

DP9-9032

HEAVY GEAR

BLITZ!

SWORDS OF PRIDE

ARMIES OF THE SOUTH

THE SOUTH - INTRODUCTION - THE ALLIED SOUTHERN TERRITORIES - THE SOUTHERN REPUBLIC - THE MEKONG DOMINION - THE HUMANIST ALLIANCE - THE EASTERN SUN EMIRATES - MILITARY HISTORY OF THE SOUTH - STABILITY AND CHAOS - ALLIANCE OF THE SEPARATE AND UNEQUAL - THE MILICIA - THE ST. VINCENT'S WAR - THE BARRINGTON CAMPAIGN - THE VEHICLE MODERNIZATION PROGRAM - THE WAR OF THE ALLIANCE - ORGANIZATION AND STRUCTURE OF THE AST MILITARIES - SOUTHERN DOCTRINE - SOUTHERN ARMS AND EQUIPMENT - FIELD GUIDES - THE SOUTHERN REPUBLICAN ARMY - THE MILICIA - THE HUMANIST ALLIANCE PROTECTION FORCE - THE MEKONG PEACEKEEPERS - THE EASTERN SUN EMIRATES GUARD - COMBAT GROUP LISTINGS - GENERAL PURPOSE CADRE - RECON CADRE - STRIKE CADRE - FIRE SUPPORT CADRE - MP CADRE - PARATROOP CADRE - OPSEC CADRE - STRIDER CADRE - TANK CADRE - CAVALRY CADRE - INFANTRY PLATOON - INFANTRY SNIPER ESCOUADE - FIELD GUN ESCOUADE - AIR STRIKES - OFF-BOARD ARTILLERY - REGIMENTS OF NOTE - LEGION NOIRE - LEGION NOIRE AUXILIARY - ETHEREAL GUARD - THE SPECIAL INTERVENTION UNIT - SILVER VIPERS - THE SKYHAWKS - THE APES - KILLER BUNNY COMMANDO CADRE - LES ETRANGERS - ADDITIONAL RULES AND INFORMATION - HAMMERS OF FAITH ERRATA - WEAPON TABLES - DATACARDS



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THE SOUTH

INTRODUCTION

A long time ago, during a Saskatchewanian "coffee conversation," I mentioned in passing that while the North had character, the South had characters. It was an offhanded remark, meant to be funny and get a jab in at my South-playing friends. (For the record, I have all of the armies for HG, but many of my friends play the South exclusively.)

The problem was, I was right. The North has very strong themes and each League has a national character that is easy to define and makes for a very good army list. The older Southern books seemed to have a lot of propaganda-laden opinions, interesting characters, unique vehicles and important events, but no real unifying themes for any individual League or the South as a whole. In addition, we repeatedly ran into contradictory information about vehicles, events or even names. This made trying to find the theme or create a coherent write-up. Without a theme, you cannot characterize an army, give it rules or explain to people very quickly what the army does. Neither of which is good for a game, let alone a wargame.

So, we went back and did research. Lost of research. We combed through the original writeups of the nations and then poured through the tactical writeups and the Leaguebooks to discover the character of the South. It was not easy, in fact, there were times I would want to defenestrate my computer or simply give up. But we found the character of the South. It was really there all along, just very good at hiding, like many Southern Gears.

Someone once said that adversity bring greatness and I think that applies to this book. The research and effort that went into this book not only let us characterize the Leagues and the South better, but let us break them from being a poor copy of the North or simple bad guys. When combined with Hammers of Faith, you should start seeing the beginnings of a story forming, one that will eventually cross the stars and involve you, the player, in a very meaningful way.

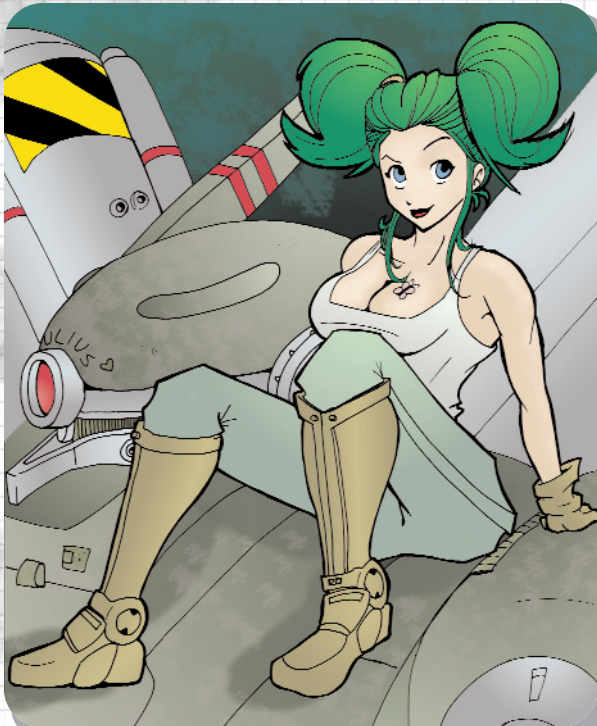
May your sword stay true,
John Buckmaster
22 February 2007

Special thanks goes out to Beth for amazing all of us with her art, to Agis and Mason for doing such awesome paint jobs, to Paul for riding our butts about ranks and organization, to Jake Staines and Gareth Perkins for putting up with me once again and helping with proofreading, and to Holy and Doum for helping with terrain. An extra special thanks for The Pod Squad, who have volunteered their time to demonstrate Blitz.

Playtesters: The Pod Squad, The 28th Stone Warriors, Milani's Lapdogs, The Capital Corps, Gujav's Groupies, The Aurora Monkeys, Gareth's Grenadiers, Hudson's Weasels, Sarcastro's Skirmishers, the Centurions, as well as Captain Stallion and the Fun Brigade.

Errata and FAQs for Heavy Gear Blitz 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! Information regarding contacting or joining the Pod Squad can also be found on the forum.

Aurora, the Silhouette Magazine, is a free downloadable magazine providing support for Blitz and our other game lines. It can be found on our website at <http://www.dp9.com/> or on our forum.



THE SOUTH

THE ALLIED SOUTHERN TERRITORIES

The Southern hemisphere of Terra Nova is dominated by the Allied Southern Territories. Far from a confederation of equals, the AST is a puppet used by the Southern Republic to maintain control of its conquered vassal-states. The AST is nominally governed by the Curia, but since all twenty-five members of the Curia are appointed by the Estates-General of the Southern Republic, it is far from independent. The most important members of the Curia are the three Lord Chancellors, each assigned to supervise one of the three vassal Leagues and the Lord Protector, who supposedly controls the entire AST.



The Curia's influence over day-to-day life is minimal. Most affairs are handled by the AST's massive bureaucracy, which advises and assists the governments of the vassal Leagues. The bureaucracy is widely regarded as corrupt and useless, but the political climate of the South makes change difficult.

Jacques Molay, the current Lord Protector, has broken with tradition by ruling largely independently of the Estates-General. Under Molay, the Curia has become increasingly authoritarian and the MILICIA has frequently been deployed into Southern cities to maintain order, quell rebellions and suppress dissent. Those who publicly oppose Molay frequently disappear and he has gone as far as to have members of the Curia who vote against him executed for treason..

THE SOUTHERN REPUBLIC

The most populous League on Terra Nova, the Southern Republic is the true master of the Allied Southern Territories. The Republic was built through violent conquest, with a handful of city-states on the border of Lake Esperance (Terra Nova's largest body of water) taking control of their neighbors. Most Republicans celebrate their superior culture, which embraces diversity and personal freedom. From the shores of Ashanti, where clothing is not just optional but unusual, to the sophisticated arts and entertainment of Port Oasis, to the simple rural farmers that feed the Republic's 53 million mouths, a multitude of diverse peoples live in harmony.

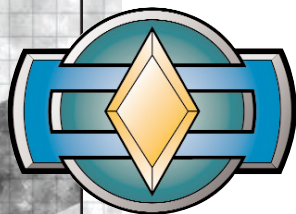


The Republic's relations with the rest of Terra Nova have never been quite as harmonious and the Southern Republic has many enemies. The Northern Lights Confederacy's evangelistic Sorrento Revisionism and antagonism towards Southern culture particularly worries most Republicans. Despite a short period of fellowship after the War of the Alliance, fears of the North have again become widespread. The Estates-General has responded to popular demand and ordered the MILICIA to operate more aggressively in the Badlands to defend against the Northern threat and help Badlands communities rebuff Northern attempts to manipulate their affairs.

While the Republic's culture may be free, its government is not. Dissent and criticism are not tolerated. The Republic's secret police, Les Témoins, are ever-vigilant and those who challenge the powerful have a way of disappearing. Many political parties exist, but all have largely identical platforms and those that break the mold rarely capture more than a handful of seats. Most Republicans accept these things without question as aspects of the Republic's cultural superiority.

THE SOUTH

THE MEKONG DOMINION



The Mekong Dominion is the economic stronghold of the South. While many of the AST's factories are located in the Emirates or the Republic, most are owned wholly or partly by Mekong corporations and are dependent on raw materials from Mekong's rich Yung An basin and lowlands. Mekong itself is ruled by the CEOs of those same corporations, called Taipans and only those who own stock in a Taipan's corporation are considered citizens. Regular stock gifts to loyal employees keep most of the population in line, but the Dominion's large underclass has few rights.

The Dominion is minimally armed. The Mekongese prefer canny economical and social manipulation to gross force and people who exercise good business sense, especially at the expense of the less clever, are widely well-regarded. This attitude has given the Dominion considerable behind-the-scenes influence over the AST. Taipan Aaron Logan has been using this power to push for a more aggressive foreign policy, demanding more direct authority over the MILICIA to protect Dominion business interests. Speaker Miyako Sogabe, his chief opponent, has taken a less confrontational route, advocating greater justice in internal policies and benevolence in foreign relations. She seeks to use the MILICIA and the Peacekeepers - the Dominion's dual-purpose law enforcement and security organization - to protect others from their enemies without directly controlling them, placing them in the Dominion's debt.

THE HUMANIST ALLIANCE



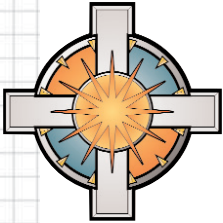
Founded based on the principles espoused by Yuri Gropius, the Humanist Alliance has held fast to its devotion to his vision of a utopia for almost 400 cycles. Even being conquered by the Southern Republic during the Southern War of TN1680 did not dislodge Gropius' philosophy, though the Republic put a great many restrictions on the Alliance's development. Under the AST, mild social reforms have been put in place, but the Republic is not so much concerned with social justice as ensuring that it retains control of the products of the Alliance's advanced research labs and that the Alliance's culture does not eclipse its own. The Alliance's leaders blame this external meddling for growing internal instability and deviation from Gropius' plan and have become desperate to eliminate it.

Humanists pride themselves in their devotion to Gropius' vision and his philosophy has almost attained the status of a religion. At the age of 16, Humanists go through a rigorous testing procedure and are assigned to one of three castes. Preceptors are the scholars, politicians and leaders; Protectors are the soldiers and police; and Commoners handle matters of business and menial jobs. All Humanist policy is dictated at a very high level and the average citizen has little freedom. Dissenters that attempt to buck the system are taken away for reeducation with drugs and hypnotic techniques. This fundamental lack of self-determination is commonly cited as the cause of the Alliance's unusually high suicide rate.



SOUTHERN MILITARY

THE EASTERN SUN EMIRATES



The once-proud Eastern Sun Emirates have become more of an ongoing civil war than a functioning League. The Emirates are governed by a feudal aristocracy. Each city-state is ruled by one or more Emirs, descendants of the officers of the HCS Eastern Sun. The Emirs

have traditionally been bound together by their loyalty to each other and to the Patriarch or Matriarch, a descendant of the Eastern Sun's captain. Since the Southern Republic conquered the Emirates, they have installed a succession of weak, disinterested, abusive or hedonistic Emirs, Patriarchs and Matriarchs, who have strained these bonds to the breaking point. The current Patriarch, Oliver Masao, is widely seen as the worst of the lot. Several Emirs, led by Nigel Shirow of Basal, are in open rebellion and the MILICIA has been deployed to help the Patriarch's Guard keep the revolt from spreading further.

The Emirates' aristocratic government is coupled with a strict caste system. Like the bonds between Emirs, the bonds between the lower classes and their Emirs have deteriorated under the Southern Republic's rule. While the Emirates' culture is still splendid, it leans more towards decadence than elegance and the lives of the lower classes are frequently squalid, miserable and short. The Emirs have kept the population in line with ready access to blood sports and other visceral entertainment. Popular uprisings have still been frequent, but before Shirow, none had the support of any Emir.



MILITARY HISTORY OF THE SOUTH

STABILITY AND CHAOS

The concept of a League of city-states was born TN 1479 in the Southern city-state of Tanalom. Inspired by the history of Greater Samarkand during Earth's Ice Age and pre-historic philosophers like Plato, Yuri Gropius developed the philosophy of Humanism. During an era when city-states eyed their neighbors with distrust, Rover bands terrorized rural communities and wars between city-states were commonplace, Gropius' vision of peace, prosperity and cooperation was novel and revolutionary. Over the next 30 cycles, seven city-states joined into a single League under the banner of the Humanist Alliance, united by Gropius' ideals. Countless others across the planet were inspired by his vision and began creating alliances of their own.

The Eastern Sun Emirates were founded near the fledgling Alliance in TN1492. This collection of city-states was welded together not by a shared vision, but by the power of the officers of a crashed Concordat gateship and their monopoly over advanced technology. The rest of the South took much longer to achieve stability and wars between city-states were fierce and frequent. One such extended war of conflict, instigated by Marabou, united all the city-states on the shores of Lake Esperance into the Southern Republic in TN1545. The Republic continued to expand through wars of conquest until its borders butted up against the Mekong Dominion and Humanist Alliance, when it found itself unable to overpower the armed forces of either League.

SOUTHERN MILITARY



ALLIANCE AND THE SEPARATE AND UNEQUAL

The balance of power between the four Leagues of the South remained relatively even for much of the TN1600s. The difficult terrain and frequent internal troubles, such as civil wars, revolts and banditry, precluded the widespread inter-League warfare that characterized the Northern hemisphere. The Southern Leagues were far from friendly and a palpable atmosphere of hostility remained, but none had the power to do anything about it. This changed in TN1679, when Southern Republic spies obtained a prototype of the Hunter from the WFP. The Republic's own walker combat vehicle program scientists were given the prototype to reverse-engineer and copy and the Jäger was quickly put into mass production.

Armed with this new weapon, the Southern Republican Army (SRA) was able to quickly and easily traverse terrain that had formerly posed an impassible barrier to invasion. The stable, advanced Humanist Alliance and the rich Mekong Dominion were the Republic's first targets. After a few tentative battles, the Mekong Dominion's Taipans decided that a war with the Republic would be unprofitable and willingly submitted to the invaders. This freed up SRA resources for assaults on the Humanist Alliance and Eastern Sun Emirates. By TN1681, the entire Southern hemisphere had - one way or another - acknowledged the superiority of the Republic and formed the Allied Southern Territories.

THE MILICIA

Initially, each of the Leagues of the Allied Southern Territories was responsible for maintaining a standing army for self-defense. The Republic, being larger and more prosperous than its neighbors, voluntarily chose to maintain its larger, better-trained Republican Army to keep order in the AST and help the other Leagues defend themselves against foreign threats. This worked well enough before the formation of the Confederated Northern City-States (CNCS) and the Dominion Peacekeepers, with some help from the SRA, were able to solidly defeat the United Mercantile Federation Army in the Merchant War of TN1688. The formation of the CNCS changed this and concern over the defensive readiness of the South abounded. It was clearly unfair to expect the Southern Republic to shoulder the burden of building an army big enough to protect the South against the CNCS alone.

At one of the regular summits held to allow the local rulers of the South's member-cities and Leagues to consult with the Curia, a solution for this inequality was proposed. Rather than requiring the individual Leagues to increase the size of their armies to match the Republican Army - an impossible task - a subordinate force would be created to support the Republican Army. The MILitary Invention and Counter-Insurgency Army (MILICIA) would protect Southern interests in the Badlands and help keep order in the AST itself. Rather than requiring any one League to support it, the MILICIA would be funded by tax money and made up of conscripts from throughout the AST. The distinctly Anglic name was a compromise, as the other Leagues of the South had not yet adopted the Republic's Universal French.

SOUTHERN MILITARY



THE ST. VINCENT'S WAR

The first real test of the newly-formed MILICIA was the St. Vincent's War. In TN1723, a sandstorm uncovered the remains of a cargo ship that had crashed and been lost in the Badlands during the Concordat era. MILICIA units in the region quickly responded and claimed the wreck for the AST, only to be challenged for possession by a Northern Guard unit that arrived mere hours later. Dishonorable conduct on the part of both commanders led to a battle and the release of an airborne plague. All but a tiny minority of adults were immune to the disease, but it had killed five percent of Terra Nova's children and crippled another five percent by the time it was cured.

The CNCS and AST were outraged at the release of the virus and, seeking a way to restore their honor, accused each other of culpability in the release of the virus. When both proved unwilling to admit wrongdoing, a full-scale war broke out between the two superpowers. The devastating, six-cycle war was mostly fought on the part of the South by the MILICIA. Since they had been involved in the incident which caused the conflict, they were honor-bound to resolve it. The Southern League armies aided the MILICIA when they could, but were mostly occupied with keeping order in the wake of the plague and, as the war dragged on, economic and political disruption.

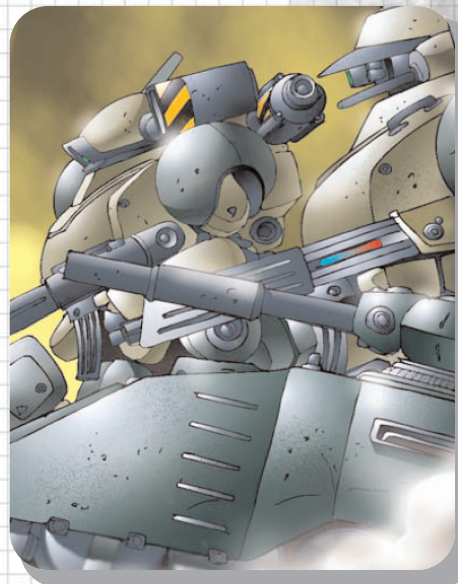
Even though it should never have happened, the St. Vincent's War demonstrated the value of the MILICIA and the power of the AST. The St. Vincent's War also proved the viability of the Gear concept, but highlighted the flaws in relying on the Jäger alone. Heavy Gears were used more frequently and in new ways over the course of the war and Southern military planners began designing additional Gears to fill more specialized roles. The "Serpent Series" (composed of the Rattlesnake light trooper/recon Gear, the Copperhead heavy trooper and the Anaconda fire-support Gear) was a great success and served the South with distinction through the mid TN1800s.

THE BARRINGTON CAMPAIGN

The South lost many of its most experienced soldiers in the St. Vincent's War and the period of economic depression and civil unrest that followed had left the Southern armed forces in a very sad state indeed. Fortunately, a series of skirmishes with the North over trade routes and natural resources in the Barrington Basin gave the South, particularly the MILICIA, the conflict it needed to retrain and rebuild its armed forces. Although the Barrington Campaign cost many lives, it re-asserted Southern supremacy and proved invaluable as a combat trial for the new Gear designs developed after the St. Vincent's War.

THE VEHICLE MODERNIZATION PROGRAM

By the middle of the 19th century TN, the Serpent Series and the venerable Jäger were showing their age. While still superior to most Northern Gears, Southern intelligence analysts predicted that Northern technological developments would soon completely overshadow their capabilities. In TN1843, the Republican Army initiated the Vehicle Modernization Program (VModProg). Many of the Gear designs created by VModProg or their modern descendants are still in service with the armies of the South, including the Basilisk, Sidewinder, Desert Viper and the "Alpha" revision of the Jäger.



SOUTHERN MILITARY

THE WAR OF THE ALLIANCE

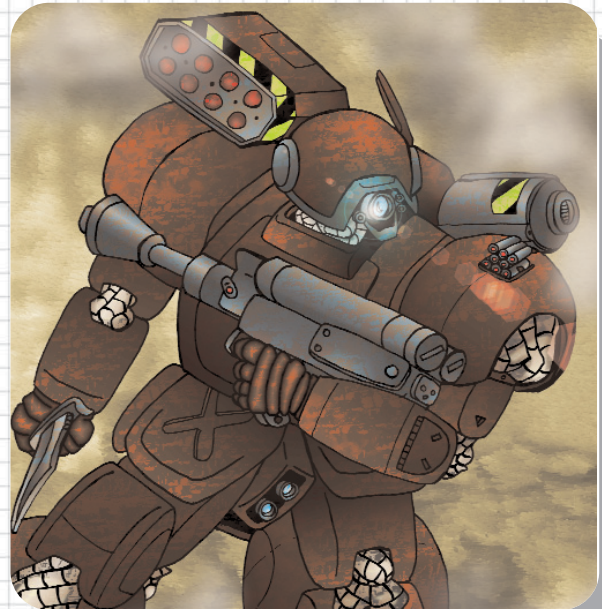
The arrival of the New Earth Commonwealth's Colonial Expeditionary Force in TN1913 caused a great deal of disruption in the South. Across the hemisphere, long-laid plans were forcibly set aside as dozens of heavily-armed spaceships appeared in Terra Nova's skies and frightening, powerful weapons of war were disgorged onto the planet's surface. Using rivers and railway clearings to travel quickly through the jungle, the CEF's Southern Expeditionary Force cut deep into the Mekong Dominion before the Mekong Peacekeepers or the MILICIA could organize an effective response. Only at the gates of Mekong City itself were the invaders turned back.

