	M
Vibroblade	VB	0	0	0	0	0	0	Size +2	M
Vibrorapier	VR	0	0	0	0	0	1	Size	M, AP
Vibroaxe	VA	0	0	0	0	0	-1	Size +4	M, AC
Spike Gun	SG	0	0	0	0	0	-1	x12	M
Heavy Spike Gun	HSG	0	0	0	0	0	-1	x14	M, AP
Haywire Grenade	HWG	0	2	3	6	12	-1	x10	T, H, AE1
Hand Grenade	HG	0	2	3	6	12	-1	x15	T, AI, AE2
Heavy Hand Grenade	HHG	0	2	3	6	12	-1	x25	T, AE2
Self-Destruct Grenade	SDG	0	2	3	6	12	-1	x30	T, AE3

INFANTRY BASIC WEAPONS


Weapon Name	PB	SR	MR	LR	ER	ACC	Dam	Notes
Rifle	1	3	6	12	24	0	x2	AI
Assault Rifle	1	3	6	12	24	0	x2	AI
Heavy Rifle	1	3	6	12	24	0	x3	AI

INFANTRY HEAVY WEAPONS

Weapon Name	PB	SR	MR	LR	ER	ACC	Dam	Notes
Light Machine Gun	3	6	12	24	48	0	x3	ROF 2, AI
Chaingun	1	3	6	12	24	0	x3	ROF 4, AI
Anti-Gear Rifle	4	9	18	36	72	1	x7	
Grenade Rifle	1	3	6	12	24	0	x8	AI, IF, AE2
Rocket Launcher	1	3	6	12	24	0	x14	AE1
Light Mortar	4	9	18	36	72	-1	x12	AI, MR, IF, AE3
Sniper Rifle*	3	6	12	24	48	0	X4	ROF 1, AI
Sniper Laser Rifle*	6	12	24	48	96	1	x4	AI


*All Sniper rifles are assumed to have sSiper Systems Perks.

DATA CARDS



BEAR

M	SPEED	STOP	CBT	TP
DEFENSE W	3/6	-4	-2	-1
DEFENSE G	5/10	-4	-1	+1
ATTACK		+2	0	-3



ATT	DEF	EW	LD

ACTIONS	SIZE
1	7

ARMOR AND DAMAGE

ARMOR: 17

DAMAGE:

L H C


PERKS/FLAWS: LSP 1

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL
HAC	F	0	4/9/18/36/72	x12	ROF 1, R
MRP/36	FF	-1	3/6/12/24/48	x18	ROF 4, IF
MRP/36	FF	-1	3/6/12/24/48	x18	ROF 4, IF
LGM	F	0	1/3/6/12/24	x3	ROF 4, AI
LGM	F	-1	4/9/18/36/72	x15	IF, G, AE1, MR
VB	F	0	0/-/-/-/-	x9	M


PHYSICAL ATTACK (PUNCH/KICK/RAM)

OPTIONS - **MAULER BEAR**: REMOVE HAC, LGM. ADD LGL (F, RELOADS) 2x HMG (FF, LINKED), APGL (F, LIMITED AMMO 6), AP CHARGES (RATING 2). **DEB MOTHER**: AUTO COMM TO 6, COMM TO +1, ADD REINFORCED ARMOR (F, 1) AND SATELLITE UPLINK



BLACK CAT

M	SPEED	STOP	CBT	TP
DEFENSE W	6/11	-1	+2	+4
DEFENSE G	8/15	-1	+3	+4
ATTACK		+2	0	-3



ATT	DEF	EW	LD

ACTIONS	SIZE
1	6

ARMOR AND DAMAGE

ARMOR: 10

DAMAGE:

L H C


EXPOSED AUX.

PERKS/FLAWS:

AUX SYSTEMS: ECM 2, STEALTH 6, TD2

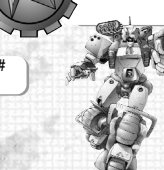
NAME	ARC	ACC	RANGE	DAM	SPECIAL
LAC	F	0	3/6/12/24/48	x8	ROF 2, R
LRP/16	F	-1	1/3/6/12/24	x12	ROF 2, IF
HG	F	-1	0/2/3/6/12	x15	AI, T, AE2
VB	F	0	0/-/-/-/-	x8	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)



BOBCAT

M	SPEED	STOP	CBT	TP
DEFENSE W	4/8	-2	0	+2
DEFENSE G	7/13	-2	+2	+3
ATTACK		+2	0	-3



ATT	DEF	EW	LD

ACTIONS	SIZE
1	6

ARMOR AND DAMAGE

ARMOR: 13

DAMAGE:

L H C


EXPOSED MOVE

PERKS/FLAWS: IMPROVED OFF-ROAD (GROUND MOVEMENT ONLY)

AUX SYSTEMS: ECM 2, TD 2


NAME	ARC	ACC	RANGE	DAM	SPECIAL
DPG	F	-1	3/6/12/24/48	x8	ROF 2
LRP/24	F	-1	1/3/6/12/24	x12	ROF 3, IF
HG	F	-1	0/2/3/6/12	x15	AI, T, AE2
VB	F	0	0/-/-/-/-	x8	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)



CHEETAH

M	SPEED	STOP	CBT	TP
DEFENSE W	6/11	-1	+2	+4
DEFENSE G	8/15	-1	+3	+4
ATTACK		+2	0	-3



ATT	DEF	EW	LD

ACTIONS	SIZE
1	6

ARMOR AND DAMAGE

ARMOR: 10

DAMAGE:


L H C

PERKS/FLAWS:

AUX SYSTEMS: ECM 3, TD 2


NAME	ARC	ACC	RANGE	DAM	SPECIAL
DPG	F	-1	3/6/12/24/48	x8	ROF 2
LRP/24	F	-1	1/3/6/12/24	x12	ROF 3, IF
HG	F	-1	0/2/3/6/12	x15	AI, T, AE2
VB	F	0	0/-/-/-/-	x8	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)



CHEETAH PARATROOPER

M	SPEED	STOP	CBT	TP
DEFENSE W	6/11	-1	+2	+4
DEFENSE G	8/15	-1	+3	+4
ATTACK		+2	0	-3



ATT	DEF	EW	LD

ACTIONS	SIZE
1	6

ARMOR AND DAMAGE

ARMOR: 10

DAMAGE:

L H C


RUGG. MOVE

PERKS/FLAWS: AIRDROPPABLE

AUX SYSTEMS: ECM 3, TD 2

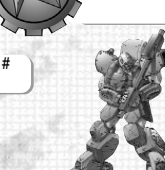
NAME	ARC	ACC	RANGE	DAM	SPECIAL
LAC	F	0	3/6/12/24/48	x8	ROF 2, R
LGL	F	-1	1/3/6/12/24	x15	ROF 2, AE2, IF
CR	F	0	0/-/-/-/-	x7	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)



STRIKE CHEETAH

M	SPEED	STOP	CBT	TP
DEFENSE W	6/11	-1	+2	+4
DEFENSE G	8/15	-1	+3	+4
ATTACK		+2	0	-3



ATT	DEF	EW	LD

ACTIONS	SIZE
1	6

ARMOR AND DAMAGE

ARMOR: 12

DAMAGE:

L H C


PERKS/FLAWS: AIRDROPPABLE

AUX SYSTEMS: ECM 2

NAME	ARC	ACC	RANGE	DAM	SPECIAL
RFB	F	0	1/3/6/12/24	x14	ROF 2, R
DPG	F	-1	3/6/12/24/48	x8	ROF 2
VB	F	0	0/-/-/-/-	x8	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)

DATA CARDS




FERRET

M	SPEED	STOP	CBT	TP
DEFENSE W	3/6	-4	-2	-1
DEFENSE G	7/13	-2	+2	+3
ATTACK:		+2	0	-3

ATT	DEF	EW	LD

ACTIONS	SIZE
1	5




DETECT: 5
SENSORS: +1
AUTO COMM: 5
COMM: +1

EXP. MOVE

PERKS/FLAWS: LOW PROFILE (GROUND ONLY)
AUX SYSTEMS: TD 2

NAME	ARC	ACC	RANGE	DAM	SPECIAL
DPG	F	-1	3/6/12/24/48	x8	ROF 2
LRP/24	F	-1	1/3/6/12/24	x12	ROF 3, IF
HG	F	-1	0/2/3/6/12	x15	AI, T, AE2
VB	F	0	0/-/-/-/-	x7	M
PHYSICAL ATTACK (PUNCH/KICK/RAM)				x5	M

OPTIONS - **WILD FERRET**: REMOVE LRP AND TARGET DESIGNATOR, ADD ECM2, ECCM2, SAT UPLINK, EXPOSED AUX, VULN TO HAYWIRE
FERRET MkII: REMOVE DPG, ADD LAC (F, RELOADS), UPGRADE SENSORS TO +2, INCREASE GROUND SPEED TO 8/16 (MODS UNCHANGED)




GRIZZLY

M	SPEED	STOP	CBT	TP
DEFENSE W	3/6	-4	-2	-1
DEFENSE G	6/11	-4	-1	+1
ATTACK:		+2	0	-3

ATT	DEF	EW	LD

ACTIONS	SIZE
1	7




DETECT: 2
SENSORS: 0
AUTO COMM: 3
COMM: 0

EXP. MOVE

PERKS/FLAWS: LSP 1
AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL
HAC	F	0	4/9/18/36/72	x12	ROF 1, R
MRP/18	F	-1	3/6/12/24/48	x18	ROF 3, IF
MRP/18	F	-1	3/6/12/24/48	x18	ROF 3, IF
HGM	F	-1	7/15/30/60/120	x20	IF, G, AE2, MR
HMG	FF	0	1/3/6/12/24	x4	ROF 3, AI
DPG	F	-1	3/6/12/24/48	x8	ROF 2
VB	F	0	0/-/-/-/-	x9	M
PHYSICAL ATTACK (PUNCH/KICK/RAM)				x7	M, x8 KICK DAMAGE