The initial Southern victories were marred by the loss of much of the South's powerful industrial machine. Orbital bombardment and the CEF's advance through the Dominion destroyed the mass-production infrastructure the Southern armies relied on to feed their demands for war machines. The lines dedicated to the new Black Mamba and Spitting Cobra designs were particularly hard-hit, depriving the South of the advanced Gears its military planners had come to rely on. The CEF fleet was quickly driven out of orbit by a combined drone assault launched by both confederations, preventing further devastation and a hastily-formed alliance with the CNCS allowed the AST to purchase Jaguars to fill their need for advanced Gears. This allowed the South's remaining production lines to be dedicated to the mass-production of Jägers and Iguanas, which could be used to drive back the CEF with sheer weight of numbers.

The CEF advance into the Dominion and the neighboring Emirates had stalled completely by the end of TN1914. Heavy fighting continued in the deep jungles, but neither side made much headway. The thick vegetation prevented the CEF from making good offensive use of their hover-tanks, but greatly increased the power of their GREL infantry. Likewise, the South could not use their heavy landships or armor to dislodge the CEF, but found their Gears incredibly effective. Many Southern Gear designs acquitted themselves well in the intense jungle fighting, but casualties were high.

In Winter TN1916, the CEF Fleet returned to Terra Nova and landed 80,000 troops on the Badlands city-state of Baja before being driven from orbit once more. The city's defenders were quickly overwhelmed and the new CEF force attempted to open a new front in the war. They were quickly defeated by a combined offensive by the Terra Nova Alliance composed of fresh troops from the Northern Lights Confederacy, Southern Republic and Humanist Alliance. A Season-long siege led to the destruction of the CEF Baja detachment by mid-Summer. This was the incentive needed for Paxton Arms to enter the conflict on the side of the Terra Novan Alliance in Autumn TN1916. Paxton's participation proved the last straw for the CEF invaders and the main CEF base in the Barrington Basin surrendered in Spring TN1917.

Despite the valiant efforts of the soldiers that formed an unyielding wall between the South and its enemies, the War of the Alliance left the AST in a sorry state. Its industries and armed forces had been crippled by the intense, prolonged warfare. Even as reconstruction efforts caused the Southern economy to enter a post-war boom period, the inability of the MILICIA and SRA to effectively maintain order prompted another boom - this one in terrorist activity, uprisings and civil unrest.



SOUTHERN MILITARY



ORGANIZATION AND STRUCTURE OF THE AST MILITARIES

When the Southern Republic conquered the other Southern leagues, their military organizations were left largely intact, though greatly reduced in scope by the terms of the surrender agreements. The Republic's massive numerical and quality advantage left the Southern Republican Army (SRA) unconcerned about the militaries of the other Leagues. They were expected to contribute to the defense of the South through the MILICIA. Joint military operations between the MILICIA or the SRA and inferior League armies were unnecessary. Some standardization of organization and equipment was forced on the other AST Leagues, but they were mostly left alone and came to be symbols of League identity in an increasingly homogenized South.

The War of the Alliance proved the Republic wrong. Within seasons, the SRA and MILICIA were fully committed and the League armies were once again mobilized to defend their home territories and strike back against the CEF. Greater importance was placed on the League armies as actual coherent fighting forces, rather than simple militias and symbolic garrison and combined operations doctrines were developed to allow the League militaries to work together under SRA command.

SUBUNITS

Subunits the smallest and most basic military units and 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 a 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. Subunits are standardized across the South in terms of structure, but capabilities can vary widely given each league's access to technology, inherent corruption and levels of funding.

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. Most Southern armies deploy their units on purely defensive missions, tying them to a support base almost permanently. The SRA and the MILICIA perform more offensive campaigns and frequently receive the necessary support from nearby firebases or landships.

SOUTHERN MILITARY

FORMATIONS

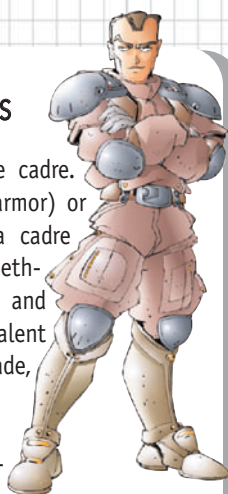
Formations are groups of units that have been created for a specific operational mission or capability. They can be temporary or permanent, and are designed to easily adapt their structure as allocated resources change. Formations are also the level at which specialized troops and logistic resources 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.

SRA AND MILICIA SUBUNITS

The smallest vehicle subunit is the cadre. Commanded by a sous-lieutenant (armor) or sous-sergent (Gear), members of a cadre always live and work very closely together and know each other's strengths and weaknesses very well. The equivalent grouping for infantry is the escouade, commanded by a caporal.

Gear cadres are grouped into sections, commanded by sous-lieutenants. Gear sections or armor cadres are then grouped into compagnies, commanded by lieutenants. Infantry escouades in the MILICIA and SRA are grouped into sections commanded by sous-sergents, then platoons commanded by sous-lieutenants and compagnies commanded by lieutenants. Infantry compagnies are organized into battalions, commanded by sous-commandants.

Subunits are frequently organized into compagnie-sized "équipes de combat" (combat teams) or battalion-sized "groupes de combat" (battle groups) to carry out specific missions. "Équipes de combat" are composed of assets drawn from several compagnies in a regiment or battalion or even from different regiments in a sufficiently large-scale operation.



SRA AND MILICIA UNITS

Regiments, commanded by commandants, are the basic units of the SRA and MILICIA. Each regiment is structured to provide a specific core capability and include all the support needed to achieve a specific operational objective. The SRA and MILICIA have very well-organized regiments that split Gears, armor, infantry and support assets into separate compagnies and battalions, which are typically broken up as needed to form "équipes de combat" or "groupes de combat".



Specialized or independent battalions, such as engineers or special operations forces, are organized as permanent units and commanded by sous-commandants or commandants. These normally only operate as a single unit on an operational-level mission, such as establishing a river crossing for a regiment or performing a large airborne raid. In a more normal deployment, these units will be broken up to support operations by "groupes de combat" and temporarily placed under the authority of the commanding officer in the field. This provides "groupes de combat" with stealth assets, snipers, engineers, airborne reinforcements and other unusual forms of support needed to complete their mission.

SOUTHERN MILITARY

HEAVY
GEAR
BLITZ!

SRA AND MILICIA FORMATIONS

Brigades, commanded by sous-prefects, are the smallest operational formations in the South. Normally, several brigades will operate collectively as a *légion*, but brigades that are specialized, have fallen out of favor with command or are assigned to low-priority sectors are frequently reinforced with the necessary support to enable them to operate independently. Such a formation is usually referred to as a 'groupe de brigade'.

All larger SRA and MILICIA formations are commanded by prefects, officers with both military and political roles in the Estates-General or the Curia, respectively. The largest permanent formation is a *légion*, a group of several brigades. *Légions*, commanded by prefects, are the main operational maneuver element in Southern armies and are the largest military organizations that are established on a permanent basis. Next to regiments, *légions* are the military organization soldiers most associate with and can be the source of considerable esprit-de-corps or depression for any soldier assigned to them.

In war and for larger peacetime exercises, operations may call for *légions* to be grouped under a single temporary command to co-ordinate groups of *légions* in pursuit of large-scale strategic and political objectives. Like committees in the Estates-General, these formations are created whenever necessary to co-ordinate these large-scale operations and are distinct from the combat units they have authority over. These are often assigned mixed SRA and MILICIA forces and in time of war can incorporate the units and formations of other League armies. In each case, the Consul or his Grand Prefect (see below) will select one of the prefects in the force and delegate complete or partial authority over the *légions* to him. Each such prefect is given a formal title, befitting of his status, for the duration of his appointment. A Southern "force opérationnelle", combines two to four *légions* under a "général de force". Multiple "forces opérationnelle" can be combined as a "corps d'armée" and placed under a prefect designated as "général d'armée". Several times in the Republic's history, operations actually required the formation of a "group d'armée" under command of a "Maréchal".



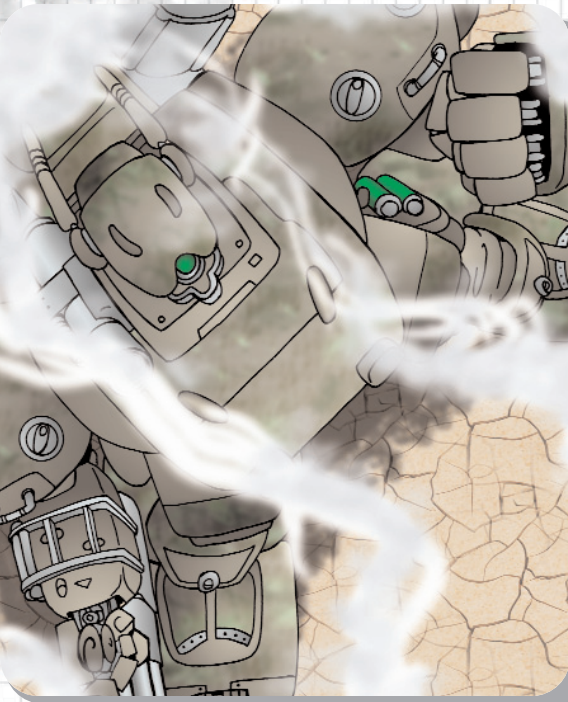
One of the highest wartime appointments for a prefect of the MILICIA is command of a *Préfecture*, a region encompassing an entire theater of operations. Such a prefect surrenders command of his legion to assume a role of Grand Prefect, one of the senior military advisors to a Lord Chancellor of the AST. In this role, the Grand Prefect has authority to speak on behalf of the Consul to co-ordinate the strategic operations of an allied League in wartime. To be appointed, the Consul of the MILICIA selects the prefect and the Lord Commander of the AST and the Lord Chancellor of the League containing the *Préfecture* must approve his appointment.

Légions usually have a fixed home base, thanks to the logistical difficulty of moving such a large volume of men and machines. Because higher formations must often move between theatres in pursuit of their objectives, *légions* are rarely permanently assigned to them. Instead, a Grand Prefect grants authority over legions to a higher formation operating in its prefecture as necessary. During wartime or in troubled sectors, it is not uncommon for a *légion* to find itself attached to more than one distinct higher formation. Especially unlucky or unpopular *légions* may find themselves attached to several and forced to constantly detach brigades to help accomplish their supported formation's objectives.

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.

SOUTHERN MILITARY



THE MEKONG PEACEKEEPERS

The Peacekeepers use the same structure and ranks as the SRA, but the largest fulltime formation in the peacekeepers is a brigade, encompassing all of the Peacekeepers garrisoned in a single city-state. The Peacekeepers subvert the standard Republican scheme by dividing their personnel into Constables, who operate in the field in either a police or military role and Warders, who provide logistical and organizational support. Mekong citizens prefer to use "Constable" or "Warder" and ignore MILICIA rank, something that continually confuses and infuriates their SRA and MILICIA allies. Similarly, Mekong citizens often fall back on traditional unit descriptions amongst themselves. The most common of these are "ban" for cadre, "lian" for company and "tuan" for regiment. Command in the traditional Mekong system is indicated by prefixing the unit name with "zheng". So a "zhengban" is a cadre commander.

THE HUMANIST ALLIANCE PROTECTORS FORCE (HAPF)

The distinctive ranks and structure of the HAPF are a creation of the founder, Yuri Gropius and have survived to

this day despite of the subjugation of the Alliance by the Republic. Units are organized in multiples of two and five, emulating hands and fingers. When the MILICIA insisted that the HAPF reorganize its forces to conform to its format, the HAPF instead divided its personnel into two groups, those seconded to the MILICIA and those in domestic service. The MILICIA component was reorganized along Southern lines and adopted Southern ranks and doctrine, while the domestic regiments retained the traditional Humanist structure. Personnel are regularly rotated between the two branches.

Humanist cadres are referred to as "dekarion" and commanded by a "dekarch". Similarly, a "pendekarion" is a gear section or infantry platoon and a "kasion" is a company. Units in the HAPF are a "penkasion" (gear or armor regiment or infantry battalion) and a "hilion" (infantry regiment). "Penhilions" (brigades) and "strations" (legions) are the largest normal organizations. In peacetime, each sector of the HAPF is assigned a single stration and its stratarch reports directly to the Archon, the HAPF commander-in-chief. In the last 200 cycles, the HAPF has only ever formed formations in time of war and even then only under the auspices of larger MILICIA or SRA formations. A "penstration", for example, was last formed for the Baja campaign of the War of the Alliance had not been used since the invasion of the Alliance by the SRA 250 years before.

EASTERN SUN EMIRATE GUARDS

The Emirate Guards cling to their traditional feudal system. Troops in a retinue do not hold rank; all are commoners of equally low status in the eyes of an Emir. Instead, the Emir grants titles to those selected as commanders. A cadre is commanded by a "havildar", which very roughly translates to sergeant. Any number of cadres (usually 2-12) of any type may be grouped into a "century", commanded by a "subedar" or captain. All of the centuries in an Emir's Guard are combined as a "retinue" and commanded by a "sirdar" or commandant. On the rare occasions that several Emirs combine forces and delegate command to a non-Emir, that noble is referred to as "sirdariizam". The Ethereal Guard is slightly larger, reflecting its elite status. In peacetime, the retinues of the Ethereal Guard form the Guard Brigade, commanded by the "Sharif", loosely translated as Lord Commandant. In war, the Patriarch can expand the Ethereal Guard as he sees fit, but never to more than a légion in size.

SOUTHERN MILITARY

HEAVY
GEAR
BLITZ!

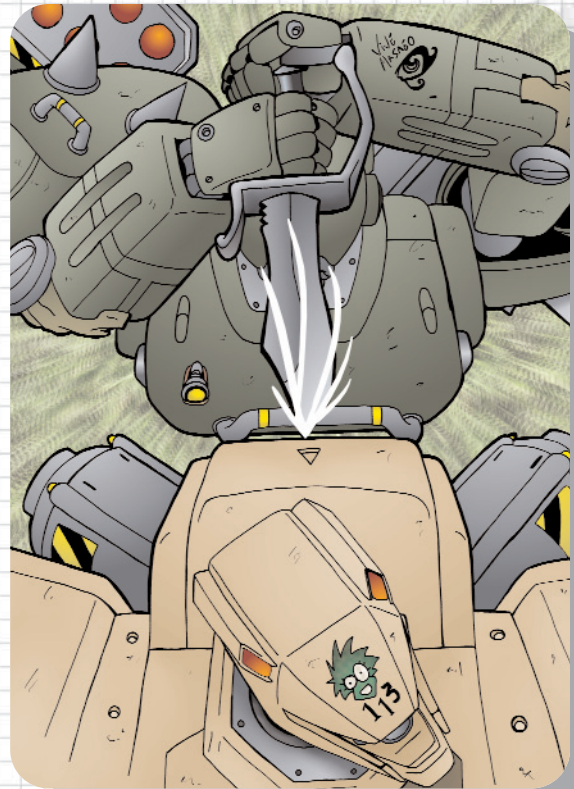
SOUTHERN DOCTRINE

Southern armies are highly varied in doctrine and style. Most of the League armies are very limited in scope and function, while the MILICIA and SRA follow similar, although divergent, philosophies regarding tactics and deployment. One thing does remain constant throughout the Southern forces. In stark contrast to the North, Southern units are not just capable of performing multiple roles, but have been expressly designed to do so. Even when outfitted for a specific task, each cadre can fill in where it is needed and can operate fairly well on its own, although working in concert always produces the best results. In fact, a cadre may be used for different roles within a campaign and sometimes within the a single battle.

The largest single outside factor affecting doctrine in all Southern forces is social stratification. The HAPF is affected by their caste system, the Emirate forces by their feudal oath and the SRA by their internal patronage. Indeed, the Mekong Peacekeepers stand out simply because social rank has no correspondence with military rank. Unfortunately, the MILICIA is very much affected by social interweaving. A force of conscripts from four Leagues, League military rejects and the occasional volunteer, disciplinary problems abound throughout the MILICIA.

Ordinary soldiers are generally treated as being "underlings" and the resulting gap between officers and the ranks is very reminiscent of the French army of the Napoleonic era. While this gap is present in the SRA and other League armies, the MILICIA takes it to the extreme. On base, soldiers are given lighter meals early in the day and a larger meal at night. While in the field, they are given only one (poor) meal and the unit is expected to forage, steal or otherwise find its own food. This has a very profound impact on strategies and tactics for the South. When in the field in friendly territory, an extra "meal tax" is levied on nearby urban areas. In hostile territory, standard operating procedure is very much "rape and burn" if only so the common soldier can steal enough food and water to survive.

On mission, soldiers also sleep in or beneath their vehicles for warmth and base accommodation is very spartan. Denial of meals and the accompanying soft drug rations (similar to rum or cigarette rations in older armies) is used as a primary discipline measure. Officers always at least have a tent or trailer to sleep in and often have their own accompanying mess tent with chefs.



SOUTHERN MILITARY

SCOUTING

Scouting is a term used for any discovery or light skirmish force within an army. The general usage of this type of unit is to provide intelligence, screen strike units or simply hold an enemy long enough for support units to act.

STRIKE

Strike units are designed around "direct" assault or other such rapid strikes. These units may be made up of Fire Support, Strike, tanks or any other Unit capable of providing a high firepower punch at the appropriate time. They take advantage of the Scouting groups' screen and Support groups' barrages to exploit holes in the enemy lines or to seize/destroy objectives.

SUPPORT

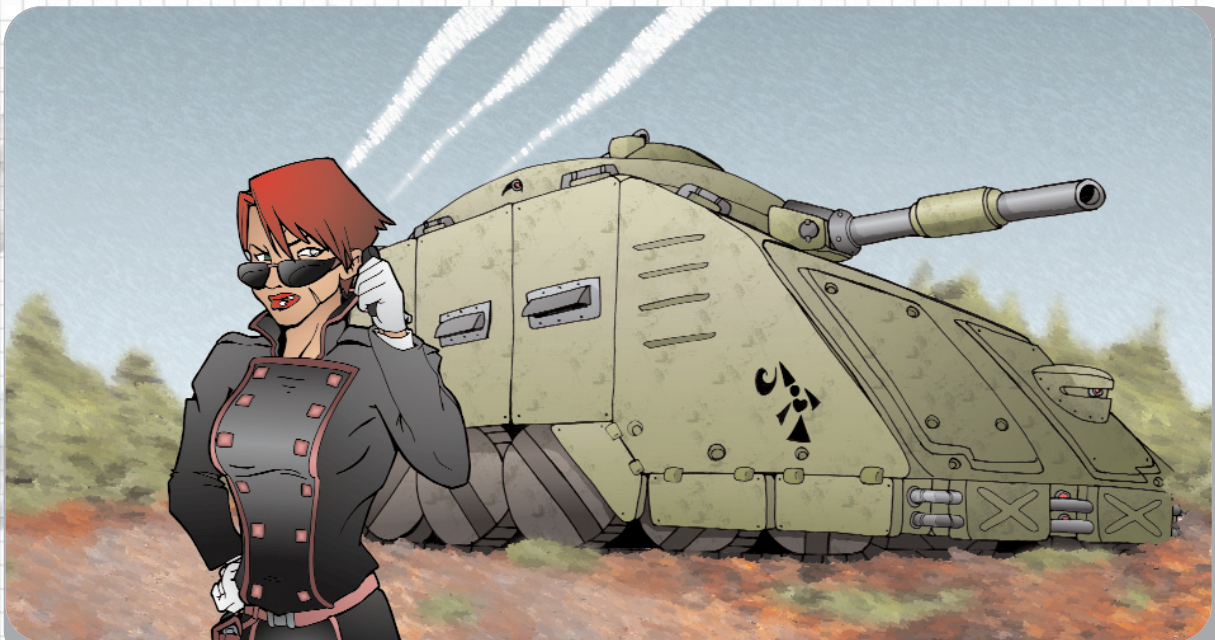
Support Units are generally used to provide covering fire, reinforce objectives and defend areas. Like any of the other major groups in Southern doctrine, they can be armor, infantry or walkers. The exact type will be dependent on the terrain and the exact kind of support needed.

OFFICERS

Officers are there not just to provide command and threaten disciplinary action. The unique nature of Southern society means that "leading from the rear" is often frowned upon and leads to commanders losing face. This means that Army Commanders and officers will often be found in the positions that give them the most chance of recognition and glory. Prudent Commanders, however, learn that recognition and glory only matters if you do not die in the process.

CONVICTS

Exclusive to the MILICIA, convicts are often used to "scout" and "determine enemy strength" by assaulting the area in question. The rate of casualties has proven to be highly effective in determining what the enemy has in that location and since they're "not real people anyway," indirect fire attacks, artillery barrages and airstrikes upon the area while they're still in it are quite common. Convicts are also used for unpleasant tasks that the Commander finds dishonorable or generally distasteful and does not want to sully the honor of his "real troops" with.



SOUTHERN MILITARY

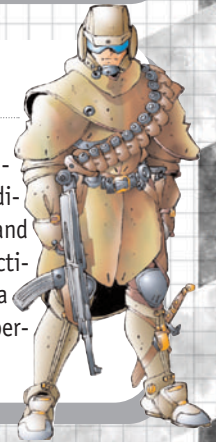


SOUTHERN ARMS AND EQUIPMENT

Southern equipment quality varies wildly from one league to the next and even one regiment to the next. The SRA and the HAPF tend to have the best and most well-maintained equipment. The MILICIA is getting more funding and making a concerted effort to upgrade, but the diversity of its troops, the sheer numbers of older vehicles it needs to replace and its frequent lack of funds make this task near impossible.

INFANTRY EQUIPMENT

MILICIA equipment is invariably built by the lowest bidder, however the care they take in the design specification phase normally mean their weaponry is highly reliable and capable of performing in very adverse conditions found throughout the Southern Hemisphere. The other Leagues tend to build their own equipment and while there are differences in the technology, all Southern infantry equipment shares this reliability for practical reasons. Southerners take great pride in pointing out that a gun dropped in the mud will still fire while a Northern one would not, carefully ignoring any similar statements from Northerners regarding cold weather operation.



JAGER

Developed from a stolen Northern Hunter prototype, the Jäger was the chief reason for the South's rapid, decisive victory in the Southern War of TN1680. Despite being created by the United Mercantile Federation, only in the hands of the Southern Republic was the Heavy Gear's full potential realized. Its mobility allowed it to cross impenetrable terrain and strike at enemy forces from unexpected directions and its simplicity allowed the Republic's industrial base to mass produce it. The production contract for the Jäger was granted to Territorial Arms, which has had a near-monopoly on the Southern military Gear market ever since.

Since its early development, the Jäger has gone through many revisions. The most significant was the "Alpha" upgrade in TN1843, which added desert-proofing and modernized the Jäger's electronics. The Beta followed soon after, adding a sophisticated holographic display system based on the Hunter MkII. Subsequent minor upgrades have resulted in the current "Epsilon" model. A sturdy, reliable general-purpose trooper Gear, the Jäger is capable of performing practically any battlefield role with the right equipment. Its role in the Southern military has changed little and it is still the staple of most regiments.



SOUTHERN MILITARY

IGUANA

The Iguana was created in the late 19th century TN. The failure of the overly-ambitious Anolis had left the South without a proper recon Gear, forcing most regiments to once again rely on Basilisks and stripped-down Jägers for recon duty. Rather than attempt to create another ultra-miniaturized, high-speed dedicated recon unit, the designers of the Iguana sought to produce a vehicle that could also serve as a light trooper Gear, replacing both the Basilisk and the Anolis in one fell swoop.

The Iguana is an impressive design. While not as fast or agile as some dedicated scout Gears, its armor is only slightly thinner than the Jäger's. The basic Iguana is well-balanced between electronics and firepower, sporting an ECM array, a target designator and a light but serviceable complement of weapons. Alternate load-outs and popular field variants typically enhance one of these areas at the expense of the other.



BLACK MAMBA

The Black Mamba showcases many of the recent advances in Southern Gear design. Light-weight materials and sophisticated construction have created a combination of mobility, firepower and armor that makes for a potent combat vehicle. Its airdrop capability makes it very well-suited for the rapid strikes and commando operations favored by the South. This superiority is not without cost. The Mamba is expensive to produce and only the SRA has a plentiful supply of these advanced machines. In order to keep the Gear's weight down, its rear is very lightly armored, leaving it very vulnerable to surprise attacks and flanking maneuvers.

The Mamba's high-performance chassis is a natural base for many heavy weapons and the popularity of close support Mamba load-outs has resulted in profiles for many standard and not-so-standard weapons being loaded at the factory. A number of more specialized factory variants also exist, including the feared "Snakeye" stealth/sniper Gear. Difficult to detect and equipped with a precise long-range laser, the Snakeye is a favorite of the Republic's intelligence services and covert ops regiments.



CHAMELEON

Based on the Iguana chassis, the Chameleon is the South's main stealth operations Gear. It is most frequently found on covert ops beside the various stealth models of the Black Mamba. Some Southern forces have taken to using the Chameleon as an advance scout, employing its stealth capabilities to determine the enemy's disposition without alerting them to an impending attack. This policy is somewhat contentious, but has proven very effective against many bandit gangs, subversive elements and Northern aggressors.

SOUTHERN MILITARY

SPITTING COBRA

The Spitting Cobra is a uniquely Southern fire-support Gear. Territorial Arms based the design on the unpopular but effective "Constrictor" series of Gears by Mandeers Heavy Industries. Like most Southern specialist Gears, the Cobra actually covers a wide variety of roles. Its heavy armor and ample protection for the pilot makes it well-suited for heavy assault roles. The Cobra's main fire support weapon is a massive heavy rocket pod, which allows it to make powerful, mostly precise strikes or cover a large area of the battlefield with a wave of rockets. A light guided mortar provides pin-point long-range firepower, while a smaller rocket pack serves as a supplemental assault/support weapon. Even when acting in a pure fire support role, its armor and payload means that Cobras tend to operate closer to the enemy than other fire support Gears and they will frequently switch between roles as needed.



Like the Iguana, alternate Cobra load-outs focus on enhancing one aspect of the machine at the expense of the others. Anti-armor or long-range support load-outs are the most common, but dedicated assault models are not unknown. The flexibility of its standard equipment makes most Cobra variants rare, since commanders are disinclined to risk tinkering with a proven, popular formula.



DESERT VIPER

One of the many Southern designs inspired by the Northern Razorback was the Desert Viper. The Viper was among the first designs produced by VModProg to enter service. Issues with the transmission lead to the removal of the secondary movement system (SMS) and the sensor cluster in the head still does not work properly, but the design was and is still very popular. The success of its "close support" weaponry may have inspired later Southern fire support designs, which focus on similarly short-range solutions. The lack of an SMS badly impairs the Viper in the open but makes it exceptionally stable in rough terrain. It is still used by most Southern militaries, particularly in mountainous, forested or swampy regions.

BLACK ADDER

An older assault and heavy weapons Gear, the Black Adder was a further development of the Sidewinder heavy trooper Gear. It is designed to handle one of the most hazardous battlefield roles for a Gear: tank-hunting. While its armor is only marginally heavier than that of the Jäger, the pilot is very well-protected, making it very popular with pilots assigned to tank-hunting duty. Accessible and readily-intelligible systems have made it similarly popular with technicians, but its specialized mission profile, high price tag and the ongoing legal rivalry between Black Adder manufacturer Dynamic Systems and Territorial Arms mean that it is uncommon at best.



SOUTHERN MILITARY

MILITARY POLICE GEARS

The nature of the MILICIA and the frequent civil unrest throughout the South have spurred the development of Military Police Gear variants. The CNCS and Paxton also make use of MP Gears, but only in the South are they ubiquitous. Even in the most orderly of cities, a few can still be regularly seen protecting important buildings or just as a reminder of the Republic's power. In order to keep the unruly troops of the MILICIA in-line, at least one MP Cadre is stationed on most bases and they frequently take to the field beside the other troops, to bolster the regiment's firepower and ensure that discipline is maintained during battle.

SIDEWINDER

A short-lived precursor to the Black Mamba, the Sidewinder was the result of VModProg's attempt to resurrect the concept of a fast assault/heavy trooper Gear. A collaboration between Territorial Arms and Dynamic Systems, the Sidewinder follows the same basic design as the Jäger, but possesses much heavier armor and weapons. The pilot's compartment is particularly well-protected, making the design a favorite of Gear pilots. The long-term success of the project was a casualty of the legal conflict between Territorial Arms and Dynamic Systems at the end of the 19th century TN and it was soon replaced by the Black Mamba in the SRA. Most Sidewinders were transferred to the MILICIA, other League armies or sold to Badlanders.



ANOLIS

Developed at the end of the 18th century TN, the Anolis was an overly ambitious project aimed at producing a dedicated scout Gear. Initial trials were promising, but the compact "sensor head" design proved unworkable in practice. The efficient, miniaturized engine also had a bad tendency to shut down in the middle of combat. The Anolis was retired from active service soon after it was introduced and most vehicles were sold off to local militias or Badlanders. In the early TN1930s, a group of technicians finally used modern technology to solve the Anolis' problems and sold the refit plans to Territorial Arms for a sum of money later reported to be "obscene".

Territorial Arms immediately began producing the "Anolis R" as a cheap light scout Gear.

RATTLESNAKE

The first Gear to be developed to fight alongside the Jäger, the Rattlesnake is a slight variation on the pattern established by its parent. Intended to work alongside and supplement the Jäger, the Rattlesnake's armor is lighter but a heavier rocket pack gives it a bigger punch. The Rattlesnake never received the upgrades the Jäger did and it was made obsolete by the introduction of the Basilisk and the Sidewinder during VModProg in the mid-19th century TN. It is still used in militias, particularly in the Badlands and by the Mekong Peacekeepers and some disfavored MILICIA units.

SOUTHERN MILITARY

HEAVY
GEAR
BLITZ!

KING COBRA

During the War of the Alliance, the AST found that their older assault Gears lacked the firepower necessary to assault heavily-entrenched CEF positions. The Territorial Arms Skunk Works was given the task of addressing this, within the industrial constraints imposed by the damage to the South's factories in the initial CEF strike. The result was the King Cobra. The Cobra's basic weapon load was nearly identical to that of the Spitting Cobra, modified slightly for an assault role, but its armor was much heavier and its speed was higher. While the King Cobra proved effective in the very late stages of the War, it has seen little use since then due to its extreme expense and is widely criticized as being more useful on recruiting posters than on the battlefield.



BASILISK

Another creation of VModProg in the mid 19th century TN, the Basilisk was intended to serve as a light trooper Gear, a cheap, quick model that could supplement proper trooper Gears. Basically a simple version of the Jäger, the Basilisk never succeeded in its intended role. Instead, the failure of the Anolis caused it to be pressed into service as a recon Gear and it was often equipped with target designators and electronic warfare suites. After the introduction of the Iguana, most Basilisks were shuffled off to League militaries or MILICIA units that had fallen from favor.

NAGA

The main strider used by the SRA and MILICIA, the Naga, has a strange mission profile. Rather than serve as pure heavy assault or long-range fire support, like most striders, it is a high-powered rapid intervention/strike unit. Quick and mobile, the Naga's Gear-like dual walker/wheeled drive system allows it to cross most terrain rapidly and a pair of guided missile launchers give it impressive firepower. Its main weakness is the lack of any real backup weapon, leaving it more vulnerable than most striders to being swarmed and brought down by lighter units.



SOUTHERN MILITARY

FIRE DRAGON

The Fire Dragon is actually the oldest design still in service with the armies of the AST. The original was developed by the Humanist Alliance as a combination civil police/military assault vehicle before the Southern War. Its military performance was lacking and so it was employed as a pure riot control vehicle. After the Republic conquered the Alliance, the Fire Dragon was overhauled into a military assault strider, using ONNet technology to resolve the engineering hurdles that had stumped Humanist engineers. It has been updated several times since then, but remains the AST's premier heavy assault strider, with a good mix of long and short-range weapons.



SAGITTARIUS

The Sagittarius is a new strider developed by the Humanist Alliance. Although it was originally created for long-range fire support duties, the Sagittarius has been successfully adapted for a wide range of fire support missions. The strider's long legs and large feet allow it to move quickly through rough terrain and heavy armor allows it to survive the enemy attention it will inevitably draw. The Sagittarius' weapons are mounted in a modular rack on the top of the main body, while a chin turret provides limited close-defense firepower.

CAIMAN

The Caiman is more like a miniature tank than a normal APC. Small, tough and reliable, Caimans are used by every Southern military to support their infantry in the field. Through a bureaucratic mix-up during the initial contract bidding, the Caiman only carries a single squad of infantry instead of the more usual two. The SRA offset the additional cost imposed by this blunder by having most Caimans bought by the MILICIA (and, thus, financed by taxes on the other Southern Leagues) and then lent to the SRA. The Caiman's performance has proven exemplary, particularly its ability to weather heavy fire and, with slight modifications, easily traverse the South's swamps. All efforts to replace it with a "proper" APC have bogged down.



HUN

The Hun is a simple, no-frills light tank design. This allows it to be produced and deployed in large numbers, an advantage the South made good use of during the War of the Alliance. The Hun's weapons are light but adequate, optimized for direct assault rather than indirect fire support. A twin caterpillar drive system allows the Hun to move through water with relative ease, making it an excellent amphibious assault vehicle. The Hun's chassis has given rise to a wide variety of light combat vehicles, including the terrifying Hittite infantry support tank.



SOUTHERN MILITARY

VISIGOTH

For over a century and a half, the South's main battle tank has been the reliable, powerful Visigoth. Thanks to heavy automation, the Visigoth only requires two live crew members to make full use of its powerful weapons. A 140mm field gun, suitable for both direct and indirect fire, is the centrepiece of the Visigoth's armament, while a range of smaller weapons provide close defense and anti-aircraft support. The two chief limitations of the Visigoth are its expense and, related, the political intrigues that swirl about its production contracts. The South invests billions of dinars every cycle to manufacture, upgrade and maintain its Visigoths and every arms manufacturer in the South wants a piece of that pie.



HETAIROI

Since the first engagements with the CEF, Terra Novan research labs have been trying to reproduce the awesome power of their sophisticated hovertanks. Duplicating the advanced technology of Earth has proved a significant challenge and only the Humanist Alliance has managed to develop a mass-production hovertank model. Thanks to Humanist engineering proficiency (and some help from the CEF expatriates of Port Arthur), the Hetairoi can match CEF hovertanks for speed and armor, but must make do with much weaker armament. While the Humanists are quite adept at particle and Laser weaponry, the heavy particle accelerators of the CEF remain too unreliable and require too much maintenance currently. A few Hetairoi have been equipped with lasers, but most employ the massive "Junglemower" autocannon in concert with a medium rocket pack and a machine gun.



FIELD GUIDES

FIELD GUIDES

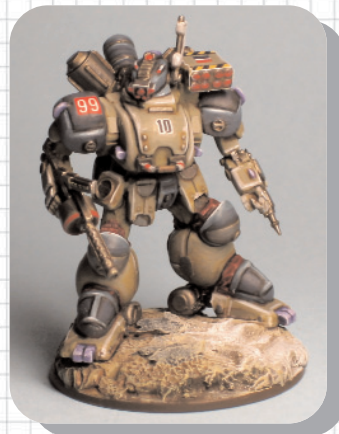
The following Field Guides allow you to build an army from the MILICIA or any of the armies from the AST member Leagues. This Field Guide replaces the one in the Heavy Gear Blitz Rulebook and should be used in its place.

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).



FIELD GUIDES



UNIT AVAILABILITY

When building a Southern army, you must choose one of the Regimental Types listed for that particular League or organization. The Organization Chart for your chosen Regimental Type gives the minimum and maximum number of Combat Groups for 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 ★ next to the Combat Group type indicates a Group 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 may 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.

Veteran Combat Groups: One Combat Group per every full 750 Points can be upgraded to Veteran Status. Veteran Status grants access to 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 ▼ next to the requirement numbers may be upgraded to Veteran Status.

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 Cadre. "Standard Loadout" refers to the basic model shown on the Datacard. If the

***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.*

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 a Pack gun to an Autocannon and then upgrading that Autocannon to another weapon. 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 and any other prerequisites. Thus a Command Jäger could take any Jäger upgrades, but a Sidewinder would not be able to unless specified. The one exception is the King Cobra, as while it does have Cobra in its name, it is its own vehicle and not a Spitting Cobra Variant.

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

MODEL RECOGNITION:

To endure 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 model, if not a full cloak sculpted on or modeled with cheesecloth or similar. Not only will this enhance the look of your models, you won't forget crucial details and your opponent won't be left wondering what weapons or equipment he's looking down the barrel of.

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

FIELD GUIDES



THE SOUTHERN REPUBLICAN ARMY

The real might of the Southern military is the Southern Republican Army (SRA). Larger, stronger and better-funded than the MILICIA, the SRA is a professional army in every respect. Despite this, the SRA is rarely deployed outside the borders of the AST in peacetime; such a use of their superior military might would be a blot on the Republic's honor. This does not mean that the SRA sits idle in the absence of a foreign threat, for SRA troops are in high demand for keeping order throughout the AST and its protectorates in the Badlands. The SRA is tightly bound-up in the politics of the Republic. Who an officer knows, who they've done favors for and who they've supported or opposed often plays a larger role in promotions and assignments than outdated, sentimental concepts like merit. Still, officers must be careful to maintain the appearance of impartiality, for the honor of the defenders of the Republic is paramount. Assignments to garrisons close to Port Oasis are coveted, as they allow officers access to the corridors of power and to demonstrate their honor in full view of their superiors.

WELL FUNDED: As the SRA is funded far better than any other Southern League, as such, any Veteran Upgrade marked with a ● (black dot) may be taken in a base Cadre of that type and does not count as a Veteran Upgrade.

ASSAULT TROOPS: The SRA prides itself on being cross-trained in hand to hand as well as ranged combat and outfits its troops appropriately. One Gear Cadre or Infantry Platoon (not Snipers) per 750 TV may be upgraded to Assault Troops for free. Gear Cadre Assault Troops swap their VBs for Vibromachetes, Chainswords or Bayonets (F, all count as CS). Infantry Escouade Assault Troops may add 1 die to their Infantry Skill when attacking or Defending at Point Blank or Base-to Base.

PRIDE OF THE SOUTH: The SRA is very proud and is secure in the knowledge that they are the best troops on Terra Nova. While this confidence normally makes them quite effective, it can also lead to severe problems if the troops are being beaten by "inferior" armies. If using morale, all Demoralized Thresholds are increased by 1 and all Breakpoints are decreased by one. If the two thresholds become equal, any Cadre with more morale tokens than the threshold is Broken.

COMBINED OPERATIONS: The SRA may take an allied contingent of MILICIA forces. When doing this, you are effectively building 2 armies that act as one. The TV may be split between the two forces in any manner you wish, however the SRA must have at least 50% of the TV. Veteran limits are based on the total combined TV level. The largest minimum and maximum for any Group type applies to the entire force and each force must respect their own maximum for Cadres of that type from that force. Neither Regiment needs to be of the same type, but the MILICIA does not gain an Army Commander and all Army Special Rules only apply to the Groups from that army. Command Points are generated separately for each force and pooled and any effects that generate CPs will apply to the Army Commander, regardless of origin.

COMMAND AND SPECIAL UNITS: The leader of the command Group becomes the Army Commander. At any TV over 750, the commander must spend 50 TV to gain +1 to its Attack, Defense, EW and Ld skills. The most expensive Combat Group able to be designated as the Command Group must be designated as the Command Group. If in a Gear, the Commander may carry a VibroRapier (F) as a sign of station for +5 TV.

POLITICAL OFFICER: One Unit in your Army Command Squad other than your Army Commander may contain a Political Officer sent to "observe" the battle. Once per Round, one Unit within 10" of the Political Officer may reroll any dice roll as they are acutely aware that their actions are being monitored. The Political Officer costs +30 TV.

COMMAND POINTS: The SRA gains a number of Command Points equal to their army Commander's Leadership Skill and an additional +1 for every 2 full Combat Groups in the army not including Sniper Escouades, Air Strikes or Off-Board Artillery. An additional CP is granted for each Veteran Squad with at least 2 separate Units given Veteran Upgrades. Maximum Starting CPs is equal to 6 + 2 for every 500 TV in your army.

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	0-1 ▼	0-2 ▼	0-3 ▼	0-4 ▼
Fire Support	0-1	0-2	0-3 ▼	0-4 ▼
MP	0-1	0-2	0-3	0-4 ▼
★Paratroop	0-1 ▼	0-2 ▼	0-3 ▼	0-4 ▼
★OpSec	0	0-1 ▼	0-2 ▼	0-3 ▼
Strider	0-2	0-3	0-4 ▼	0-4 ▼
Tank	0-1	0-1	0-2	0-3
Cavalry	0-1	0-2	0-3 ▼	0-4 ▼
Infantry	0-1	0-2	0-3 ▼	0-4 ▼
Sniper Squad	S	S	S ▼	S ▼
Field Gun	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

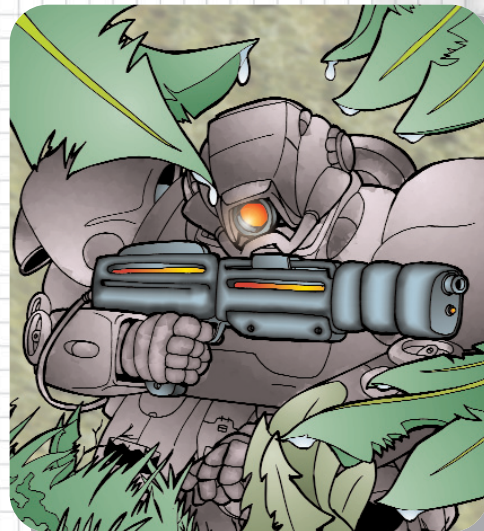
ARMOR REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3K TV +
GP	0-1	0-2	0-2 ▼	0-3 ▼
Recon	0-1 ▼	0-2 ▼	0-3 ▼	0-4 ▼
Strike	0	0-1	0-2 ▼	0-3 ▼
Fire Support	0-1	0-2 ▼	0-3 ▼	0-4 ▼
MP	0	0-1	0-2	0-3 ▼
Paratroop	0-1	0-1	0-2 ▼	0-3 ▼
OpSec	0	0-1 ▼	0-1 ▼	0-2 ▼
Strider	0-1	0-1 ▼	0-2 ▼	0-3 ▼
★Tank	1+ ▼	2+ ▼	3+ ▼	4+ ▼
★Cavalry	0-2 ▼	0-3 ▼	0-4 ▼	0-5 ▼
Infantry	0-2	0-3 ▼	0-4 ▼	0-5 ▼
Sniper Squad	S	S	S	S
Field Gun	0-2	0-3	0-5 ▼	0-7 ▼
Air Strike	0-2	0-3	0-4	0-5
Artillery	0-2	0-3	0-4	0-5

- ★ = 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	0-1	0-1	0-2 ▼	0-2 ▼
Strike	0	0-1	0-2	0-3 ▼
Fire Support	0-1	0-1	0-2 ▼	0-3 ▼
MP	0-1	0-2	0-3 ▼	0-4 ▼
Paratroop	0-1	0-2 ▼	0-3 ▼	0-4 ▼
OpSec	0	0-1 ▼	0-1 ▼	0-1 ▼
Strider	0	0-1	0-1	0-3 ▼
Tank	0-1	0-2	0-3 ▼	0-4 ▼
★Cavalry	1+ ▼	2+ ▼	3+ ▼	4+ ▼
★Inf. Platoon	4+ ▼	6+ ▼	8+ ▼	10+ ▼
Sniper Squad	S ▼	S ▼	S ▼	S ▼
Field Gun	0-4	0-6 ▼	0-8 ▼	0-10 ▼
Air Strike	0-2	0-3	0-4	0-5
Artillery	0-2	0-3	0-4	0-5



FIELD GUIDES



THE MILICIA

The MILitary Intervention/Counter-Insurgency Army (MILICIA) is the main tool used by the Allied Southern Territories to extend its influence over the Badlands. Although much larger than its closest Northern counterpart, the Northern Guard, the MILICIA has two distinct disadvantages. Its soldiers are mostly conscripts from throughout the South, though a few are volunteers. Officers tend to be "reassigned" from other militaries as punishment, particularly the SRA. Morale is erratic at best; some soldiers are excited to be defending their homelands, but others view their service as a death sentence. The MILICIA's other major weakness is that it has few armor units and unreliable funding, making it much weaker in the field than it is on paper. During wartime, the MILICIA is typically absorbed into the Southern Republican Army as an auxiliary support force.