OPTIONS - **THUNDER GRIZZLY**: REMOVE HGM, ADD LGM (F, NO RELOADS), SAT UPLINK, STURDY BOX, UPGRADE COMMS TO +2 AND AUTO COMM TO 5




RABID GRIZZLY

M	SPEED	STOP	CBT	TP
DEFENSE W	3/6	-4	-2	-1
DEFENSE G	6/11	-4	-1	+1
ATTACK:		+2	0	-3

ATT	DEF	EW	LD

ACTIONS	SIZE
1	7




DETECT: 2
SENSORS: 0
AUTO COMM: 3
COMM: 0

EXP. MOVE

PERKS/FLAWS: LSP 1
AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL
LGL	F	-1	1/3/6/12/24	x15	ROF 2, IF, AE2, R
MRP/36	F	-1	3/6/12/24/48	x18	ROF 4, IF
MFM	F	-1	7/15/30/60/120	x20	IF, AE3, MR
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3
DPG	F	-1	3/6/12/24/48	x8	ROF 2
HMG	FF	0	1/3/6/12/24	x4	ROF 3, AI
VB	F	0	0/-/-/-/-	x9	M
PHYSICAL ATTACK (PUNCH/KICK/RAM)				x7	M, x8 KICK DAMAGE




HUNTER

M	SPEED	STOP	CBT	TP
DEFENSE W	4/7	-3	-1	+1
DEFENSE G	6/12	-3	0	+2
ATTACK:		+2	0	-3

ATT	DEF	EW	LD

ACTIONS	SIZE
1	6




DETECT: 2
SENSORS: 0
AUTO COMM: 3
COMM: 0

EXP. MOVE

PERKS/FLAWS: LSP 1
AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL
LAC	F	0	3/6/12/24/48	x8	ROF 2, R
LRP/24	F	-1	1/3/6/12/24	x12	ROF 3, IF
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3
HG	F	-1	0/2/3/6/12	x15	AI, Th, AE2
VB	F	0	0/-/-/-/-	x8	M
PHYSICAL ATTACK (PUNCH/KICK/RAM)				x6	M

OPTION - **HEADHUNTER**: UPGRADE AUTO COMM TO 4 AND COMM TO +1




HUNTER COMMANDO

M	SPEED	STOP	CBT	TP
DEFENSE W	4/7	-3	-1	+1
DEFENSE G	7/13	-3	+1	+2
ATTACK:		+2	0	-3

ATT	DEF	EW	LD

ACTIONS	SIZE
1	6




DETECT: 3
SENSORS: 0
AUTO COMM: 4
COMM: 0

EXP. MOVE

PERKS/FLAWS: AIRDROPPABLE
AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL
LBZK	F	0	3/6/12/24/48	x15	R
MRP/18	F	-1	3/6/12/24/48	x18	ROF 3, IF
HG	F	-1	0/2/3/6/12	x15	AI, T, AE2
SG	F	-1	0/-/-/-/-	x12	M
VB	F	0	0/-/-/-/-	x8	M
PHYSICAL ATTACK (PUNCH/KICK/RAM)				x6	M




HUNTER PARATROOPER

M	SPEED	STOP	CBT	TP
DEFENSE W	4/7	-3	-1	+1
DEFENSE G	6/12	-3	0	+2
ATTACK:		+2	0	-3

ATT	DEF	EW	LD

ACTIONS	SIZE
1	6




DETECT: 2
SENSORS: 0
AUTO COMM: 3
COMM: 0

EXP. MOVE

PERKS/FLAWS: AIRDROPPABLE
AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL
LAC	F	0	3/6/12/24/48	x8	ROF 2, R
LGL	F	-1	1/3/6/12/24	x15	ROF 2, AE2, IF
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3
APGL	FRr	-1	1/3/6/12/24	x4	AI, IF, AE3
CR	F	0	0/-/-/-/-	x7	M
PHYSICAL ATTACK (PUNCH/KICK/RAM)				x6	M

DATA CARDS



JAGUAR

M	SPEED	STOP	CBT	TP
DEFENSE W	5/9	-2	+1	+2
DEFENSE G	7/13	-2	+2	+3
ATTACK		+3	+1	-2

ATT	DEF	EW	LD

ACTIONS	SIZE
1	6

DETECT: 3
SENSORS: 0
AUTO COMM: 4
COMM: +1

ARMOR AND DAMAGE

ARMOR: 16


DAMAGE:

PERKS/FLAWS: AIRDROPPABLE
AUX SYSTEMS:

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL
MAC	F	0	4/9/18/36/72	x10	ROF 1, R
LRP/32	F	-1	1/3/6/12/24	x12	ROF 4, IF
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3 OOOOOO
HG	F	-1	0/2/3/6/12	x15	AI, TH, AE2 OOO
VB	F	0	0/-/-/-/-	x8	M
PHYSICAL ATTACK (PUNCH/KICK/RAM)					
x6 M					

OPTIONS - THUNDER JAGUAR: ADD SAT UPLINK, UPGRADE AUTO COMM TO 5



KODIAK

M	SPEED	STOP	CBT	TP
DEFENSE W	3/6	-4	-2	-1
DEFENSE G	6/11	-4	-1	+1
ATTACK		+2	0	-3

ATT	DEF	EW	LD

ACTIONS	SIZE
1	7

DETECT: 2
SENSORS: +1
AUTO COMM: 4
COMM: +1

ARMOR AND DAMAGE


ARMOR: 20

DAMAGE:

Rf3, IMP. REAR DEFENSE
PERKS/FLAWS: LSP 1
AUX SYSTEMS:

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL
LPA	F	+1	3/6/12/24/48	x10	MB1, H
MRP/36	F	-1	3/6/12/24/48	x18	ROF 4, IF
AGM	F	+1	4/9/18/36/72	x15	IF, G
HMG	FF	0	1/3/6/12/24	x4	ROF 3, AI
HMG	FF	0	1/3/6/12/24	x4	ROF 3, AI
HG	F	-1	0/2/3/6/12	x15	AI, T, AE2 OOOOOO
HHG	F	-1	0/2/3/6/12	x25	T, AE2 OOOOOO
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3 OOOOOO
VB	F	0	0/-/-/-/-	x9	M
PHYSICAL ATTACK (PUNCH/KICK/RAM)					
x7 M, x8 KICK DAMAGE					



MAD DOG R

M	SPEED	STOP	CBT	TP
DEFENSE W	3/5	-4	-2	-1
DEFENSE G	5/10	-4	-1	+1
ATTACK		+2	0	-3

ATT	DEF	EW	LD

ACTIONS	SIZE
1	7

DETECT: 2
SENSORS: -2
AUTO COMM: 3
COMM: 0

ARMOR AND DAMAGE


ARMOR: 16

DAMAGE:

PERKS/FLAWS: LSP 1
AUX SYSTEMS:

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL
HAC	F	0	4/9/18/36/72	x12	ROF 1, R
MRP/9	FF	-1	3/6/12/24/48	x18	ROF 1, IF
MRP/9	FF	-1	3/6/12/24/48	x18	ROF 1, IF
LMG	FF	0	1/3/6/12/24	x3	ROF 4, AI
LMG	FF	0	1/3/6/12/24	x3	ROF 4, AI
VB	F	0	0/-/-/-/-	x9	M
PHYSICAL ATTACK (PUNCH/KICK/RAM)					
x7 M					



PANTHER

M	SPEED	STOP	CBT	TP
DEFENSE W	5/9	-2	+1	+2
DEFENSE G	7/13	-2	+2	+3
ATTACK		+3	+1	-2

ATT	DEF	EW	LD

ACTIONS	SIZE
1	6

DETECT: 3
SENSORS: +1
AUTO COMM: 4
COMM: +1

ARMOR AND DAMAGE


ARMOR: 16

DAMAGE:

EXPOSED AUXILIARY
PERKS/FLAWS: AIRDROPPABLE, SNIPER SYS (HRF)
AUX SYSTEMS: STEALTH 5, TD 4

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL
HRF	F	+0	6/12/24/48/96	x12	R
LRP/16	F	-1	1/3/6/12/24	x12	ROF 2, IF
HG	F	-1	0/2/3/6/12	x15	AI, T, AE2 OOO
VB	F	0	0/-/-/-/-	x8	M
PHYSICAL ATTACK (PUNCH/KICK/RAM)					
x6 M					



MAMMOTH

M	SPEED	STOP	CBT	TP
DEFENSE W	3/5	-5	-3	-2
ATTACK		+2	0	-3

ATT	DEF	EW	LD

ACTIONS	SIZE
2	9

DETECT: 3
SENSORS: +1
AUTO COMM: 4
COMM: 0

ARMOR AND DAMAGE


ARMOR: 25

DAMAGE:

Rf2, BACKUP SENSORS
PERKS/FLAWS: LSP 2, SNR DEP, IMP. OFF-ROAD
AUX SYSTEMS: TD 1

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL
MAC	F	0	4/9/18/36/72	x10	ROF 1
ATM	F	+1	4/9/18/36/72	x25	IF, G OOOOO OOO
SC	F	-1	1/3/6/12/24	x28	
LMG	FF	0	1/3/6/12/24	x3	ROF 4, AI
LMG	FF	0	1/3/6/12/24	x3	ROF 4, AI
PHYSICAL ATTACK (PUNCH/KICK/RAM)					
x9 M					



COMMAND MAMMOTH

M	SPEED	STOP	CBT	TP
DEFENSE W	3/5	-5	-3	-2
ATTACK		+2	0	-3

ATT	DEF	EW	LD

ACTIONS	SIZE
2	9

DETECT: 6
SENSORS: +2
AUTO COMM: 5
COMM: +1

ARMOR AND DAMAGE

ARMOR: 25

DAMAGE:


BACKUP SENSORS
PERKS/FLAWS: LSP 2, IMP. OFF-ROAD
AUX SYSTEMS: TD 1, ECM 2, AMS 1

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL
MAC	F	0	4/9/18/36/72	x10	ROF 1
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3
SC	F	-1	1/3/6/12/24	x28	
PHYSICAL ATTACK (PUNCH/KICK/RAM)					
x9 M					

NOTES: RIGHT ARM HAS A HAND. THE COMMAND MAMMOTH ALLOWS THE CREW TO ADD 1 TO THEIR LEADERSHIP ROLL RESULTS.

DATA CARDS




#

RAZORBACK

	M	SPEED	STOP	CBT	TP
DEFENSE W	3/6	-4	-2	-1	
DEFENSE G	5/10	-4	-1	+1	
ATTACK		+2	0	-3	

ATT	DEF	EW	LD



ACTIONS	SIZE
1	7

DETECT: 2
SENSORS: 0
AUTO COMM: 3
COMM: 0

ARMOR AND DAMAGE

ARMOR: 20

DAMAGE:


PERKS/FLAWS: DEF. ACTIVE SENSORS (1), LSP 1

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL
SC	F	-1	1/3/6/12/24	x28	
MRP/9	F	-1	3/6/12/24/48	x18	ROF 1, IF
LMG	FF	0	1/3/6/12/24	x3	ROF 4, AI
DPG	F	-1	3/6/12/24/48	x8	ROF 2
APGL	FF	-1	1/3/6/12/24	x4	IF, AI, AE3

PHYSICAL ATTACK (PUNCH/KICK/RAM)

OPTIONS - **PEACEMAKER RAZORBACK**: ADD VHAC (F, RELOADS), HRP/24 (F, ROF3), CHASSIS REINFORCEMENT (F). REMOVE SC AND MRP.




#

THUNDERHAMMER

	M	SPEED	STOP	CBT	TP
DEFENSE W	3/5	-5	-3	-2	
DEFENSE G					
ATTACK		+3	+1	-2	

ATT	DEF	EW	LD



ACTIONS	SIZE
3	12

DETECT: 5
SENSORS: 0
AUTO COMM: 4
COMM: 0

ARMOR AND DAMAGE

ARMOR: 35

DAMAGE:


PERKS/FLAWS: IMP. OFF ROAD, LSP 2, SENSOR DEPENDENT

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL
HAC	F	0	4/9/18/36/72	x12	ROF 1
LFG	T	0	8/15/30/60/120	x22	IF, AE1
MRP/36	F	-1	3/6/12/24/48	x18	ROF 4, IF
APGL	T	-1	1/3/6/12/24	x4	AI, IF, AE3

PHYSICAL ATTACK (KICK, RAM)

OPTIONS - **PEACEMAKER THUNDERHAMMER**: ADD VHAC (F, RELOADS), HRP/24 (F, ROF3), CHASSIS REINFORCEMENT (F). REMOVE SC AND MRP.




#

TIGER

	M	SPEED	STOP	CBT	TP
DEFENSE W	4/8	-3	-1	+1	
DEFENSE G	6/12	-3	+0	+2	
ATTACK		+3	+1	-2	

ATT	DEF	EW	LD



ACTIONS	SIZE
1	6

DETECT: 3
SENSORS: 0
AUTO COMM: 4
COMM: 0

ARMOR AND DAMAGE

ARMOR: 17

DAMAGE:


PERKS/FLAWS:

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL
MAC	F	0	4/9/18/36/72	x10	ROF 1, R
MRP/9	F	-1	3/6/12/24/48	x18	ROF 1, IF
APGL	FF	-1	1/3/6/12/24	x4	IF, AI, AE3

PHYSICAL ATTACK (PUNCH/KICK/RAM)