The MILICIA is a favorite pawn in the political intrigues that frequently grip the South. Its officers are hungry for promotion or transfer to another organization and so the patronage of any influential figure is valued. The Curia tolerates this corruption as long as it does not harm the interests of the Republic and Political Officers with sweeping powers are often assigned to MILICIA regiments and landships to ensure that they do not stray into treason.

VARIABLE MORALE: The bulk of the troops in the MILICIA are conscripted and the MILICIA is seen as an expendable force by the Southern Republic. If playing with the Morale rules, roll 1 die for each Command Group other than the Commander's Group. On a 1, it doesn't want to be there, because it thinks it's being sent to die or similar: lower that Cadre's Breakpoint by 1. On a 6, they are determined to show command a thing or two and survive no matter the odds. Raise the Combat Group's Breakpoint by 1.

CONVICTS: Any GP Cadres or Infantry Platoons may be designated as Convicts (Cadre/Platoon de Bagnard) for -5 TV per Gear or -10 TV per Infantry Platoon. Convict Infantry Platoons may never take Heavy Weapons and do not count toward Sniper Cadre requirements. If a Gear from an MP Cadre is not within 10 inches of a Convict Gear/Escouade, that Unit may not receive Command Points. A Convict Cadre may never be the Army Command Cadre. If using Morale, Convicts do not count as friendly Units for non-Convict Units for Morale. Convicts are often used for "special recon" and Convict Groups (Cadres or Platoons) grant 1 CP to the CPs for the army when reduced below half strength (cannot exceed maximum CPs for the TV level). Because of this, they are referred to as "les condamn " - the condemned.

FRESH MEAT: Any member of a GP or Recon Cadre who is in a J ger or variant, Basilisk or Anolis may be "Fresh Meat" - an inexperienced pilot often grouped with other rookies or handed to experienced pilots to train. Lower this Gear's Defense and EW by 1 for -10 TV. If a Cadre has any Fresh Meat, it may not take Veteran options.

Any Infantry Escouade (not including Snipers) or Caiman crew may be "Fresh Meat." Escouades designated as Fresh Meat may not take Veteran Upgrades and may not gain the Airdroppable perk. Fresh Meat infantry swap their Assault Rifle for an Infantry Rifle and count as level 1 for Leadership purposes only (including Command Points and Morale). Caimans which are "Fresh Meat" lower their Attack and Defense by 1 each. This costs -5 TV per Caiman or Escouade. Fresh Meat are frequently victims of Limited Resources and may only be Convicts if they are Infantry.

LIMITED RESOURCES: Limited Resources: Due to a lack of field resources, the MILICIA sometimes replaces vehicles with old stock or simply strips down existing vehicles due to lack of available armor or parts. Any number of the following Gears may be replaced with the following gears at price listed.

J GER: Stripped-Down J ger for -15 TV, DartJ ger for 0TV or Rattlesnake for -10 TV. May not take Field Armor, but otherwise count as J gers for upgrades.

FIELD GUIDES



IGUANA: Stripped Down Jäger for -35 TV, Basilisk for -30 TV, Anolis R for -20 TV. Veteran Cadres may upgrade Basilisks to Silverscales for +15 TV. Basilisks and Silverscales may not take any other upgrades.

SPITTING COBRA: Python for -10 TV. May not take any upgrades.

COMMAND AND SPECIAL UNITS: The leader of the Command Group becomes the Army Commander. At any TV over 750, the commander must spend 50 TV to gain +1 to its Attack, Defense, EW and Ld skills. At 750 TV or less, this expenditure is optional. If using a Gear Regiment, the army Commander must be in an Iguana, Black Mamba or Command Naga if the army contains one of the above. MP Cadres may only be Army Commanders if Convict Groups are at least 1/3 of the Units in your force. The MILICIA may also be given a Political Officer as per the SRA rules (see Page 24).

COMMAND POINTS: The MILICIA is gains a number of Command Points equal to their army Commander's Leadership Skill and an additional +1 for every Combat Group in the army after the first (not including Sniper Escouades, Convict Groups, Air Strikes or Off-Board Artillery). 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.

GEAR REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3K TV +
★ GP	2+ ▼	3+ ▼	4+ ▼	5+ ▼
★ Recon	0-1 ▼	0-1 ▼	0-2 ▼	0-3 ▼
★ Strike	0-1	0-2 ▼	0-3 ▼	0-4 ▼
Fire Support	0-1	0-2	0-3 ▼	0-4 ▼
★ MP	0-2	0+	0+ ▼	0+ ▼
★ Paratroop	0-1 ▼	0-2 ▼	0-3 ▼	0-4 ▼
OpSec	0	0-1 ▼	0-1 ▼	0-2 ▼
★ Strider	0-2	0-3	0-4 ▼	0-4 ▼
Tank	0	0-1	0-2	0-3 ▼
Cavalry	0-1	0-2	0-3 ▼	0-4 ▼
Infantry	0-2	0-3 ▼	0-4 ▼	0-6 ▼
Sniper Squad	S	S	S ▼	S ▼
Field Gun	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

INFANTRY REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3K TV +
GP	0-2 ▼	0-3 ▼	0-4 ▼	0+ ▼
Recon	0-1	0-1 ▼	0-2 ▼	0-3 ▼
Strike	0	0-1	0-2	0-3 ▼
Fire Support	0	0-1	0-1 ▼	0-2 ▼
★ MP	0-2	0-3 ▼	0+ ▼	0+ ▼
Paratroop	0	0-1	0-2	0-3 ▼
OpSec	0	0	0-1 ▼	0-1 ▼
Strider	0-1	0-1	0-2	0-3 ▼
Tank	0	0-1	0-2 ▼	0-3 ▼
★ Cavalry	1+ ▼	2+ ▼	3+ ▼	4+ ▼
★ Infantry	5+ ▼	7+ ▼	9+ ▼	11+ ▼
Sniper Squad	S	S ▼	S ▼	S ▼
Field Gun	0-4	0-6 ▼	0-8 ▼	0-10 ▼
Air Strike	0-1	0-2	0-3	0-4
Artillery	0-3	0-4	0-5	0-6

ARMOR REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3K TV +
GP	0-1	0-2 ▼	1-3 ▼	1-4 ▼
Recon	0-1 ▼	0-1 ▼	0-2 ▼	0-2 ▼
Strike	0	0-1	0-2 ▼	0-3 ▼
Fire Support	0	0-1 ▼	0-2 ▼	0-2 ▼
MP	0-1	0-2	0-3	0-4 ▼
Paratroop	0	0-1	0-1 ▼	0-4 ▼
OpSec	0	0	0-1 ▼	0-1 ▼
Strider	0-1	0-1 ▼	0-2 ▼	0-3 ▼
★ Tank	1+ ▼	2+ ▼	3+ ▼	3+ ▼
★ Cavalry	1-2	1-3 ▼	2-5 ▼	3+ ▼
Infantry	0-3 ▼	0-4 ▼	0-5 ▼	0+ ▼
Sniper Squad	S	S	S ▼	S ▼
Field Gun	0-2	0-3	0-5 ▼	0-7 ▼
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.

FIELD GUIDES



THE HUMANIST ALLIANCE PROTECTION FORCE

The Humanist Alliance Protection Force is an odd, multi-pronged organization. Unlike most traditional army hierarchies, it is built in three parallel branches using the Alliance's three castes. The main branch is composed entirely of Protectors, who are the only ones authorized to participate in combat. Commoners serve as logistics and support personnel, while Preceptors advise (and can overrule) officers on tactics, strategy organization and other high-level decisions. To avoid the disruption of the caste system a general draft would cause, about a third of the HAPF is on detached duty with the MILICIA at any one time. Some non-HAPF Humanists, notably deviants, renegades and dissidents join the MILICIA on their own.

The HAPF favors heavy weapons and group tactics and has a poor opinion of any fighting vehicle that emphasizes the individual soldier. This means that Gears are less common in the HAPF than in other Southern armies, but they have an unusually large number of striders and conventional (and unconventional) armor units. These heavy units benefit the most from the advanced technology produced by Humanist research institutions. Much of this technology is kept hidden, even from the Alliance's supposed allies. In the field, the HAPF adopts very unconventional tactics, with a heavy reliance on advanced technology and multi-pronged surprise attacks.

HAPF SPECIAL RULES

INDOCTRINATION: The Humanist Alliance is no stranger to hypotraining and mind control. Their troops tend to be much harder to break or confuse but cannot handle shocks that slip past their conditioning. If playing with Morale, HA Combat Groups never become Demoralized, but if Broken, the Combat Group gains an additional 2 Morale Tokens.

STRIDER CENTRAL: The Humanist Alliance is the foremost producer of striders in the South. Many of its designs are classified and hidden, even from the Southern Republic. Any Fire Dragon may swap its MFL for a LPA (F, no Reloads) at +15 TV each and any Veteran Fire Dragon may swap its HRP and Sniper System for a HPLC (T, no Reloads, AA) for -5 TV. Additionally, any Veteran Sagittarius may swap its VLRPs for 2x LPLC (FF, Linked, No Reloads) at +10 TV.

HIGH TECHNOLOGY: Humanist technological development is some of the most advanced on Terra Nova. As such, any HAPF Tank squad may swap any Base Hun for Hetairoi a at -25 TV. The Tank squad may not contain any Gears or Visigoths. Any Veteran Hetairoi may upgrade its VHAC to a HPLC (T, no Reloads) for +20 TV.

COMMAND AND SPECIAL UNITS: The leader of the group you designate as the Command Group 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 Section is chosen, one escouade is Designated as the Army Commander and it may pay 30 TV to upgrade its Infantry Skill by 1.

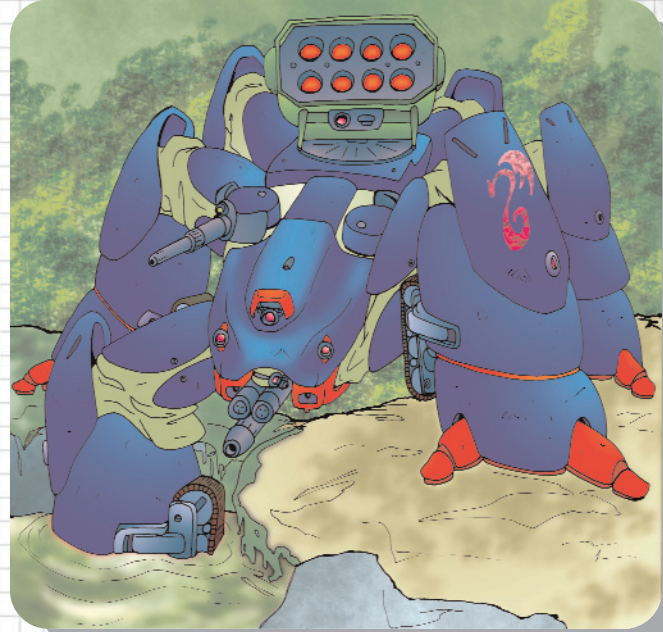
COMMAND POINTS: The HAPF gain Command Points equal to their army Commander's Leadership Skill level (or Infantry Skill level), plus one for each Combat Group in the army after the first. Sniper Squads, Air Support and Off-Board Artillery do not count towards this. Maximum Starting CPs is equal to 6 + 2 for every 500 full TV in your army.

FIELD GUIDES

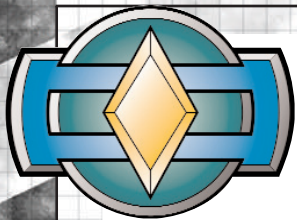
HAPF ORGANIZATION

	750TV	1500TV	3000TV	3K TV +
★ GP	0-1	0-1	0-2▼	0-3▼
★ Recon	0-1	0-1	0-2▼	0-2▼
★ Strike	0	0	0-1	0-3▼
Fire Support	0	0-1	0-2	0-2▼
★ MP	0	0-1	0-2	0-3▼
Paratroopers	0	0-1	0-2	0-2▼
OpSec	0	0	0	0-1▼
★ Strider	1+▼	2+▼	3+▼	4+▼
★ Tank	0-2	0-3▼	0+▼	0+▼
★ Cavalry	0-2▼	0-3▼	0-4▼	0+▼
★ Infantry	1-5▼	2-7▼	3+▼	4+▼
Sniper Squad	S	S▼	S▼	S▼
Field Gun	0-2	0-4▼	0-6▼	0-8▼
Air Strike	0-2	0-4	0-6	0-8
Artillery	0-1	0-2	0-3	0-4

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



FIELD GUIDES



THE MEKONG PEACEKEEPERS

The Peacekeepers are something of an oddity in the Mekong Dominion. In a nation where all are defined by their connection to the powerful, the Peacekeepers owe allegiance to no Taipan or oyabun. They represent stability and order in the Dominion and their spartan lifestyles and dedication to justice have earned them a permanent place in the Dominion's popular culture and folklore. The Peacekeepers' duties encompass domestic law enforcement, security and home defense. The Peacekeepers are a small military force, but a well-trained one. However, their equipment is not quite up to the same standards as their troops. While the Dominion could easily afford top-of-the-line military hardware and large armored divisions, the Republic dislikes the idea of any of its allies growing so strong and Mekong culture disdains such blatant displays of power. Instead, the Peacekeepers are a very Gear-centric force, built to fight wherever in the Dominion their duties take them, be it crowded jungle, open plain or city street. The Taipans prefer to employ the MILICIA for operations outside the Dominion, so the Peacekeepers mostly concern themselves with defending the Dominion's borders and battling the brigands that dwell in the deep jungle.

PEACEKEEPER SPECIAL RULES

INTEGRITY: The Peacekeepers are a blend of Police Officer and Samurai Warrior, valuing personal and professional integrity far more than the average Southerner, even more than the average Mekong citizen. If playing with morale, they will never fire upon a Broken enemy.

DUTY: Peacekeepers put the mission first. Losing comrades is regrettable, but they can mourn once they win. Lower all Morale Tokens received from Friendly deaths by 1.

SIGN OF STATION: Those Peacekeepers who have shown great devotion and who do often wear a specially crafted VibroKatana as a sign of station. Any Gear in the Regiment may carry one for +5 TV. The VibroKatana counts as a Vibroblade with the AP quality and any gear with both a VibroKatana and a Vibroblade gains +1 Defense in Melee combat.

SWAT: MP Cadres may swap any FGCs for a LAC (F, Reloads) and HHGs (F, Limited Ammo 3) for 0 TV each. In addition, the Peacekeepers may swap any LAAC to a MRF (F, no Reloads, Sniper System) for 0 TV.

OLDER STOCK: Due to their policies regarding warfare, the Dominion does not actively purchase newer stock for non-MP Cadres. Indeed, its largest supplier of military hardware is a refurbisher rather than a producer. As such, Peacekeeper forces may use the Limited Resources rules from the MILICIA list (see Page 26).

COMMAND AND SPECIAL UNITS: The leader of the Command Group 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 Section 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 Peacekeepers gain Command Points equal to their army Commander's Leadership Skill level (or Infantry Skill level), plus one for each MP Cadre or Veteran Infantry platoon in the Army, not including the Command Group and an additional +1 for each Combat Group in the army with two or more VibroKatanas included. Maximum Starting CPs is equal to 6 + 2 for every 500 full TV in your army.

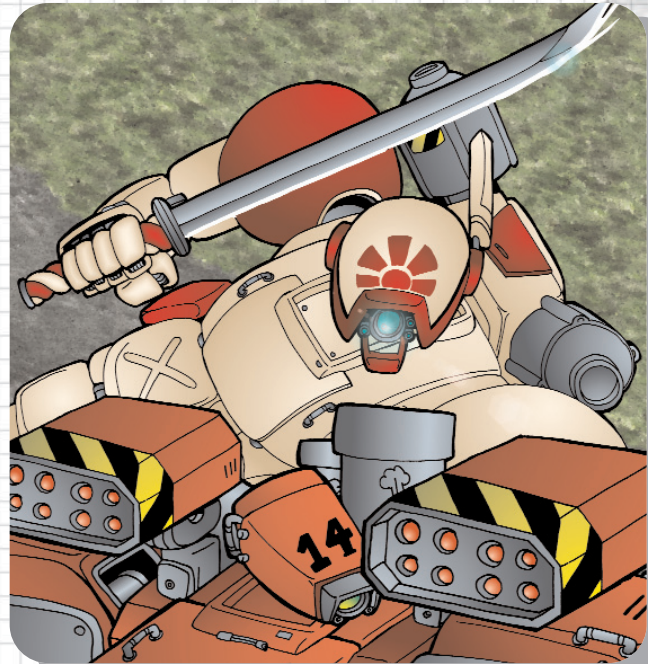
FIELD GUIDES

PEACEKEEPER ORGANIZATION

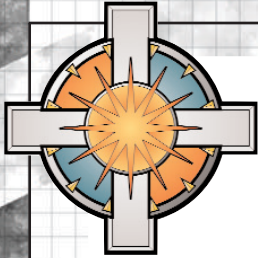
	750TV	1500TV	3000TV	3K TV +
GP	0-1▼	0-2▼	0-3▼	0+▼
Recon	0-1	0-1	0-2▼	0-3▼
Strike	0-1	0-2	0-2▼	0-3▼
Fire Support	0	0-1	0-2	0-2▼
★MP	1+▼	2+▼	3+▼	4+▼
Paratroopers	0-1	0-2▼	0-3▼	0-4▼
OpSec	0	0	0-1▼	0-2▼
Strider	0-1	0-2	0-3	0-4▼
Tank	0	0-1	0-2	0-3
Cavalry	0-1	0-2	0-3▼	0-4▼
★Infantry	0-4	0-6▼	0-8▼	0+▼
Sniper Squad	S▼	S▼	S▼	S▼
Field Gun	0-1	0-3	0-5	0-7▼
Air Strike	0-2	0-4	0-5	0-6
Artillery	0-1	0-2	0-4	0-6

GENERAL PURPOSE CADRE

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



FIELD GUIDES



THE EASTERN SUN EMIRATES GUARD

Like its political structure, the military of the ESE is fragmented. Each Emir is responsible for raising and funding their own personal guard or retinue, which is responsible for the defense of their territory. In times of crisis, such as the Earth invasion, the separate Guards band together under the banner of the Patriarch to defend the Emirates. With the Basal rebellion in full swing, many of the Emirs have been holding their personal Guards in reserve to protect their holdings, forcing the Patriarch to employ his own personal troops and even some of the Ethereal Guard (see pg. 48) alongside the MILICIA to battle the rebels. The Guards themselves vary widely in terms of equipment, morale and composition, depending on the wealth, tastes and policies of their Emir. The weakening of the Emirates' central authority has lead many Emirs to seek outside help to bolster their Guards, to ensure that they can defend their holdings should the Emirates fall apart. Most have turned to other Southern Leagues, but a few, particularly those sympathetic to the Basal rebels, have sought help from Paxton Arms or even the North.

ESEG SPECIAL RULES

FEUDAL FEALTY: Emirate forces are built around feudal oaths. Each force has a core Cadre, called the Honor Guard, sworn directly to the Emir that the rest of the force is built around. Choose one Cadre from the table below to serve as your Honor Guard. You may always take at least one Cadre of this type and your Army Commander must be this type of Cadre. Each type of Honor Guard has a corresponding Base Type. The listed limits replace the limits for that Base Type in the Emirate Regiment Organization chart, below. Honor Guard and Base Type Cadres may be upgraded to Veteran status, subject to the normal limitations on the number of Veteran Cadres.

Honor Guard	Base Type	750TV	1500TV	3000TV	3K TV +
GP	GP	1+	2+	3+	4+
Recon	GP	1+	2+	3+	4+
Strike	GP	1+	2+	3+	4+
Fire Support	Recon	1+	2+	3+	4+
MP	MP	1+	2+	3+	4+
Paratroopers	Recon	1+	2+	3+	4+
Strider	Tank	1+	2+	3+	4+
Cavalry	Infantry	3+	5+	5+	9+
Infantry	Infantry	3+	5+	5+	9+

Emirate Ties: Each Emirate has ties to some ideal or group. When building your army, you must choose one of the following options for your force to represent these ties. Some support may come in sales of vehicles, others will come in the form of actual troops from the allied nation.

AST: May use Fresh Meat and Convicts as per MILICIA Rules.

SRA: May use Well-funded, Assault Troops and take Political Officers as per SRA rules.

CNCS: Instead of a veteran upgrade, you may replace a Cadre with a Squad of the same type (identical names) from Hammers of Faith. Paratroop Cadres may be replaced with Airborne Squads. This Squad may not be upgraded to veteran status itself and may not use any special rules from Hammers of Faith.

Humanist Alliance: May add 1 to the maximum number of Strider cadres allowed. Additionally, they may take advantage of "Strider Central" and "High Technology" for one Tank or Strider Cadre per 1000 TV.

FIELD GUIDES



Mekong Dominion: Your Honor Guard may use Integrity, Duty and Sign of Station from the Mekong list. Any MP Cadre may use the SWAT special rule.

PRDF: Instead of a veteran upgrade, you may replace a Cadre with a Squad of the same type (identical names) from the PRDF list in Shields of Freedom. Tank Cadres may be replaced with Tankstrider Squads. This Squad may not be upgraded to veteran status itself and may not use any special rules from the PRDF list.

Independent: May use Mercenary Badlander Forces within their army. See Shields of Freedom for information on how to use them in an Emirate force.

Local Manufacturing: As most Iguana Gears are produced in the ESE, any ESE Guard force may swap any Jäger for an Iguana for +20 TV and may swap any Iguana for a Basilisk for -30TV. If the Basilisk replaces an Iguana that would normally be allowed in the squad listing (not purchased with ESE rules), it may be upgraded to a Silverscale for +15 TV in a Veteran cadre. Any Iguana or Basilisk may be given an LMG (F, no Reloads) for +5 TV.

COMMAND AND SPECIAL UNITS

Honor Guard: The Cadre chosen as your Honor Guard is always the Command Cadre. The commander of the Honor Guard Cadre becomes the Army Commander and gains +1 to its Attack, Defense, EW and Ld skills. This costs 50 TV. Unlike with the MILICIA, you must spend this at all TV levels.

Command Points Emirate forces follow the same rules for command points as the MILICIA.

EMIRATE REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3K TV +
GP	0-2	0-3	0-4	0-5 ▼
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 ▼
MP	0-2	0-2	0-3	0-4 ▼
Paratroopers	0	0-1 ▼	0-2 ▼	0-3 ▼
OpSec	0	0	0-1 ▼	0-1 ▼
Strider	0-1	0-1 ▼	0-2 ▼	0-3 ▼
Tank	0-1	0-2	0-3	0-4
Cavalry	0-2	0-3 ▼	0-4 ▼	0-5 ▼
Infantry	0-2	0-3	0-4	0-5 ▼
Sniper Squad	S	S ▼	S ▼	S ▼
Field Gun	0-3	0-4 ▼	0-5 ▼	0-7 ▼
Air Strike	0-1	0-1	0-2	0-3
Artillery	0-2	0-3	0-4	0-5



COMBAT GROUP LISTINGS

GP CADRE

TV: 160

General Purpose Cadres are adaptable and efficient. They are able to fill a wide variety of battlefield roles, though are not as effective at any particular role as more specialized units. The bulk of most Southern forces is composed of General Purpose Cadres.

Français Universel: Cadre ordinaire (Official) / Gros troufions (Colloquial)

Composition: A Cadre consists of 4 Jägers all with standard Loadout.

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

OPTIONS:

- The Cadre may add an additional Jäger for +40 TV.
- The Commander's Jäger may be turned into a Command Jäger for +5 TV.
- Swap the Commander's Jäger for a Black Mamba with Standard Loadout and same Ld for +25 TV.
- Swap the Commander's Jäger for an Iguana with Standard Loadout and same Ld for +20 TV. You may swap the Iguana's DPG for an LAC (F, Reloads) for an additional +5 TV.
- Up to two Jägers may be replaced with Sidewinders at 5TV each.
- Increase Leadership of the Cadre leader 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 Cadre may do one of the following:

- Swap their Autocannon for a Paratrooper rifle (F, LAC+ LGL, Reloads for LAC only) for +10 TV per Unit.
- Swap their Autocannon for a LBZK (F, no Reloads) for + 5 TV per Unit.
- Swap their LAC for a MAC (F, with Reloads) for +5 TV per Unit.

Veteran Options:

- Up to two Jägers may be upgraded to Black Mambas at +25 TV each or Iguanas at +20 TV each. ●
- Up to Two Jägers may swap their LAC and LRP for a MFL (F, no Reloads), IRP/20 (F, RoF2, no Reloads) and the Fire Resistant Perk for +10TV.
- Increase both the Attack and Defense Skills of any member to level 3 for +25 TV per member.
- The limit of 2 members of the Cadre upgrading to LBZK or MACs is removed. All members of the Cadre with Autocannons may upgrade to these weapons. The limit for Paratrooper rifles remains.
- Add Field Armor (an additional Sturdy Box) to any member for +30 per Jäger or Sidewinder variant and +25 per Black Mamba variant or Iguana variant.



COMBAT GROUP LISTINGS

HEAVY
GEAR
BLITZ!



RECON CADRE

TV: 280

Composed of light, fast Gears, Recon Cadres are a regiment's eyes and ears. They are frequently used as spotters for heavier fire support units, but can also fill a variety of other roles when necessary, including light assault or fast deployment.

Français Universel: Cadre de reconnaissance (Official) / Les louveteaux (Colloquial)

Composition: A Cadre consists of 4 Iguanas, all with Standard Loadout.

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

Options:

- The Cadre may add an additional Iguana for +70 TV.
- Swap up to 2 Iguanas for Black Mambas with Standard Loadout for +5 TV each.
- One Iguana may swap their Target Designator and LRP for an expanded EW suite. Upgrade ECM to 3, add ECCM 3 for -10 TV.
- The Combat Group Leader, if in an Iguana, may add a Satellite Uplink and Exposed Auxiliaries for +5 TV.
- Swap any DPG for a LAC (F, Reloads) or a LRF (F, Reloads, Sniper System) for +5 TV.
- Swap an Iguana's TD and ECM for +1 ROF on the LRP at -15TV per Iguana.
- Increase Leadership of the Cadre Leader by 1 level (to 2) for +10 TV.
- 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.

Veteran Status Options:

- Add Field Armor (an additional Sturdy Box) to any member for +25 per Black Mamba variant or Iguana variant.
- One additional Iguana may add an EW suite for the price listed above.
- Up to two Iguanas may upgrade their Sensors to +2, Detect to 4, Auto Comms to 7 for +10 TV.
- The Combat Group leader, if in a Black Mamba may be upgraded to a Razor Fang Black Mamba for +15 TV. ●
- Increase the EW skill of any member by +1 (to 3) +10 TV each.
- Increase Leadership of the Cadre Leader by an additional +1 (to a maximum of 3) for +10 TV.
- Increase the Defense skill of any member by +1 (to 3) for +15 TV each.

COMBAT GROUP LISTINGS

STRIKE SQUAD

TV: 340



One of the most prestigious assignments for a Gear pilot, a Strike Cadre is also one of the most dangerous. Strike Cadres provide close support with short-ranged heavy weapons and provide the "force de frappe" for an assault or anti-tank operation. Since this inevitably draws considerable attention from the enemy, Strike Cadres are assigned veteran pilots and tough Gears.

Français Universel: Cadre d'assault (Official) / Les déchiqueteurs (Colloquial)

Composition: A Strike Cadre consists of 2 Black Mambas and 2 Jägers all with standard Loadout.

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

OPTIONS:

- Add an additional Jäger for +70 TV.
- Any Gear may swap their LAC for a MAC (F, Reloads) for +5 TV.
- Up to two Jägers may be replaced with Sidewinders at 5 TV each.
- One Jäger may swap its LRP for an ATM (F, Limited Ammo 2) for +55 TV.
- Up to two Jägers may swap their APGL for an APM (F, no reloads) for +5 TV.
- One Black Mamba may swap its MAC for a HGL (F, no Reloads) at +15 TV.
- Up to two Units may swap their Autocannon and LRP for a MFL (F, no Reloads), IRP/20 (F, RoF2, no Reloads) and the Fire Resistant Perk for +10TV.
- Up to two Black Mambas may swap their LRP for a VLRP/32 (F, RoF +4, no Reloads) for -5 TV.
- Swap any Jäger for a Black Mamba with Standard Loadout for +25 TV
- Up to two Jägers may be swapped for Black Adders at +15 TV each or Desert Vipers for +15 TV each.
- Any Black Adder may swap its SC for a LAC (F, reloads), add an additional MRP (same arc and RoF) and link Both MRPs for +5 TV
- Add Field Armor (an additional Sturdy Box) to any member for +30 per Jäger or Cobra variant and +25 per Black Mamba variant or Iguana variant. King Cobras and other Gears may not take Field Armor.
- Add a cloak (Camo Netting) to any member for +5 TV per member.
- Any Black Mamba or Jäger may swap their Autocannon for a Light Bazooka (F, no Reloads) for +5 TV.
- Add one Hunter-Killer drone to any member (max 1 drone per Unit) + 5TV.

Veteran Status Options:

- One additional Black Mamba may swap its MAC for a HGL (F, no Reloads) at +15 TV.
- Increase the Leadership the commanding Black Mamba by 1 level (to 3) for +10 TV.
- Turn one Black Mamba into a Second in Command (Leadership 1) +10 TV.
- The commanding Black Mamba may be upgraded to a Razor Fang Black Mamba for +15TV. ●
- One Black Mamba may be upgraded to a King Cobra for +50 TV each.
- The King Cobra may swap its LPA to a LLC (F, no reloads) for +10 TV or to a VHAC (F, Reloads) for +5 TV.
- Up to two Black Mambas may swap their APGLs and LRP for 2x MRP/36 (F, RoF4, no reloads) for +45 TV. These may be linked at an additional +10TV.
- Up to two Black Mambas may swap their MAC and LRP for a HGLC (F, no Reloads) and the Exposed Fire Control Flaw at -5 TV per.
- Up to two Jägers may swap their Autocannon for a HAC(F, No Reloads, Sniper System) for +5 TV.
- One additional Jäger (Maximum of 2 total) may swap its LRP for an ATM (F, Limited Ammo 2) for +55 TV.
- Any number of Jägers may be swapped for Black Adders at +15 TV each or Desert Vipers at +15 TV each.

COMBAT GROUP LISTINGS



FIRE SUPPORT SQUAD

TV: 280

The South's Fire Support Cadres are among the more unique expressions of Southern doctrine. Built around the variable capabilities of the formidable Spitting Cobra, Fire Support Cadres are half heavy strike, half long-range support and entirely dedicated to burying the enemy under a barrage of fire. As such, the Cadre has a variety of weapon options available to improve its intended role. Fire Support Cadres work best when paired with Recon Cadres, but in smaller forces, they are often forced to employ their own recon elements.

Français Universel: Cadre de soutien (Official) / Les balèzes (Colloquial)

Composition: A Fire Support Cadre consists one Jäger and three Spitting Cobras of all with standard Loadout.

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

OPTIONS:

- The Cadre may add an additional Jäger for +40 TV.
- Any Jäger may be swapped for a Black Mamba at +25 TV.
- Any Jäger may be replaced with a Sidewinder at 5 TV each.
- Swap the leader's Jäger for a Command Jäger with Standard Loadout and same Ld for +5 TV.
- Swap one Jäger for an Iguana with Standard Loadout for +20 TV.
- Any Jäger may swap its APGL for an APM (F, no reloads) for +5 TV.
- Add Field Armor (an additional Sturdy Box) to any member for +30 per Jäger or Cobra variant and +25 per Black Mamba variant or Iguana variant. King Cobras may not take Field Armor
- Add a cloak (Camo Netting) to any member for +5 TV per member.
- Add a Demolitions drone to any Unit (max one per Unit) for + 5 TV.
- One Spitting Cobra may be upgraded to a King Cobra for +30 TV.
- Any Spitting Cobra may swap its HAC and LGM for an MBZK (F, no reloads) for -5 TV.
- Any Spitting Cobra may swap its HRP and LGM for a VLFG (FF, no reloads) for -25 TV.
- Any Spitting Cobra may swap its HAC and MRP for a VHAC (F, reloads) for -10 TV.

Veteran Status Options:

- Up to two Jägers (including the leaders) may be swapped for Black Mambas with same for +25 TV each.●
- Up to two Gears may swap their LRP and Autocannon for a MRF (F, Reloads, Sniper System) for -5 TV.
- Any Black Mamba may swap its APGLs and LRP for 2x MRP/36 (F, +4 RoF, no Reloads) for +45 TV. These may be linked at an additional +10TV.
- Swap one Jäger for a Spitting Cobra with Standard Loadout for +40 TV.
- One additional Spitting Cobra (total of 2) may be upgraded to a King Cobra for +30 TV.
- Any Spitting Cobra may swap its MRP, HRP, LGM and LMG for a ATM (FF, Limited Ammo 6) for +10 TV.
- If the Leader is in a Spitting Cobra, it may be swapped for a Razor Fang Cobra for -5 TV.
- Any King Cobra may swap its LPA to a LLC (F, no reloads) for +10 TV or to a VHAC (F, Reloads) for +5 TV.
- Increase Leadership of the Cadre Leader by 1 (to 2) for +10 TV.
- Increase the Attack and Defense skills of any member by +1 (to 3 each) for +30 TV.



COMBAT GROUP LISTINGS

MP CADRE

TV: 185

MP Cadres excel tight jungle fighting, house-to-house urban combat and anti-infantry operations. They are equipped with powerful close-range weapons, typically the shotgun-like Frag Cannons and grenade launchers. The MILICA relies on its highly-trained and loyal MP Cadres to keep its often-unruly conscripts and convicts in line. MILICIA MP Cadres are responsible for retrieving or neutralizing deserters by any means necessary. While the other Southern militaries do not have this problem to the same degree, but they still keep MP Cadres on hand for both combat and civil police duties, including crowd control and defending vital civic structures.

Français Universel: Police militaire (Official) / Les flics (Colloquial)

Composition: A MP Cadre consists of 3 Iguana MPs and 1 Black Mamba MP

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

OPTIONS:

- Add an additional Iguana MP for +40 TV.
- Swap up to two Iguana MPs for Black Adders or Desert Vipers for +10 TV each.
- Up to two Iguana MPs can be upgraded to Black Mamba MPs for +15 TV each.
- One Black Mamba MP, not including the leader's, can be swapped to a Cobra MP for -30 TV.
- Up to two Units may swap their FGC for a LAC (F, Reloads) and HHGs (F, limited ammo 3) for 0 TV.
- Turn one Unit into a Second in Command (Leadership 1) for +10 TV.
- Any Unit that does not have a LMG may add one (FF, no reloads) in a torso mount for +5 TV.
- Add one Hunter-Killer or Recon drone to any Unit (max 1 per Unit) + 5 TV per Hunter-Killer or +20 TV per Recon.

Veteran Status Options:

- Upgrade any Iguana MP to a Black Mamba MP for +10 TV per Unit. ●
- The Command Black Mamba MP may be Upgraded to a Razor Fang Black Mamba MP for +15 TV. ●
- Swap an additional two Black Mamba MPs to Cobra MPs for -30TV per Unit.
- Up to two Units may swap their FGC for a LAAC (F, no Reloads) for +5 TV.
- Any unit may replace their Shield (Sturdy box) with an APM (FF, no Reloads) for 0 TV.
- Upgrade both Attack and Defense skills of any member to Level 3 for +30 TV per member.
- Increase the Leader's Ld Skill to 3 for +10 TV.
- Add Field Armor (an additional Sturdy Box) to any member for +30 per Cobra variant and +25 per Black Mamba variant or Iguana variant.

COMBAT GROUP LISTINGS

HEAVY
GEAR
BLITZ

PARATROOP CADRE

TV: 265

While the Black Mamba's standard airdrop capability allows many Southern Cadres to take advantage of aerial insertion, only Paratroop Cadres are dedicated to airborne operations. Equipped with Gears specifically designed for long operations behind enemy lines, Paratroop Cadres are employed as commandos or infiltrators. They often work in combination with more conventional forces, which move in to provide support and resupply after the initial landing.

Français Universel: Cadre aéroporté (Official) / Les Paras (Colloquial)

Composition: Paratroop Cadre consists of 3 Jäger Paratroopers and one Black Mamba.

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

OPTIONS:

- Add an additional Jäger Paratrooper for + 60 TV.
- Up to two Jäger Paratroopers may be upgraded to Black Mambas at +15 TV or Iguana Paratroopers at +5 TV .
- Any Black Mamba may swap its MAC for a Paratroop Rifle (LAC+LGL, both F arc. LAC with Reloads, LGL without) for +10 TV.
- Any Unit may swap Chassis Reinforcement for a DPG (F, no Reloads) at +5 TV each.
- Any Unit without Hand Grenades can add Hand Grenades (F, limited ammo 3) for +5 TV per Unit.
- Add a cloak (Camo Netting) to any member for +5 TV per member.
- Add one Recon drone to any Unit (max 1 per Unit) +20 TV per.

Veteran Status Options:

- Increase the Leadership the commander by 1 level (to 3) for +10 TV.
- Turn one Unit into a Second in Command (Leadership 1) +10 TV.
- Increase the Attack and Defense skills of any member by +1 (to 3) for +30 TV.
- The commander, if in a Black Mamba may be upgraded to a Razorfang Black Mamba MP at +15 TV. ●
- Any number of Jäger Paratroopers may be upgraded to Black Mambas at +10 TV or Iguana Paratroopers at 0 TV. ●
- Up to two Black Mambas may swap their APGLs and LRP for 2x MRP/36 (F, +4 RoF, no Reloads) for + 45 TV. These may be linked at an additional +10TV.
- Up to three Iguana Paratroopers may be swapped for Iguana Commandos at 0 TV each.
- Any Iguana Paratrooper may swap its Paratrooper Rifle (LAC + LGL) for a MAC (F, Reloads) for -5 TV.
- Any Unit may swap its Paratrooper Rifle (LAC + LGL) for a LRF (F, no reloads, Sniper) for 0 TV.
- Up to two Jäger Paratroopers may swap both APGLs for a LGM (F, no reloads) at +10 TV each.



COMBAT GROUP LISTINGS

OPSEC CADRE

TV: 335

The official status of OpSec Cadres in the Southern militaries is quite vague. They do appear in budgets and organization charts but their equipment, precise personnel assignments and missions are usually classified or officially disavowed. Different OpSec Cadres fill a wide variety of roles, including snipers, assassins, infiltrators and terror units. Airborne OpSec units tasked with scouting ahead of a force and eliminating pivotal enemy "assets" are common in favoured SRA regiments.

Français Universel: Opération secrètes (Official) / Obsèques (Colloquial)

Composition: An OpSec Cadre consists of 3 Green Mambas and 1 Chameleon

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

Special: OpSec Cadres always count as Veteran Cadres and as such count towards the maximum number of Veteran Cadres allowed in your army.

OPTIONS:

- Add a Demolitions or Hunter-Killer drone to any Unit (max 1 per Unit) for +5 per Demolitions and +5 per Hunter-Killer.
- Increase the Attack and Defense skills of any member by +1 (to 3) for +30 TV.
- Increase the EW skill of any member by +1 (to 3) +10 TV each.
- Up to two Green Mambas may be swapped for Chameleons at -15 TV.
- Up to two Green Mambas may be swapped for Snakeye Black Mambas at +10TV.
- Any Chameleon may be swapped for a Green Mamba at +15 TV.
- Any Chameleon may replace their DPG with an LAC (F, Reloads) for +5 TV.
- Up to two Chameleons may replace their DPG with a MRF (F, Reloads, Sniper System) for +5 TV.
- Any Chameleon may replace their LRP with an APGL (F, limited ammo 6) for -5 TV.
- Any Chameleon may replace their Target Designator with HPZFs (F, limited Ammo 2) for -10 TV.
- Any Unit may upgrade their Autocannon to a LBZK (F, no Reloads) for +5 TV.



COMBAT GROUP LISTINGS

HEAVY
GEAR
BLITZ

STRIDER SQUAD

TV: 185

Striders provide all-terrain support for Southern armies. Thanks to the research labs of the Humanist Alliance, Southern striders cover a wide variety of battlefield roles. Southern doctrine calls for these units to be mixed freely as necessary, so tough close-assault units will sometimes be placed in the same Cadre as long-range support or shoot-and-scoot models. Striders are the South's primary guided weapons platform and these models are used in conjunction with TD-equipped Iguanas.

Français Universel: Marcheur lourd (Official) / Grand pas (Colloquial)

Composition: A Cadre consists of 1 Naga.