OPTIONS - **SABERTOOTH**: ADD DPG (F, NO RELOADS), VB, ECCM 2, STURDY BOX. UPGRADE COMMS TO +1 AND AUTO COMMS TO 4




#

WEASEL

	M	SPEED	STOP	CBT	TP
DEFENSE W	4/7	-3	-1	+1	
DEFENSE G	7/13	-3	+1	+2	
ATTACK		+1	-1	-4	

ATT	DEF	EW	LD



ACTIONS	SIZE
1	6

DETECT: 10
SENSORS: 0
AUTO COMM: 7
COMM: +2

ARMOR AND DAMAGE

ARMOR: 14

DAMAGE:


PERKS/FLAWS: EXPOSED AUX, VULN. TO HAYWIRE

AUX SYSTEMS: SAT UPLINK, ECM4, ECCM4

NAME	ARC	ACC	RANGE	DAM	SPECIAL
LAC	F	0	3/6/12/24/48	x8	ROF 2, R
APGL	FF	-1	1/3/6/12/24	x4	IF, AI, AE3
HG	F	-1	0/2/3/6/12	x15	AI, T, AE2
VB	F	0	0/-/-/-/-	x8	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)

OPTIONS - **PEACEMAKER WEASEL**: ADD VHAC (F, RELOADS), HRP/24 (F, ROF3), CHASSIS REINFORCEMENT (F). REMOVE SC AND MRP.




#

WHITE CAT

	M	SPEED	STOP	CBT	TP
DEFENSE W	6/11	-1	+2	+4	
DEFENSE G	8/15	-1	+3	+4	
ATTACK		+2	0	-3	

ATT	DEF	EW	LD



ACTIONS	SIZE
1	6

DETECT: 7
SENSORS: +2
AUTO COMM: 5
COMM: +1

ARMOR AND DAMAGE

ARMOR: 10

DAMAGE:


PERKS/FLAWS: EXP AUX, VULN TO HAYWIRE

AUX SYSTEMS: ECM 4, ECCM 2, TD2, SL (F, 30"), SAT UPLINK

NAME	ARC	ACC	RANGE	DAM	SPECIAL
LAC	F	0	3/6/12/24/48	x8	ROF 2, R
LRP/8	F	-1	1/3/6/12/24	x12	ROF 1, IF
HG	F	-1	0/2/3/6/12	x15	AI, T, AE2
VB	F	0	0/-/-/-/-	x8	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)

OPTIONS - **PEACEMAKER WHITE CAT**: ADD VHAC (F, RELOADS), HRP/24 (F, ROF3), CHASSIS REINFORCEMENT (F). REMOVE SC AND MRP.




#

ALLER

	M	SPEED	STOP	CBT	TP
DEFENSE W	5/10	-5	-2	0	
DEFENSE G					
ATTACK		+2	0	-3	

ATT	DEF	EW	LD



ACTIONS	SIZE
3	14

DETECT: 2
SENSORS: 0
AUTO COMM: 4
COMM: 0

ARMOR AND DAMAGE

ARMOR: 40

DAMAGE:

PERKS/FLAWS: R5, BACKUP SENSOR, RUGG. MOVE.

AUX SYSTEMS: LSP 2, SENSOR DEPENDANT, SNIPER SYSTEM (HRG)


AUX SYSTEMS: AUTOPILOT, SMOKE x10

NAME	ARC	ACC	RANGE	DAM	SPECIAL
HRG	T	0	15/30/60/120/240	x35	
LPLC	T	+1	4/9/18/36/72	x20	MB3, AA
MAC	T	0	4/9/18/36/72	x10	ROF 1
LMG	T	0	1/3/6/12/24	x3	ROF 4, AI
LMG	T	0	1/3/6/12/24	x3	ROF 4, AI

PHYSICAL ATTACK (RAM)

OPTIONS - **PEACEMAKER ALLER**: ADD VHAC (F, RELOADS), HRP/24 (F, ROF3), CHASSIS REINFORCEMENT (F). REMOVE SC AND MRP.

DATA CARDS



	M	SPEED	STOP	CBT	TP
DEFENSE	G	4/8	-5	-3	-1
ATTACK			+2	0	-3

ARMOR AND DAMAGE

ARMOR: 40

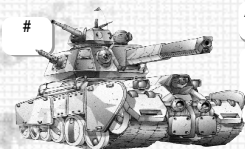
DAMAGE: S S L H C

Rf5, BACKUP SENSORS, RUGG. MOVE.