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

OPTIONS:

- Add up to two additional Nagas for +110 TV each.
- Any Naga may remove its ATM to add 2xLFG (FF, no Reloads) and Stabilizer Mounts for the LFGs. This costs -35 TV per Unit.
- Swap any Naga for a Sagittarius for -35 TV per.
- Swap up to two Nagas for Fire Dragons at +70 TV each.
- Any Naga may lower its ATM Ammo to 4 and add an AGM (F, Limited Ammo 8) for +25 TV.
- Any Fire Dragon can swap its MFL for a SC (F, no Reloads) at +0 TV per.
- Add Camo Netting to any member for +5 TV per member
- Add a Recon drone to any Unit (max one per Cadre) +25 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 +15TV 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.
- Any Unit in the Cadre can have the Ld skill at 1 for +10 TV each.
- The Lead Naga may be exchanged for a Command Naga at -10 TV. ●
- Up to 2 Nagas may remove their LFGs and replace them with a HATM (FF, Limited Ammo 4) and Unstable. The Stabilizer mount now becomes linked to the HATM. This costs +70 TV per Unit.
- One Naga may swap its ATM and MAC for 2x LLC (F, no Reloads, Sniper System) and Vulnerable to Haywire for -35 TV.
- Any Naga may swap its MAC for a HFL (F, No Reloads) for 0 TV. ●
- Swap any number of Nagas for Fire Dragons at +70 TV per.
- Any Fire Dragon can swap its HRP and Sniper System for 2x MFM (T, no Reloads, Linked) for +165 TV.
- Any Fire Dragon can exchange their AMS for Sensors +2 and Detect 3 at -10 TV.
- Any Sagittarius may swap its 3xVLRP for an ABM Launcher (F, Limited ammo 8) for 0 TV
- Any Unit may swap their Ground Movement (if any) for Amphibious at 0 TV.



COMBAT GROUP LISTINGS

TANK CADRE

TV: 190

Tanks are the ultimate expression of the Southern love of power. Large, heavily armored, capable of mounting massive weapons and moving fast over open ground, tanks project power like nothing else on the battlefield. Southern tanks cover a wide variety of roles and while their indirect fire options allow them to perform acceptably in broken terrain, they work best with clear lines of fire. Still, tanks are often high-priority targets and Gears are frequently assigned to tank Cadres to serve as spotters and escorts.

Français Universel: Cadre de blindée (Official) / Petit kekette (Colloquial)

Composition: Français Universel: Cadre de blindée (Official) / Petit kekette (Colloquial)

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

Special: The Cadre must have at least 3 Units allowed before another cadre of this type may be taken.

OPTIONS:

- Add up to two additional Huns for +95 TV.
- Any Hun may swap all weapons for a VLRP/128 (T, RoF +6, Reloads, Sniper System) for -45 TV each.
- Upgrade any Hun to a Visigoth for +165 TV per Unit.
- Add Camo Netting to any member for +5 TV per member.
- Add a drone to any Unit (max one per Cadre): Hunter-Killer + 5 TV, Recon +20 TV each.
- The Leader may upgrade its Ld to level 2 for +10 TV.

A Tank Cadre may replace up to two non-commander Huns with Gears as long as no Visigoths are taken: -55 TV per Jäger, -35 TV per Iguana, -30 TV per Black Mamba. All gears come with Standard Loadout and may not be further modified except as listed for Units within the Cadre

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 2 for +10 TV each.
- Any Hun may be Airdroppable for +10 TV. ●
- The commander, if in a Visigoth may upgrade to a Visigoth Kahn for +20 TV.
- Any Visigoth can swap its HAC to a VHAC (T, no Reloads) for +5 TV.
- Any Visigoth may swap its HFG for 2x SC (T, no Reloads) and AP Charges (R2) for -90 TV. The Snub Cannons may be linked for +15 TV.
- Make one of the Gears the Cadre Leader: +5 TV. ●
- Increase Leadership of the Cadre Leader by an additional +1 (to a maximum of 3) for +10 TV.



COMBAT GROUP LISTINGS

CAVALRY PATROL TV: 40

In addition to their roles as infantry transports, light armored vehicles can serve as combat units. Their speed advantage makes them particularly well-suited for flanking maneuvers or quick assaults and they can carry surprisingly powerful weapons. The Caiman is particularly popular in this role and even looks like a miniature tank. The primary weakness of Cavalry Cadres is their light armor. They must maneuver carefully to employ their weapons while avoiding heavily-armed enemies, particularly tank-hunters.

Français Universel: Cadre de Cavalerie (Official) / Conserves (Colloquial)

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.

Special: The Cadre must have the maximum number of Units allowed before another cadre of this type may be taken.

OPTIONS

- Add an additional Caiman for +15 TV.
- Any Caiman may replace its MAC and LMG with a HRP/48 (T, RoF 4, No Reloads) for +15 TV.
- The Lead Caiman may be turned into a Caiman Command unit for +5 TV.

Veteran Status Options:

- Up to 1 APC may be replaced with a Recon Hun for +55 TV. The Recon Hun may buy up to three Drones at the following costs: Hunter-Killer + 5 TV per, Recon +20 TV per.
- Add Amphibious to any Caiman, Lower Ground Speed to 6/12 and change Ground Defense Modifiers to -6/-3/-1 for +5 TV. ●
- Any APC may be Airdroppable for +10 TV. ●
- 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.



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 sections 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. This makes them practically a necessity to deal with other infantry or to hold ground once you've taken it.

Français Universel: Platoon de fantassins (Official) / Troufions (Colloquial)

Composition: Each Platoon consists of 2 Sections comprised of 2 Escouades, each Escouade consisting of 3 bases and having 1 action. All bases are armed with 7mm Assault Rifles.

Skills: All Escouades are considered to have Level 2 Infantry skill and Armor 8. Choose one Escouade to be the Combat Group Leader.

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

OPTIONS

- Any Escouade may be mounted in a Caiman APC (may not be mounted on ATVs) for +20 TV. The Caiman crew has Attack and Defense 2, EW1, Ld1. If the Escouade is Upgraded to Airdroppable, the Caiman must also be, this costs +10TV.
- The Section may be granted Medium Armor (+1 Armor) at +5 TV or Heavy Armor (+2 armor) at +10 TV.
- Any Escouade 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 Escouade may be upgraded to Paratroopers (Airdroppable Perk) +5TV.
- Any Escouade (including Paratroopers) may be given ATVs at a cost of 10 TV per Escouade.
- Any Escouade (including Paratroopers) may be given the Amphibious Perk at +5 TV.
- Add Camo Netting to any Escouade for +5 TV per Escouade.
- Add a drone to any Escouade (max one per Escouade): Hunter-Killer or Demolition + 5 TV each, Recon +20 TV each.
- One Caiman may be upgraded to a Hittite Tank for +35 TV.

If any Escouade in the Platoon is chosen as the Army Commander, you may upgrade its Caiman to a Caiman Command. The Caiman Command may pay 15 TV to increase its Ld by one level. This can stack with the upgrade for Veteran Caiman.

Veteran Status Options:

- Any Infantry Escouade may be upgraded to level 3 Infantry Skill for +10 TV
- Any Escouade may be given the Amphibious Perk for +5 TV per Escouade. ●
- Any Escouade may be given Stealth R2 for +5 TV
- Any Caiman Crew may be upgraded to level 3 Attack and Defense at +20 TV.
- Any Caiman may have its Ld increased by one level for +15 TV.
- Any Caiman may replace its MAC and LMG with a HRP/48 (T, RoF 4, No Reloads) for +15 TV.
- A second Caiman may be upgraded to a Hittite Tank for +35 TV.
- Add Amphibious to any Caiman, Lower Ground Speed to 6/12 and change Ground Defense Modifiers to -6/-3/-1 for +5 TV. ●

COMBAT GROUP LISTINGS



INFANTRY SNIPER ESCOUADE

TV: 15

Sniper Escouades 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.

Français Universel: Tireurs d'élite (Official) / Snipers (Colloquial)

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 Section of Infantry taken, you may buy a single Sniper Escouade. This Escouade acts as its own combat group.

OPTIONS:

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

Veteran Status Options Options:

- A Sniper Veteran Escouade may choose from the following options:
- The Sniper Rifle may be upgraded to a Laser Sniper Rifle for +5 TV.

FIELD GUN ESCOUADE

TV: 30

Field Guns are cheap, infantry-manned indirect fire support weapons. 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.

Français Universel: Canon de campagne (Official) / Tire-poix (Colloquial)

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 Escouade

Veteran Status:

- 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.

COMBAT GROUP LISTINGS

AIR STRIKES

Despite air superiority being reduced to air support on Terra Nova due to weather and massive AA capabilities, "les ailes de la mort" (the Wings of Death) are a welcome sight and sound for many beleaguered troops. Strikes against entrenched positions and vital targets can change the course of a battle in seconds

Français Universel: Frappe aérienne (Official) / Les ailes de la mort (Colloquial)

OPTIONS:

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

OFF-BOARD ARTILLERY

The South has a wide variety of indirect fire artillery platforms capable of bombarding the battlefield from a great distance away. While the Vandal and Ostrogoth are technically capable of surviving direct combat, it is not a good idea as their main armament is designed around long range bombardment. Unfortunately MILICIA commanders take little care ensuring their own troops are clear of the target zones, leading to very entertaining colloquial names.

Français Universel: Artillerie (Official) / Lance-merde or "Tabarnak!" depending on situation (Colloquial)

OPTIONS:

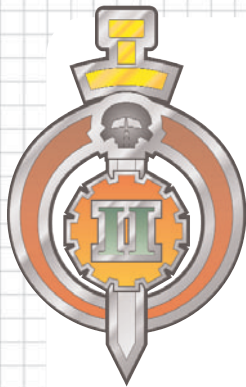
- Light Artillery Salvo: 5 TV
- Medium Artillery Salvo: 15 TV
- Heavy Artillery Salvo: 40 TV



REGIMENTS OF NOTE

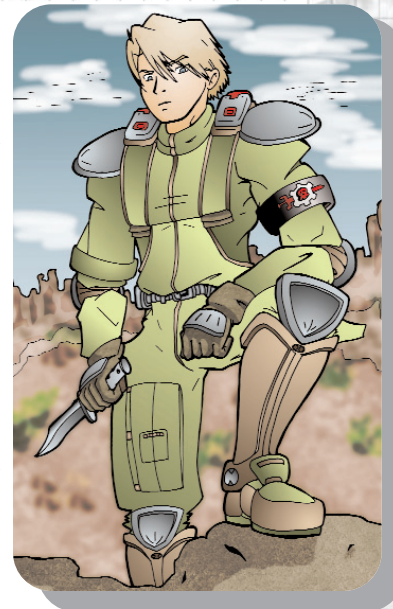
REGIMENTS OF NOTE

The following are noted regiments found throughout the AST. Some are not actual regiments, but instead odd or unique organizations within the Southern Leagues. They are presented in the regimental fashion as it is the most suitable way to describe their special functionality. Because these lists are designed to emulate the flavor and feel of the organizations they depict, tournament organizers should feel free to restrict their use if they feel it unbalances their tournament.



LÉGION NOIRE / LÉGION NOIRE AUXILLIARY

The Légion Noire is not a regiment, but rather an entire Special Operations Légion within the SRA. In an Army full of glory hounds and braggarts, the Légion stand out as being the loudest and most brash. The entirety of the Légion is devoted to strike and covert operations and has access to more stealth technology and high-end commando gears than any other group within the South. This puts them in the enviable position of being the best trained, best armed group on Terra Nova, something they will let other army members know... repeatedly. In a dangerous display of internal one-upmanship, Légion Regiments often "defend their honor" by picking fights with renowned Northern Regiments that have "wronged" them or otherwise wounded their pride. SR command has not yet cracked down on this as it reinforces the behavioral traits they want their most lethal of tools to display. In fact, wholesale slaughter of enemies and bystanders is given a blind eye as it reinforces the Légion's reputation as ruthless and dangerous.



The Auxilliary is a group of MILICIA members trained in the Légion's methodology and patterns. Members of both the Auxilliary and the Légion itself wear black armbands with a red and white knife and skull pattern to distinguish themselves. The Auxilliary is generally given jobs deemed distasteful, dishonorable or simply "below" the Légions standards. They are generally looked down upon by the MILICIA for being SRA "wannabes" and doing dirty jobs for others, thus bringing down the MILICIA's already poor reputation. The Auxilliary and the Légion will operate together and in fact, some Légion regiments consist of both full Légion members and Auxilliary troops-in-training.

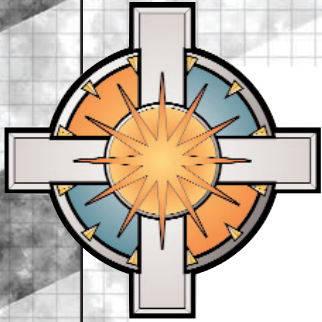
COLOR SCHEME:

The Légion itself has no particular color scheme other than the parade dress of black with red trim, which nicely complements their tailored black dress uniforms with silver trim. The Auxilliary wears their MILICIA uniforms with the black armband. All vehicles are painted according to the mission at hand.

REGIMENTAL ORGANIZATION:

The Légion Noire is built as any non-named SRA regiment and the Auxilliary as any non-named MILICIA Regiment. In all cases the following special conditions apply: The number of OpSec Cadres available at any TV level is increased by 1, all Combat Groups may be made Veterans and any Unit without the Stealth Perk may add it at level 2 for +5 TV. Both the Légion Noire and the Auxilliary are known for their bloodthirstiness and gain no VPs for any enemy combat group that is not completely destroyed. They may never use the MILICIA's Limited Resources rule.

REGIMENTS OF NOTE



ETHEREAL GUARD

Of all the Emirate Guards, the Patriarch's retinue is the largest, best-trained and best-equipped. Of the Patriarch's Guard, the Ethereal Guard are a cut above the rest. The men and women of the Ethereal Guard are fanatically devoted to the Patriarch himself. Soldiers in the Guard often engage in rituals to demonstrate their devotion to the Patriarch, including self-torture and self-mutilation. Members of the Ethereal Guard are taken from their families at birth, almost always from the lowest of the low, and raised in isolated, Spartan accommodations. They are trained to fight practically from the moment they are old enough to walk.

Normally, the Ethereal Guard is permanently assigned to protect the capital, Strathclyde and the Ethereal Palace in particular. Most Patriarchs, Oliver Masao included, have had many enemies and they trust few to defend them. Every soldier in the Ethereal Guard is willing to sacrifice anything to protect their Patriarch, so they are the ideal choice.

The Ethereal Guard's devotion has made them particularly feared in battle. While the Légion Noire has a reputation for being merciless and destructive, when the Ethereal Guard takes to the field against an enemy of the Patriarch, they are merciless and destructive. They have absolutely no compunction about slaughtering innocents to root out and destroy threats to their master and many bear multiple scars from the dangerous situations they gladly threw themselves into to demonstrate their loyalty.

Faced with the failure of his other forces to contain and exterminate the Free Emirate rebels in Basal and Okavango, Masao has deployed several centuries of the Ethereal Guard to attempt to kill Emir Shirow once and for all.



COLOR SCHEME:

The Ethereal Guard paint their units in the purple and gold that symbolize the Patriarchy of the ESE. They even keep this pattern in the field, preferring to let their enemies know who it is they fight, so as to spread fear before their advance.

REGIMENTAL ORGANIZATION:

The Ethereal Guard is built as an ESE Regiment with Strike Squad as the Honor Guard and AST as the Alliance. In addition, the Ethereal Guard are renowned for their tenacity and fanaticism. If playing with morale, the Ethereal Guard ignore all morale and may never become broken or demoralized. This costs an additional +15 TV per Unit and must be bought for every Unit in the force.

REGIMENTS OF NOTE



THE SPECIAL INTERVENTION UNIT

During the War of the Alliance, MILICIA Commandant Aristide Lazarus became convinced that the MILICIA needed its own special forces unit, so that MILICIA units would not have to rely on the Légion Noire for special operations. The move faced considerable opposition from the Légion and the Southern Republic Intelligence Directorate (SRID) until Lord Protector Jaques Molay stepped in to support Commandant Lazarus. Unlike the other Southern intelligence and special forces units, the SIU recruits from a wide variety of sources, from underground Badlands Duellists to orphaned children. All soldiers assigned to the SIU are referred to as "agents". Lazarus personally designed the regiment's training methods, which stress personal responsibility and honor over blindly following orders and many of his agents are personally loyal to him.

The SIU is officially organized as a Gear regiment on paper, but its actual organization is much more fluid. Personnel are transferred between mission teams as necessary. Most agents are trained in multiple specialities and are very independent-minded. Missions assigned to the SIU have a high success rate, but also frequently a high body count, particularly among allied troops that aren't quite as elite as the agents they operate with.

SIU teams are deployed across Terra Nova, mostly in trouble spots in the South and Badlands. Seeking to escape from Molay's influence, Lazarus has been cultivating ties with Kenichi Tanaka, Lord Chancellor of the ESE. Several SIU teams have been covertly deployed to Okavango and Basal to secretly aid the Free Emirates in their rebellion.

COLOR SCHEME:

The SIU has no fixed color scheme. When in the field, SIU vehicles use standard camouflage patterns or radar-absorbent black paint. Each agent is given some leeway for personalization. Common forms of personalization are names painted on or colored shoulder plates.

REGIMENTAL ORGANIZATION:

The SIU is built as a standard MILICIA Infantry or Gear Regiment. All Combat Groups may be upgraded to Veterans, but no MP or Tank cadres may be taken. In addition, the SIU may never use the Fresh Meat, Convicts or Limited Resources rules (even if some of the pilots are technically criminals). Any Unit without the Stealth Perk may add it at level 2 for +5 TV.



REGIMENTS OF NOTE



SILVER VIPERS

The 49th MILICIA Gear regiment was formed in the wake of the War of the Alliance from two shattered regiments that cleared a bloody swath to ensure the Southern forces could reach Baja. They kept the nickname of the Silver Vipers regiment, but were forced sit out most of the remainder of the War and replace most of the Desert Vipers that gave said regiment its nickname with their now-signature Black Mambas.

After the war, the valiant deeds of the regiment continued, as they hunted down rogue pockets of CEF resistance and aided in many reconstruction efforts in their off-duty hours. In turn, these efforts have led to the 49th Silver Vipers continuing to have access to the best equipment thanks to their excellent reputation. Many other Regiments have attempted to "borrow" the Silver Vipers' equipment and vehicles, leading to the Vipers jealously guarding the items they worked so hard to obtain. The Vipers are known to be pranksters, propagating long running "feuds" against various regiments as a humorous battle of wits. Those that manage to get away with "borrowing" equipment often find themselves on the receiving end of pranks and booby traps that are anything but funny to their victims. The attitude taken by many Viper old-timers has members of other Regiments to think of the Vipers as arrogant and escalated the prank wars to "bring the bastards down a notch." So far, the efforts have been unsuccessful.

The "Silver 49th" are currently stationed in Javari in the ESE and have seen a great deal of combat against the rebels. While they have suffered no defeats to date, they are experiencing a high attrition rate. They do get enough new recruits to fill the ranks, but their inexperience and short life spans has led to a social stratification amongst the regiment as old-timers refuse to recognize any new recruit as a full member unless they have survived at least two combat missions. Veterans are seen as having a "holier than thou" attitude by the recruits and the recruits are seen as nothing more than barnabies for the slaughter by the veterans. Those that do survive are treated to a drunken revel as a form of initiation rite and those that do not are no longer given service by the Regiment. Honor Duels within the regiment are also becoming increasingly common and some fear the Vipers may tear themselves apart if things continue.

COLOR SCHEME:

The Vipers wear intricate silver scale paintjobs with viper heads carefully painted on their Gear "helmets" for parade duty. In the field, the Viper head remains, but the rest of the vehicle is done in standard camouflage for their mission (currently Jungle camo) with a red 49 on one shoulder and the symbol of their current station or city-state on their left hip plate. The Viper head design is unique for each Cadre, however certain "aces" often have their own designs.

REGIMENTAL ORGANIZATION:

The Silver Vipers are built as a MILICIA Gear regiment with the following exceptions. At least 1/4 of the Units in your force must be Fresh Meat, up to 1/3 of the Units in your force may be Veterans, even if this exceeds the normal maximum. This is on a per-Unit basis so Veteran Units may share the same Combat group as Fresh meat and non Veterans. The Silver Vipers may never take Convicts or MP Squads, but may use the Well Funded rule from the SRA list on page 24 in addition to their normal Limited Resources rule.

REGIMENTS OF NOTE



THE SKYHAWKS

The 99th SRA Gear Regiment, the Skyhawks, is one of the premiere units of the 2nd Airborne legion. Their enthusiasm has earned them many nicknames from "the angels of heaven" to "those crazy flying bastards." The Skyhawks generally take it all in stride as their proud history more than makes up for anything anyone says about them. During the St. Vincent's War, the Skyhawks landed in the City State of Mainz during the dead of night and caused a great deal of destruction, sneaking away before the Northern Militaries could respond.

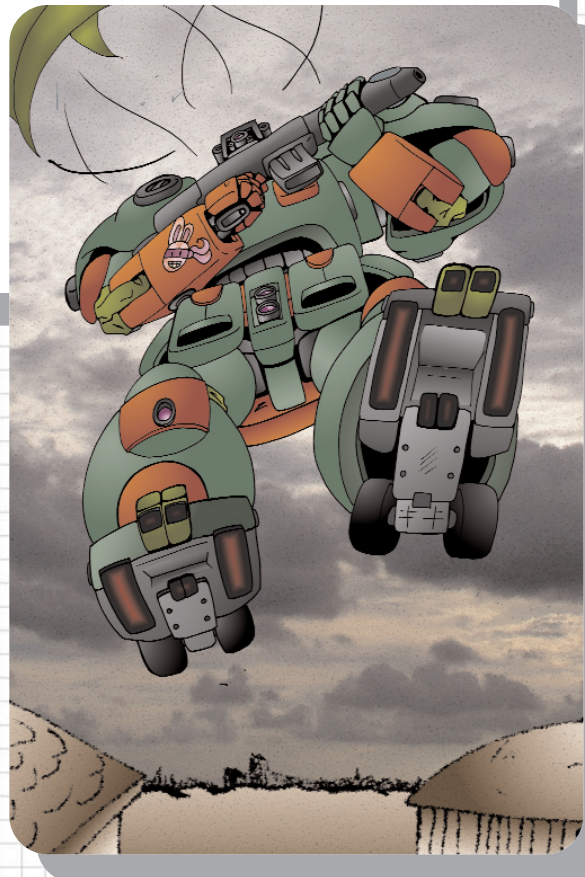
Since then, the Skyhawks have had the unusual privilege of participating in nearly every major action fought by the South. Their rapid deployment and heavy armament makes them very tough customers, although like all Units in the War of the Alliance, they were badly outgunned by the CEF forces, causing them to lose over two full companies to GREs during a failed raid. A short time later, the Skyhawks performed a daring nighttime HALO (High-Altitude, Low Opening) drop on the same CEF detachment and thoroughly crushed the encamped CEF forces. Since then, members of the SRA often refer to HALO operations as Skyhawk drops and the Skyhawks maintain a drill team to instruct other regiments in Skyhawk Drop Tactics.

COLOR SCHEME:

The Skyhawks have three main Camo schemes: a Desert camo consisting of tan with blue-white striping, a Woodland Camo which is similar but in greens and an Aerial Drop white and blue camo to ensure they do not get shot down before landing. A dark grey with bright red trim dress scheme is used by the drill team and on parade duty.

REGIMENTAL ORGANIZATION:

The Skyhawks are built as a SRA Gear regiment, but may take Paratroop Cadres instead of General Purpose Cadres on the Org Chart. At least 1/2 of the Combat Groups army must be fully Airdroppable Gear cadres and any Combat Groups that are not fully Airdroppable always show up as Reserves, unless you choose the Defensive stance.



REGIMENTS OF NOTE



THE APES

The 82nd MILICIA Cavalry Regiment got its unfortunate nickname from an incident involving a road giving out and a few members being covered in the fine mocha-colored fibers of local Johar grass. Unfortunately for Commandant Jorge Rodriguez, this is one of the most memorable actions undertaken by his men.

Rodriguez was exposed to combined arms tactics while a liaison officer during the War of the Alliance. Specifically, he was repeatedly awed by the Northern 18th Armored Divisions capability of taking objectives his Southern Republic Army training dictated were impossible. In complete contrast to the Republican Army's weighting of regiments to favor one type of Unit and lack of interoperability even within each "force opérationnelle," Northern interworking of multiple types of units from multiple regiments gave flexibility and offensive capability unheard of to the young officer... or anyone in the Republican Army.

This was extremely evident to Rodriguez shortly after his promotion to Commandant shortly after the war. He tried pushing for the SRA to adopt the combined arms approach on a level even the Northerners had not gone to but the drastic nature of his changes meant he was often rebuked. In TN 1922, his frustrations got the better of him during a heated debate and the resulting court marshal for public slander left him with two choices: a dishonorable discharge or joining the MILICIA.

Commandant Rodriguez joined the MILICIA in TN 1923 and was put in charge of a newly formed armored company meant to help bolster the MILICIA's lack of armored might. Needless to say, MILICIA command and quartermasters were displeased with his requests for nonstandard equipment met with great resistance. Eventually, his persistence paid off and he did receive the types of equipment he requested, even if it wasn't the most up to date. The 82nd so far has been kept out of any major actions, however in training exercises against other MILICIA Units, the 82nd has repeatedly done well and other commanders are seeing the worth of integrated combined arms and are outfitting their regiments similarly, although they have not integrated Cadres to Rodriguez's level. Indeed, Rodriguez has indeed found the future of the MILICIA and Southern tactics, but it remains to be seen if he will be credited.

COLOR SCHEME:

The Apes use standard MILICIA camo schemes appropriate for their mission and will often paint ape or monkey images on their vehicles.

REGIMENTAL ORGANIZATION:

The Apes are Built as a standard MILICIA Armor Regiment with the following exceptions. Any Tank Cadre or General Purpose Gear Cadre may add an Infantry Escouade mounted in a Caiman for +35 TV. This Escouade may be given any upgrades allowed to an Infantry Escouade in the Infantry Platoon listing, including Veteran options if available. Gears may also be bought for Tank Cadres that contain Visigoths. Any Infantry Platoon may attach up to two Jägers for +40 TV each.

REGIMENTS OF NOTE

HEAVY
GEAR
BLITZ



KILLER BUNNY COMMANDO CADRE

The Hermes 72 satellite network left behind by the CEF and "appropriated" by the Terran expatriates at Port Arthur has created a vast market for inter-League satellite trideo broadcasts, particularly those that violate local censorship or decency legislation. Dominion corporations have found this to be a particularly lucrative market, as they can also evade advertising regulations in this "must-see trid". One of the most popular programs is the Killer Bunny Commando Cadre Show, a reality show about a Cadre of young, female MILICIA Gear pilots produced by Mekong Development Corporation.

Members of the Killer Bunny Commando Cadre are carefully selected. They're almost always exotic young beauties from the lower classes of the vassal Leagues, though rich Republicans, Emirate heiresses and Mekong executives are occasionally used to add variety. Killer Bunnies rarely last more than a season or two. MDC CEO Aaron Logan's MILICIA ties allow the producers to ensure that the Bunnies are transferred from hot spot to hot spot, to keep the action that fuels the shows ratings going strong. The frequent combat and accompanying high casualty rate, combined with the usual pressures of stardom, create a very stressful and highly emotional environment. The show's producers encourage the formation (and dissolution) of romantic relationships or close friendships between the Bunnies and those they fight alongside to further boost their ratings.

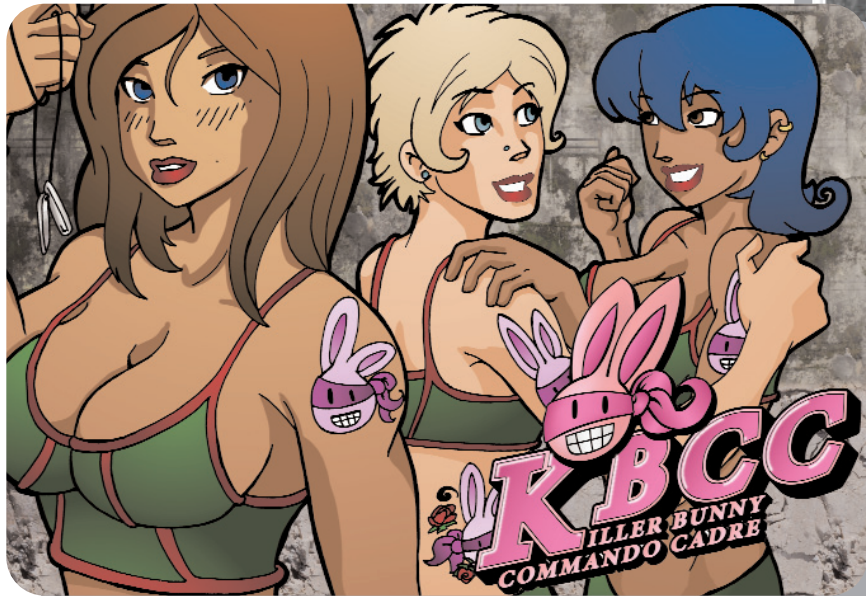
Despite the unhealthy work environment, there are plenty of applicants. Death benefits for a Bunny's family are large enough to catapult most lower-class families into the upper middle class. Those Bunnies that do survive are often invited to join prestigious special ops regiments after their psychological treatment is completed. The Bunnies' trainer, Oliver Inaif, is disturbed by the direction the show has taken, but feels compelled to continue his job for fear of what would happen to the Bunnies in the hands of a less competent trainer.

COLOR SCHEME:

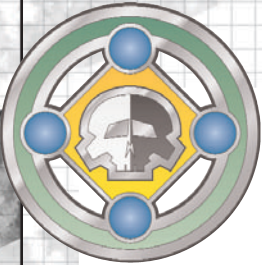
Oliver has insisted that the Bunnies use proper camouflage in the field, much to the producers' dismay. They do have an identifying marking to allow them to stand out on trideo feeds: the Killer Bunny Commando Cadre Show logo is always painted on the Gears somewhere, usually on the forearm or head armor.

SQUAD INFORMATION:

The Killer Bunny Commando Cadre may be used in place of any Veteran Paratroop Cadre in any MILICIA army, but may not be the army Commanders. The Paratroop Cadre is built as any normal Veteran Paratroop Cadre. Additionally, the KBCC grants certain benefits due to the live Trideo feeds following them and their willingness to give "personal attention" to noteworthy warriors after the battle. This has the effect of granting each KBCC Unit a Satellite uplink and the Leadership Skill at level 1. This costs +25 TV per Unit in the Squad.



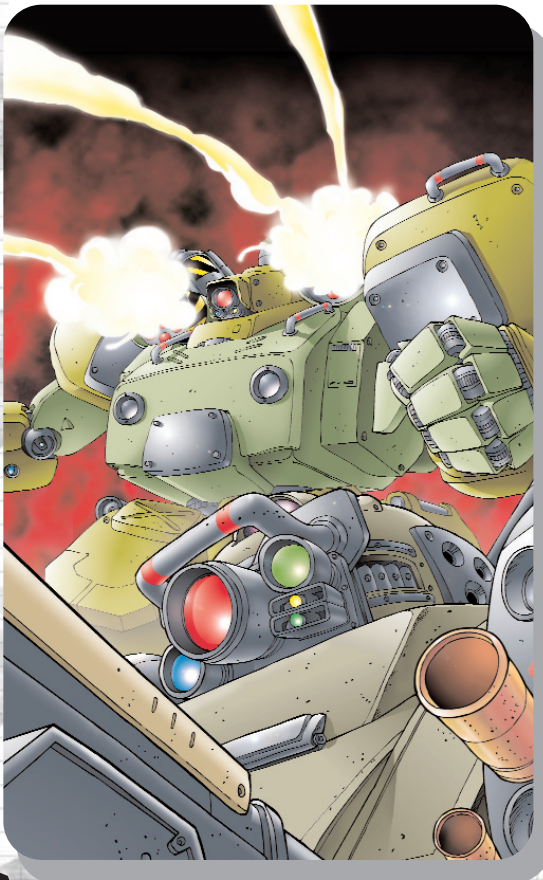
REGIMENTS OF NOTE



LES ÉTRANGERS

The Southern Republic Intelligence Directorate Black Ops Regiment officially does not exist and receives its funding and salaries through a special discretionary fund. Its members have had their histories wiped clean and their identities erased. Les Étrangers (The Strangers), as they are known, have no official record anywhere, and known only to high ranking SRID members and Lord Protector Jaques Molay. Some of the SRID members in on the secret suspect that Molay has been using them for operations that even Prime Minister deRouen doesn't know about. Les Étrangers were created when Molay, then a high ranking SRID agent, recruited France-Marie Lijond to command an elite unit. Lijond has remained fanatically loyal to Molay and while he knows the regiment is Molay's personal tool, he is under the belief that Molay has the best interests of the South at heart.

The regiment contains a number of Cadres devoted to impersonating other factions, including mercenaries and Northern regiments. Les Étrangers have participated in many actions against Northern Units near Zagazig, infiltration operations and in dealing with Southern "rebels." The fact that some of these operations were aimed at Molay's personal enemies or conducted with Northern Gears shortly before evidence of Northern aggression was made public by the Lord Protector's office is not lost on the members of the regiment, but as they no longer exist to anyone other than the regiment, the fear of being permanently disappeared if they speak up is great. Lately, the 33rd Northern guard gear regiment seems to be frequently intercepting their covert operations in the Badlands, leading some to think their cover has been blown.



COLOR SCHEME:

Les Étrangers use whatever camo or colors are appropriate for the mission and do not use any identifying marks unless the mission calls for it.

REGIMENTAL ORGANIZATION:

Les Étrangers are built as a standard SRA Gear Regiment, Mercenary Badlander Gear Force from Shields of Freedom or Northern Guard Gear Regiment for Hammers of Faith. Forces may not be combined between the types and only Gear units may be taken, however up to half the Combat groups in the Army may be Veteran, regardless of the TV of your force.

If building as a Mercenary or Northern Force, you may not use any Special rules from that Army, as Les Étrangers always follow SRA army rules, regardless of what force they are pretending to be. While this does mean that those two options lose "Well Funded," all other special SRA rules remain the same.

ADDITIONAL RULES



ADDITIONAL RULES AND INFORMATION

The following rules apply to all Blitz games and are considered part of the basic rules. Any rule marked as optional is entirely optional as with the advanced rules in the Blitz Rulebook. Please note that the complete Errata and FAQ can be found on the Dream Pod 9 forums at <http://www.dp9forum.com>

CLARIFICATION ON SLOW BURN

In order for a weapon with Slow Burn to continue to cause damage, it must have dealt at least a Light Damage (before Sturdy boxes) on the initial attack

DRONE CLARIFICATIONS AND UPDATES

All drones start off on the same elevation level as their master Unit and may start docked. Drones do not count as Units destroyed for Morale purposes, but do count for Multiple Attacker Penalty.

NOTES REGARDING WEAK FACING (UNDERSIDE)

This variant of the Flaw applies when being fired upon from a Unit on a lower elevation level than the Vehicle with this flaw. If a Unit with this Flaw uses Jump Jets, any shots fired at the vehicle with this Flaw during Jump Jet Movement from a level equal to or lower than the highest point traversed will count as hitting the underside.

SOLID COVER AND LOS (OPTIONAL)

If all players agree, Solid Cover such as Hills and Bunkers may block all forms of LoS and Active Sensor attempts if the entirety of the miniature is hidden. As such, a Unit may not shoot, Forward observe or gain an active sensor lock on a model wholly hidden by solid cover. If the Miniature is not wholly hidden, it may be detected as per the normal rules for Detection and Active Detection.

HAMMERS OF FAITH ERRATA

Please note that the full FAQ and all errata can be found at <http://www.dp9forum.com/>

Page 30: Remove Snub cannon reference in Panzerfaust and IRP swap note.

Page 32: The Veteran Strike Squad should be able to swap an additional Hunter (maximum of 3) for a Grizzly for +45 TV, rather than the nonexistent Assault Grizzly

Page 33: The Northern Fire Support Squad should allow Gears with an LAC to upgrade to an MAC for +5 TV, to better match the Box contents.

Page 34: The Veteran Dragoon Squad option to swap a Grizzly for a Jaguar should be -30 TV.

Pages 34 and 36: The cost for giving a Jaguar 2 MRPs should be +25 TV, not +10 TV. The link cost is unaffected by this change.

Page 42: The cost to upgrade Veteran Infantry from Level 2 to level 3 should be +10 TV, not +30 TV.

Page 45: The Assault Grizzly upgrade option for the HMA Squad is an error. It should be the same as the MBZK swap option from the Strike Squad on page 32.

Page 58: The Assault Rifle should have an RoF of 1.

Page 64: Hunter-Killer Drone: Switch Movement mode to Hover. Recon Drone: Remove Backup Sensors, increase Sensors to +1, Comms to +1 Auto Comms to 5, Detect to 4, add ECCM 1. Cost in list stays the same for both. Stats in this book have been updated to take this into account.

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)



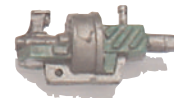
Frag Cannon (FGC)



Snub Cannon (SC)



Light Grenade Launcher



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, ROF 1
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 the Sniper Systems Perks.

DATA CARDS



#

JAGER

ATT	DEF	EW	LD

M	SPEED	STOP	Cbt	Tp	
DEFENSE	W	4/7	-3	-1	+1
DEFENSE	G	6/12	-3	0	+2
ATTACK			+2	0	-3

ARMOR AND DAMAGE	
ARMOR:	15 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DAMAGE:	S L H C
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

PERKS/FLAWS:
AUX SYSTEMS:


ACTIONS	SIZE
1	6

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

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)
OPTION - COMMAND JAGER: AUTO COMM TO 4, COMMS TO +1

HEAVY GEAR BLITZ



#

STRIPPED-DOWN JAGER

ATT	DEF	EW	LD

M	SPEED	STOP	Cbt	Tp	
DEFENSE	W	4/8	-3	-1	+1
DEFENSE	G	7/13	-3	+1	+2
ATTACK			+2	0	-3

ARMOR AND DAMAGE	
ARMOR:	15 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DAMAGE:	S L H C
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

PERKS/FLAWS:
AUX SYSTEMS:


ACTIONS	SIZE
1	6

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

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	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

HEAVY GEAR BLITZ



#

JAGER PARATROOPER

ATT	DEF	EW	LD

M	SPEED	STOP	Cbt	Tp	
DEFENSE	W	4/7	-3	-1	+1
DEFENSE	G	6/12	-3	0	+2
ATTACK			+3	0	-3

ARMOR AND DAMAGE	
ARMOR:	15 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DAMAGE:	S L H C
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

RUGGED MOVE.
PERKS/FLAWS: AIRDROPPABLE
AUX SYSTEMS:


ACTIONS	SIZE
1	6

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

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

PHYSICAL ATTACK (PUNCH/KICK/RAM)
x7 M

HEAVY GEAR BLITZ



#

DART JAGER

ATT	DEF	EW	LD

M	SPEED	STOP	Cbt	Tp	
DEFENSE	W	4/8	-3	-1	+1
DEFENSE	G	7/14	-3	+1	+2
ATTACK			+2	0	-3

ARMOR AND DAMAGE	
ARMOR:	12 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DAMAGE:	S L H C
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

EXPOSED MOVE.
PERKS/FLAWS: IMP. OFF-ROAD
AUX SYSTEMS:


ACTIONS	SIZE
1	6

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

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
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

HEAVY GEAR BLITZ



#

BLACK MAMBA

ATT	DEF	EW	LD

M	SPEED	STOP	Cbt	Tp	
DEFENSE	W	5/9	-2	+1	+2
DEFENSE	G	7/14	-2	+2	+3
ATTACK			+3	+1	-2

ARMOR AND DAMAGE	
ARMOR:	17 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DAMAGE:	S L H C
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

WEAK FACING (Rr)
PERKS/FLAWS: AIRDROPPABLE
AUX SYSTEMS: AUTOPILOT

ACTIONS	SIZE
1	6


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

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
APGL	FRr	-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

HEAVY GEAR BLITZ

OPTION - RAZOR FANG: ADD SATELLITE UPLINK



#

BLACK MAMBA MP

ATT	DEF	EW	LD

M	SPEED	STOP	Cbt	Tp	
DEFENSE	W	5/9	-2	+1	+2
DEFENSE	G	7/14	-2	+2	+3
ATTACK			+3	+1	-2

ARMOR AND DAMAGE	
ARMOR:	17 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DAMAGE:	S L H C
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

WEAK FACING (Rr), BACKUP SENSORS
PERKS/FLAWS: AIRDROPPABLE
AUX SYSTEMS: AUTOPILOT

ACTIONS	SIZE
1	6

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


NAME	ARC	ACC	RANGE	DAM	SPECIAL
FGC	F	+1	1/3/6/12/24	x7	ROF 2, AI, R
MPZF	F	-1	1/3/6/12/24	x15	
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3
VB	F	0	0/-/-/-	x8	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)
x6 M

HEAVY GEAR BLITZ

OPTION - RAZOR FANG MP: ADD SATELLITE UPLINK

DATA CARDS



SNAKEYE BLACK MAMBA

ATT	DEF	EW	LD
-----	-----	----	----

M	SPEED	STOP	CBT	TP
DEFENSE W	5/9	-2	+1	+2
DEFENSE G	7/14	-2	+2	+3
ATTACK		+3	+1	-2

ACTIONS	SIZE
1	6

DETECT: 2
SENSORS: +1
AUTO COMM: 3
COMM: +1

ARMOR AND DAMAGE

ARMOR: 17

DAMAGE:


Exp. AUX.

PERKS/FLAWS: AIRDROPPABLE
AUX SYSTEMS: AUTOPILOT, STEALTH 5

NAME	ARC	ACC	RANGE	DAM	SPECIAL
SLC	F	+1	7/15/30/60/120	x12	MB1
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3
APGL	FRR	-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
VB	F	0	0/-/-/-/-	x6	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)

HEAVY GEAR BLITZ



GREEN MAMBA

ATT	DEF	EW	LD
-----	-----	----	----

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

ACTIONS	SIZE
1	6

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

ARMOR AND DAMAGE

ARMOR: 17

DAMAGE:


Exp. AUX.