PERKS/FLAWS: LSP 2, SNR DEP

AUX SYSTEMS: AUTOPILOT, SMOKE X10

NAME	ARC	ACC	RANGE	DAM	SPECIAL
VHFG	T	0	15/30/60/120/240	x33	IF, AE2
HAAC	T	0	4/9/18/36/72	x12	ROF 3, AA
MAC	T	0	4/9/18/36/72	x10	ROF 1
LMG	T	0	1/3/6/12/24	x3	ROF 4, AI
LMG	T	0	1/3/6/12/24	x3	ROF 4, AI
PHYSICAL ATTACK (RAM)				x14	M



	M	SPEED	STOP	CBT	TP
DEFENSE	G	4/8	-5	-3	-1
ATTACK			+2	0	-3

ARMOR AND DAMAGE

ARMOR: 45

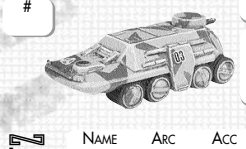
DAMAGE: S S L H C

BK P SENSOR, RUGG. MOVE, SHIELDED WPN

PERKS/FLAWS: LSP 2, SENSOR DEPENDANT, SNIPER SYSTEM (HRG)

AUX SYSTEMS: AUTOPILOT, TD 5

NAME	ARC	ACC	RANGE	DAM	SPECIAL
HRG	T	0	15/30/60/120/240	x35	
LPLC	T	+1	4/9/18/36/72	x20	MB3, AA
MAC	T	0	4/9/18/36/72	x10	ROF 1
HATM	T	+1	7/15/30/60/120	x30	IF, G
HMG	T	0	1/3/6/12/24	x4	ROF 3, AI
HAAC	T	0	4/9/18/36/72	x12	ROF 3, AA
PHYSICAL ATTACK (RAM)				x14	M



	M	SPEED	STOP	CBT	TP
DEFENSE	G	10/20	-6	-1	0
ATTACK			+2	0	-3

ARMOR AND DAMAGE

ARMOR: 12

DAMAGE: S L H

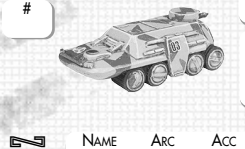
EXPOSED FIRECON

PERKS/FLAWS: TRANSPORT 2 SQUADS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL
LAC	T	0	3/6/12/24/48	x8	ROF 2
LAC	T	0	3/6/12/24/48	x8	ROF 2
PHYSICAL ATTACK (RAM)				x8	M

OPTIONS - **COMMAND BADGER**: ADD ECCM 2 AND INCREASE COMM TO +1



	M	SPEED	STOP	CBT	TP
DEFENSE	G	10/19	-6	-1	-1
ATTACK			+2	0	-3

ARMOR AND DAMAGE

ARMOR: 12


DAMAGE: S L H

EXPOSED FIRECON

PERKS/FLAWS: TRANSPORT 1 SQUAD

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL
MRP/36	T	-1	3/6/12/24/48	x18	ROF 4, IF
MRP/36	T	-1	3/6/12/24/48	x18	ROF 4, IF
PHYSICAL ATTACK (RAM)				x8	M



	M	SPEED	STOP	CBT	TP
DEFENSE	G	6/11	-4	-1	+1
ATTACK			+2	0	-3

ARMOR AND DAMAGE

ARMOR: 25


DAMAGE: S L H C

Rf5, BACKUP SENSORS

PERKS/FLAWS:

AUX SYSTEMS: AUTOPILOT

NAME	ARC	ACC	RANGE	DAM	SPECIAL
HRP/48	T	-1	4/9/18/36/72	x20	ROF 4, IF
HRP/48	T	-1	4/9/18/36/72	x20	ROF 4, IF
APGL	T	-1	1/3/6/12/24	x4	AI, IF, AE3
PHYSICAL ATTACK (RAM)				x10	M



	M	SPEED	STOP	CBT	TP
DEFENSE	G	6/11	-4	-1	+1
ATTACK			+2	0	-3

ARMOR AND DAMAGE

ARMOR: 25

DAMAGE: S L H C

Rf5, BACKUP SENSORS


PERKS/FLAWS:

AUX SYSTEMS: AUTOPILOT

NAME	ARC	ACC	RANGE	DAM	SPECIAL
ATM	T	+1	4/9/18/36/72	x25	IF, G
LAC	T	0	3/6/12/24/48	x8	ROF 2
APGL	T	-1	1/3/6/12/24	x4	AI, IF, AE3
PHYSICAL ATTACK (RAM)				x10	M

OPTION - **MASTER KLEMM**: ADD ECCM 2 AND EXPOSED AUX. UPGRADE COMM TO +1, AUTO COMMS TO 5


DATA CARDS



BANDIT HUNTER KLEMM

	M	SPEED	STOP	CBT	TP
DEFENSE	G	6/11	-4	-1	+1
ATTACK			+2	0	-3

#



ACTIONS	SIZE
3	10

DETECT: 3
SENSORS: +1
AUTO COMM: 4
COMM: 0

ARMOR AND DAMAGE

ARMOR: 25


DAMAGE: S L H C

Rf5, BACKUP SENSORS

PERKS/FLAWS:
AUX SYSTEMS: AUTOPILOT, SMOKE x10

HEAVY GEAR BLITZ


NAME	ARC	ACC	RANGE	DAM	SPECIAL
HRF	T	0	6/12/24/48/96	x12	
MRP/36	T	-1	3/6/12/24/48	x8	ROF 4, IF
HMG	T	0	1/3/6/12/24	x4	ROF 3, AI
APGL	T	-1	1/3/6/12/24	x4	AI, IF, AE3
PHYSICAL ATTACK (RAM)					x10 M



TYBURR

	M	SPEED	STOP	CBT	TP
DEFENSE	G	5/10	-5	-2	0
ATTACK			+2	0	-3

#



ACTIONS	SIZE
3	10

DETECT: 1
SENSORS: 0
AUTO COMM: 4
COMM: 0

ARMOR AND DAMAGE

ARMOR: 25


DAMAGE: S L H C

Rf5, BACKUP SENSORS

PERKS/FLAWS:
AUX SYSTEMS: AUTOPILOT

HEAVY GEAR BLITZ


NAME	ARC	ACC	RANGE	DAM	SPECIAL
LFG	T	0	8/15/30/60/120	x22	IF, AE1
HMG	T	0	1/3/6/12/24	x4	ROF 3, AI
PHYSICAL ATTACK (RAM)					x10 M



FIELD GUN

	M	SPEED	STOP	CBT	TP
DEFENSE	G	0/1	-4	-4	-3
ATTACK			+2	0	-3

#



ACTIONS	SIZE
1	5

DETECT: 2
SENSORS: 0
AUTO COMM: 3
COMM: 0

ARMOR AND DAMAGE

ARMOR: 8


DAMAGE: L H

Rf2, RUGGED MOVE, EXPOSED FIRECON

PERKS/FLAWS:
AUX SYSTEMS:

HEAVY GEAR BLITZ


NAME	ARC	ACC	RANGE	DAM	SPECIAL
LFG	F	0	8/15/30/60/120	x22	IF, AE 1



INFANTRY PLATOON

	M	SPEED	STOP	CBT	TP
DEFENSE	W	2/4	0	0	0
ATTACK			+1	0	NA

#



SQUAD 1

SKILL LEVEL:

WEAPON	ACC	PB	S	M	L	E	DAM	SPECIAL
STD:	/	/	/	/	/	/	x	
HVY:	/	/	/	/	/	/	x	

SQUAD 2

SKILL LEVEL:

WEAPON	ACC	PB	S	M	L	E	DAM	SPECIAL
STD:	/	/	/	/	/	/	x	
HVY:	/	/	/	/	/	/	x	

EQUIPMENT:

SQUAD 3

SKILL LEVEL:


WEAPON	ACC	PB	S	M	L	E	DAM	SPECIAL
STD:	/	/	/	/	/	/	x	
HVY:	/	/	/	/	/	/	x	

SQUAD 4

SKILL LEVEL:


WEAPON	ACC	PB	S	M	L	E	DAM	SPECIAL
STD:	/	/	/	/	/	/	x	
HVY:	/	/	/	/	/	/	x	

EQUIPMENT:



DRONES

	M	SPEED	STOP	CBT	TOP
DEFENSE	R	8/15	-2	+2	+3
ATTACK			+2	0	-3



HUNTER-KILLER DRONE


ACTIONS: 2; SIZE: 3; DETECT: 3;
SENSORS: 0; AUTO COMM: 4; COMM: 0;
WEAPONS: VLMG (T)
PERKS/FLAWS: DRONE, CAN'T GLIDE, SENSOR DEP.

ARMOR: 4 EXP. MOVE.

DAMAGE: L H C

DEMOLITION DRONE

ACTIONS: 1; SIZE: 3; DETECT: 3; SENSORS: 0;
AUTO COMM: 4; COMM: 0; ARMOR: 4
WEAPONS: SDG (F, LIMITED AMMO: 1)
PERKS/FLAWS: DRONE, SENSOR DEP.




RECON DRONE

ACTIONS: 1; SIZE: 2; DETECT: 3; SENSORS: 0;
AUTO COMM: 4; COMM: 0; ARMOR: 3;
PERKS/FLAWS: DRONE, LOW PROFILE, BACKUP SENSORS; AUX SYSTEMS: TD1

ARMOR: 4 EXP. MOVE.

DAMAGE: L H C

	M	SPEED	STOP	CBT	TOP
DEFENSE	H	6/12	-5	-2	0
ATTACK			+1	-1	-4



HEAVY GEAR BLITZ

	M	SPEED	STOP	CBT	TP
DEFENSE					
ATTACK					

#

ACTIONS	SIZE

DETECT:
SENSORS:
AUTO COMM:
COMM:

ARMOR AND DAMAGE

ARMOR:

DAMAGE: S L H C

EXPOSED MOVEMENT

PERKS/FLAWS:
AUX SYSTEMS:

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL

HEAVY GEAR BLITZ!

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