PERKS/FLAWS: AIRDROPPABLE
AUX SYSTEMS: ECM 2, STEALTH 3

NAME	ARC	ACC	RANGE	DAM	SPECIAL
MAC	F	0	4/9/18/36/72	x10	ROF 1, 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
VB	F	0	0/-/-/-/-	x6	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)

HEAVY GEAR BLITZ



IGUANA

ATT	DEF	EW	LD
-----	-----	----	----

M	SPEED	STOP	CBT	TP
DEFENSE W	5/9	-2	+1	+2
DEFENSE G	7/14	-2	+2	+3
ATTACK		+2	0	-3

ACTIONS	SIZE
1	6

DETECT: 4
SENSORS: +1
AUTO COMM: 5
COMM: +2

ARMOR AND DAMAGE

ARMOR: 14

DAMAGE:


BACKUP SENSOR

PERKS/FLAWS:
AUX SYSTEMS: ECM 2, TD 3

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
VB	F	0	0/-/-/-/-	x8	M
VB	F	0	0/-/-/-/-	x6	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)

HEAVY GEAR BLITZ



IGUANA MP

ATT	DEF	EW	LD
-----	-----	----	----

M	SPEED	STOP	CBT	TP
DEFENSE W	5/9	-2	+1	+2
DEFENSE G	7/14	-2	+2	+3
ATTACK		+2	0	-3

ACTIONS	SIZE
1	6

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

ARMOR AND DAMAGE

ARMOR: 14

DAMAGE:


BACKUP SENSOR

PERKS/FLAWS:
AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL
FGC	F	+1	1/3/6/12/24	x7	ROF 2, AI, R
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3
VB	F	0	0/-/-/-/-	x8	M
VB	F	0	0/-/-/-/-	x6	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)

HEAVY GEAR BLITZ



IGUANA PARATROOPER

ATT	DEF	EW	LD
-----	-----	----	----

M	SPEED	STOP	CBT	TP
DEFENSE W	5/9	-2	+1	+2
DEFENSE G	7/14	-2	+2	+3
ATTACK		+2	0	-3

ACTIONS	SIZE
1	6

DETECT: 4
SENSORS: +1
AUTO COMM: 5
COMM: +2

ARMOR AND DAMAGE

ARMOR: 14

DAMAGE:


RUGGED MOVE.

PERKS/FLAWS: AIRDROPPABLE
AUX SYSTEMS: ECM 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, IF, AE2
VB	F	0	0/-/-/-/-	x7	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)

HEAVY GEAR BLITZ



IGUANA COMMANDO

ATT	DEF	EW	LD
-----	-----	----	----

M	SPEED	STOP	CBT	TP
DEFENSE W	5/9	-2	+1	+2
DEFENSE G	7/14	-2	+2	+3
ATTACK		+2	0	-3

ACTIONS	SIZE
1	6

DETECT: 4
SENSORS: +1
AUTO COMM: 5
COMM: +2

ARMOR AND DAMAGE

ARMOR: 14

DAMAGE:

RUGGED MOVE.


PERKS/FLAWS: AIRDROPPABLE, CAMO NET.
AUX SYSTEMS: ECM 2, SMOKE x6

NAME	ARC	ACC	RANGE	DAM	SPECIAL
LBZK	F	0	3/6/12/24/48	x15	
SKG	F	-1	0/-/-/-/-	x12	M
HG	F	-1	0/2/3/6/12	x15	AI, TH, AE2
VB	F	0	0/-/-/-/-	x6	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)

HEAVY GEAR BLITZ

DATA CARDS



SPITTING COBRA

ATT DEF EW LD

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

ARMOR AND DAMAGE

ARMOR: 21

DAMAGE: S L H C

ACTIONS

1 7

DETECT: 2

SENSORS: 0

AUTO COMM: 3

COMM: 0


HEAVY GEAR BLITZ

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
HRP/48	F	-1	4/9/18/36/72	x20	ROF 4, IF
LGM	F	-1	4/9/18/36/72	x15	IF, G, AE1, MR
LMG	FF	0	1/3/6/12/24	x3	ROF 4, AI
HG	F	-1	0/2/3/6/12	x15	AI, Th. AE2
VB	F	0	0/-/-/-	x9	M
				x7	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)

OPTION - RAZOR FANG: REMOVE MRP/18, ADD SATELLITE UPLINK, EXP. AUX, SENSOR +1, DETECT 4, AUTO COMM 5, COMM +2.

OOO



COBRA MP

ATT DEF EW LD

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

ARMOR AND DAMAGE

ARMOR: 21

DAMAGE: S L H C

ACTIONS

1 7

DETECT: 2

SENSORS: -1

AUTO COMM: 3


COMM: -1

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL
LAC	F	0	3/6/12/24/48	x8	ROF 2, R
APM	F	0	3/6/12/24/48	x4	IF, AI, AE4, MR
HPZF	F	-1	3/6/12/24/48	x20	
LMG	FF	0	1/3/6/12/24	x3	ROF 4, AI
CR	F	0	0/-/-/-	x8	M
				x7	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)

OO



KING COBRA

ATT DEF EW LD

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

ARMOR AND DAMAGE

ARMOR: 21

DAMAGE: S L H C

ACTIONS

1 7

DETECT: 2

SENSORS: 0

AUTO COMM: 4

COMM: +1


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
HRP/24	F	-1	4/9/18/36/72	x20	ROF 3, IF
LGM	F	-1	4/9/18/36/72	x15	IF, G, AE1, MR
LAC	FF	0	3/6/12/24/48	x8	ROF 2
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/-/-/-	x9	M
				x8	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)

Rf 2, Imp. Rear Defense

OOOOOO



ANOLIS REFIT

ATT DEF EW LD

M	SPEED	STOP	CBT	TP
DEFENSE W	5/9	-2	+1	+2
DEFENSE G	7/13	-2	+2	+3
ATTACK		+2	0	-3

ARMOR AND DAMAGE

ARMOR: 11

DAMAGE: S L H C

ACTIONS

1 6

DETECT: 4

SENSORS: +1

AUTO COMM: 4


COMM: +1

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL
VLAC	F	0	3/6/12/24/48	x6	ROF 2, R
LRP/16	F	-1	1/3/6/12/24	x4	ROF 2, IF
HG	F	-1	0/2/3/6/12	x15	AI, Th. AE2
VB	F	0	0/-/-/-	x8	M
				x6	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)

O



BLACK ADDER

ATT DEF EW LD

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

ARMOR AND DAMAGE

ARMOR: 16

DAMAGE: S L H C

ACTIONS

1 7

DETECT: 2

SENSORS: 0

AUTO COMM: 3

COMM: 0


HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL
SC	F	-1	1/3/6/12/24	x28	
MRP/36	F	0	3/6/12/24/48	x18	ROF 4, IF
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3
				x7	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)

PERKS/FLAWS: SENSOR DEPENDANT

OOOOOO



BASILISK

ATT DEF EW LD

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

ARMOR AND DAMAGE

ARMOR: 15

DAMAGE: S L H C

ACTIONS

1 6

DETECT: 3

SENSORS: -1

AUTO COMM: 4

COMM: 0


HEAVY GEAR BLITZ

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	x15	ROF 3, AE2, 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
				x6	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)

OOOOOO


DATA CARDS



CHAMELEON

	M	SPEED	STOP	CBT	TP
DEFENSE	W	5/9	-2	+1	+2
DEFENSE	G	7/14	-2	+2	+3
ATTACK			+2	0	-3

#



ACTIONS	SIZE
1	6

DETECT: 4

SENSORS: +1

AUTO COMM: 5

COMM: +2

ARMOR AND DAMAGE

ARMOR: 14

DAMAGE:

Exp. AUX.


PERKS/FLAWS:

AUX SYSTEMS: STEALTH (5), TD (3)

HEAVY GEAR BLITZ

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
VB	F	0	0/-/-/-/-	x8	M
				x6	M


PHYSICAL ATTACK (PUNCH/KICK/RAM)



DESERT VIPER

	M	SPEED	STOP	CBT	TP
DEFENSE	W	4/7	-3	-1	+1
DEFENSE	G	7/14	-2	+2	+3
ATTACK			+2	0	-3

#



ACTIONS	SIZE
1	6

DETECT: 3

SENSORS: 0

AUTO COMM: 3

COMM: 0

ARMOR AND DAMAGE

ARMOR: 16

DAMAGE:

Rf2, RUGGED MOVE.


PERKS/FLAWS: IMP. OFF-ROAD, LSP 1, OVERHEATING, DEF. ACTIVE SENSORS (2)

AUX SYSTEMS:

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL
HGL	F	-1	3/6/12/24/48	x20	ROF 1, IF, AE2
MRP/18	F	-1	3/6/12/24/48	x18	ROF 3, 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 O
VB	F	0	0/-/-/-/-	x8	M
				x6	M


PHYSICAL ATTACK (PUNCH/KICK/RAM)



PYTHON

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

#



ACTIONS	SIZE
1	7

DETECT: 2

SENSORS: 0

AUTO COMM: 3

COMM: 0

ARMOR AND DAMAGE

ARMOR: 19

DAMAGE:


PERKS/FLAWS: DEF. ACT. SNR (1), 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
LGM	F	-1	4/9/18/36/72	x15	IF, G, AE1, MR
HRP/24	F	-1	4/9/18/36/72	x20	ROF 3, IF
MRP/18	F	-1	3/6/12/24/48	x18	ROF 3, IF
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3 OOOOOO
				x7	M

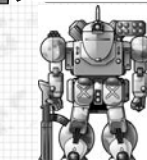
PHYSICAL ATTACK (PUNCH/KICK/RAM)



RATTLESNAKE

	M	SPEED	STOP	CBT	TP
DEFENSE	W	4/7	-3	-1	+1
DEFENSE	G	7/11	-3	0	+2
ATTACK			+2	0	-3

#



ACTIONS	SIZE
1	6

DETECT: 2

SENSORS: -1

AUTO COMM: 3

COMM: -1

ARMOR AND DAMAGE

ARMOR: 13

DAMAGE:


PERKS/FLAWS: DEF. FIRE CONTROL (1)

AUX SYSTEMS:

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL
LAC	F	0	3/6/12/24/48	x8	ROF 2, R
MRP/9	F	-1	3/6/12/24/48	x18	ROF 1, IF
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3 OOOOOO
VB	F	0	0/-/-/-/-	x8	M
				x6	M

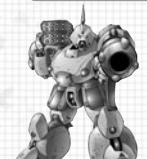
PHYSICAL ATTACK (PUNCH/KICK/RAM)



SIDEWINDER

	M	SPEED	STOP	CBT	TP
DEFENSE	W	4/8	-3	-1	+1
DEFENSE	G	7/13	-3	+1	+2
ATTACK			+2	0	-3

#



ACTIONS	SIZE
1	6

DETECT: 3

SENSORS: 0

AUTO COMM: 3

COMM: 0

ARMOR AND DAMAGE

ARMOR: 16

DAMAGE:


PERKS/FLAWS:

AUX SYSTEMS:

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL
MAC	F	0	4/9/18/36/72	x10	ROF 1, R
MRP/36	FF	-1	3/6/12/24/48	x18	ROF 4, IF
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3 OOOOOO
				x6	M

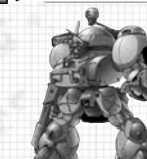
PHYSICAL ATTACK (PUNCH/KICK/RAM)



SILVERSCALE

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

#



ACTIONS	SIZE
1	6

DETECT: 5

SENSORS: +1

AUTO COMM: 4

COMM: +1

ARMOR AND DAMAGE

ARMOR: 14

DAMAGE:

PERKS/FLAWS: SENSOR BOOM

AUX SYSTEMS: ECM 2, TD 2


HEAVY GEAR BLITZ

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	x15	ROF 1, 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 OO
VB	F	0	0/-/-/-/-	x8	M
				x6	M

PHYSICAL ATTACK (PUNCH/KICK/RAM)

DATA CARDS





#

NAGA

M	SPEED	STOP	CBT	TP
DEFENSE W	4/7	-5	-3	-1
DEFENSE G	6/12	-5	-2	0
ATTACK		+2	0	-3

ATT	DEF	EW	LD

ARMOR AND DAMAGE

ARMOR: 23

DAMAGE: S L H C

DETECT: 2

SENSORS: 0

AUTO COMM: 3


COMM: 0

PERKS/FLAWS: LSP 1, SENSOR BOOM

AUX SYSTEMS: TD 1

NAME	ARC	ACC	RANGE	DAM	SPECIAL
MAC	F	0	4/9/18/36/72	x10	ROF 1, R
ATM	F	+1	4/9/18/36/72	x25	IF, G
PHYSICAL ATTACK (Kick/RAM)			x8	M	OOOOOOO

OPTION - COMMAND NAGA: REDUCE ATM AMMO TO 4, INCREASE AUTO COMM TO 5, COMMS TO +1, ADD ECM 2, ECCM 3, BACKUP COMM, SAT UPLINK



#

FIRE DRAGON

M	SPEED	STOP	CBT	TP
DEFENSE W	4/7	-5	-3	-1
DEFENSE G	5/9	-5	-2	-1
ATTACK		+3	+1	-2

ATT	DEF	EW	LD

ARMOR AND DAMAGE

ARMOR: 28

DAMAGE: 3 S L H C

DETECT: 2

SENSORS: +1


AUTO COMM: 4

COMM: +1

BACKUP SENSORS, SENSOR DEP.

PERKS/FLAWS: IMP. OFF-ROAD, LSP (2), SENSOR DEP., SNIPER SYSTEM (HRP), AUX SYSTEMS: AMS (1)

NAME	ARC	ACC	RANGE	DAM	SPECIAL
LAC	F	0	3/6/12/24/48	x8	ROF 2
LAC	F	0	3/6/12/24/48	x8	ROF 2
MFL	F	+1	1/2/4/8/16	X7	ROF 1, AE1, SB, IF
HRP/48	F	-1	4/9/18/36/72	x10	ROF 4, IF
PHYSICAL ATTACK (Kick/RAM)				x11	M



#

SAGITTARIUS

M	SPEED	STOP	CBT	TP
DEFENSE W	5/9	-5	-2	-1
ATTACK		+2	0	-3

ATT	DEF	EW	LD

ARMOR AND DAMAGE

ARMOR: 32

DAMAGE: S L H C

DETECT: 4

SENSORS: +1


AUTO COMM: 3

COMM: 0

PERKS/FLAWS: AMPHIBIOUS, IMP. OFF-ROAD, WPN LINK (VLRP)

AUX SYSTEMS: ECM 2

NAME	ARC	ACC	RANGE	DAM	SPECIAL
VLRP	FF	-1	1/3/6/12/24	x8	ROF 6, IF
VLRP	FF	-1	1/3/6/12/24	x8	ROF 6, IF
VLRP	FF	-1	1/3/6/12/24	x8	ROF 6, IF
LAC	F	0	3/6/12/24/48	x8	ROF 2
APGL	F	-1	1/3/6/12/24	x4	AI, IF, AE3
HMG	F	0	1/3/6/12/24	x4	ROF 3, AI
PHYSICAL ATTACK (Kick/RAM)				x9	M



#

HETAIROI

M	SPEED	STOP	CBT	TP
DEFENSE H	10/19	-5	0	0
ATTACK		+2	0	-3

ATT	DEF	EW	LD

ARMOR AND DAMAGE

ARMOR: 29

DAMAGE: S L H C

DETECT: 3

SENSORS: 0

AUTO COMM: 4

COMM: +1

EXP. MOVE, WEAK FACING (UNDERSIDE)

PERKS/FLAWS: RAM PLATE (F), LSP 2

AUX SYSTEMS: AUTOPILOT, JUMP JETS (6), SMOKE x10

NAME	ARC	ACC	RANGE	DAM	SPECIAL
VHAC	T	0	4/9/18/36/72	x15	ROF 1
HMG	T	0	1/3/6/12/24	x4	ROF 3, AI
MRP/18	F	-1	3/6/12/24/48	x18	ROF 3, IF
PHYSICAL ATTACK (RAM)				x6	M



#

VISIGOTH

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

ATT	DEF	EW	LD

ARMOR AND DAMAGE

ARMOR: 40

DAMAGE: S L H C

DETECT: 2

SENSORS: 0

AUTO COMM: 4

COMM: 0


Rf-5, BACKUP SENSOR, RUGGED MOVE.

PERKS/FLAWS: LSP 2, SENSOR DEP.

AUX SYSTEMS: AUTOPILOT, SMOKE x10

NAME	ARC	ACC	RANGE	DAM	SPECIAL
HFG	T	0	12/25/48/96/192	x28	IF, AE1
HAC	F	0	4/9/18/36/72	x12	ROF 1
LLC	T	+1	7/15/30/60/120	x16	MB2, AA
MRP/9	F	-1	3/6/12/24/48	x18	ROF 1, IF
MRP/9	F	-1	3/6/12/24/48	x18	ROF 1, IF
PHYSICAL ATTACK (RAM)				x13	M

OPTION - VISIGOTH KHAN: ADD ECM 2, ECCM 2, COMMS TO +1, LSP TO 1



#

HUN

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

ATT	DEF	EW	LD

ARMOR AND DAMAGE

ARMOR: 25

DAMAGE: S L H C

DETECT: 2

SENSORS: 0

AUTO COMM: 4

COMM: +1

Rf-3, SHIELDED WEAPONS

PERKS/FLAWS: AMPHIBIOUS, AUX SYSTEMS: AUTOPILOT

NAME	ARC	ACC	RANGE	DAM	SPECIAL
HRF	T	0	6/12/24/48/96	x12	
LLC	T	+1	7/15/30/60/120	x16	MB2, AA
MRP/36	F	-1	3/6/12/24/48	x18	ROF 4, IF
PHYSICAL ATTACK (RAM)				x10	M

OPTION - RECON HUN: SWAP MRP FOR SMOKE LAUNCHERS (x10) AND TRANSPORT (3 DRONES)

DATA CARDS

HITTITE

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

ATT DEF EW LD

ARMOR AND DAMAGE
 ARMOR: 25
 DAMAGE: S L H C
 Rf 3

PERKS/FLAWS: TRANSPORT 1 SQUAD, AMPHIBIOUS, AUX SYSTEMS: AUTOPILOT

NAME	ARC	ACC	RANGE	DAM	SPECIAL
HFL	T	+1	2/3/6/12/24	x9	ROF 2, AE2, SB, IF
HMG	L	0	1/3/6/12/24	x4	ROF 3, AI
HMG	L	0	1/3/6/12/24	x4	ROF 3, AI
HMG	Ri	0	1/3/6/12/24	x4	ROF 3, AI
HMG	Ri	0	1/3/6/12/24	x4	ROF 3, AI
PHYSICAL ATTACK (RAM)					
				x10	M

ACTIONS 2 **SIZE** 10
 DETECT: 2
 SENSORS: 0
 AUTO COMM: 4
 COMM: 0

HEAVY GEAR BLITZ

CAIMAN

M	SPEED	STOP	CBT	TP
DEFENSE	G	8/16	-6	-2 0
ATTACK			+1	-1 -4

ATT DEF EW LD

ARMOR AND DAMAGE
 ARMOR: 13
 DAMAGE: S L H C

PERKS/FLAWS: TRANSPORT 1 SQUAD
 AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL
MAC	T	0	4/9/18/36/72	x10	ROF 1
LMG	T	0	1/3/6/12/24	x3	ROF 4, AI
PHYSICAL ATTACK (RAM)					
				x8	M

ACTIONS 2 **SIZE** 8
 DETECT: 2
 SENSORS: 0
 AUTO COMM: 2
 COMM: 0

HEAVY GEAR BLITZ

OPTION - CAIMAN COMMAND: Add ECM 2, ECCM 2, COMM to +1

FIELD GUN

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

ATT DEF EW LD

ARMOR AND DAMAGE
 ARMOR: 8
 DAMAGE: S L H C

Rf2, SHIELDED WPN, EXP. MOVE.

PERKS/FLAWS:
 AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL
LFG	F	0	8/15/30/60/120	x22	AE1

ACTIONS 1 **SIZE** 5
 DETECT: 2
 SENSORS: 0
 AUTO COMM: 3
 COMM: 0

HEAVY GEAR BLITZ

INFANTRY PLATOON

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

WEAPON ACC PB / S / M / L / E DAM SPECIAL

SQUAD 1
 SKILL LEVEL:
 ARMOR:
 STD: / / / / / X
 HVY: / / / / / X

SQUAD 2
 SKILL LEVEL:
 ARMOR:
 STD: / / / / / X
 HVY: / / / / / X

EQUIPMENT:

SQUAD 3
 SKILL LEVEL:
 ARMOR:
 STD: / / / / / X
 HVY: / / / / / X

SQUAD 4
 SKILL LEVEL:
 ARMOR:
 STD: / / / / / X
 HVY: / / / / / X

EQUIPMENT:

HEAVY GEAR BLITZ

DRONES

HUNTER-KILLER DRONE

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

ARMOR: 4 EXP. MOVE.
 DAMAGE: L H C

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

DEMOLITION DRONE

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

ARMOR: 4 EXP. MOVE.
 DAMAGE: L H C

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

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

ARMOR: 4 EXP. MOVE.
 DAMAGE: L H C

ACTIONS: 1; SIZE: 2; DETECT: 4; SENSORS: +1;
 AUTO COMM: 5; COMM: +1; ARMOR: 3;
 PERKS/FLAWS: DRONE, LOW PROFILE;
 AUX SYSTEMS: TD1, ECCM1

HEAVY GEAR BLITZ

M	SPEED	STOP	CBT	TP
DEFENSE				
ATTACK				

ATT DEF EW LD

ARMOR AND DAMAGE
 ARMOR:
 DAMAGE: S L H C

EXPOSED MOVEMENT
 PERKS/FLAWS:
 AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL
------	-----	-----	-------	-----	---------

ACTIONS **SIZE**
 DETECT:
 SENSORS:
 AUTO COMM:
 COMM:

HEAVY GEAR BLITZ

HEAVY GEAR

BLITZ!

Terra Nova is a world on the brink of war. The Allied Southern Territories are standing proud, ready to defend the planet against the arrogantly puritanical Confederated Northern City States. Built on culture, united by force and honed by pride, the armies of the South stand as legions ready for their true destiny. Fanatics of the North and ignorant Badlanders shall unite under the proud banner of the AST, for only then may they be free. The question remains, however, is freedom granted by those who conquer or formed by those who fight for independence?

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