THIRD EDITION

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DREAM POD 9

THIRD EDITION

HEAVY GEAR®

GAME REFERENCE

Vehicles have always formed an important part of the Heavy Gear universe. This 256-page sourcebook features more than 200 vehicles ranging from classic Gear chassis to striders, tanks, aircraft and specialty transports. The Vehicle Companion compiles the best known vehicle designs from the vast number of Heavy Gear manuals into a single convenient game reference. All vehicles have been revised and are dual-statted for both Silhouette CORE and the Open Gaming License (OGL).

Includes vehicles from:

- The North
- The South
- The Badlands
- The Duelists
- Paxton
- Black Talon
- The CEF
- Caprice
- Utopia
- Atlantis
- Eden

Requires the use of the Silhouette CORE rulebook(tm) published by Dream Pod 9, Inc., or a Roleplaying Game Core Book published by Wizards of the Coast(R), Inc. You will also need a few six-sided dice, pen, and paper. Suitable for 2-6 players, aged 12 and above.

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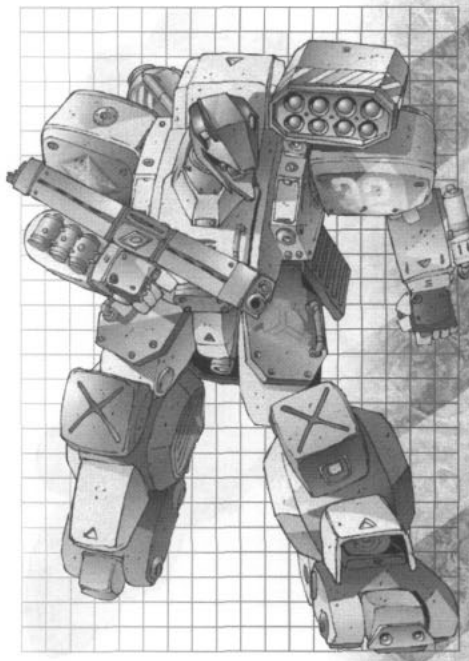
Chapter 1: North

HACS-01LG-SCT CHEETAH

The Cheetah scout Gear was the first machine to announce the technological superiority of the North in the early part of the twentieth century. Designed to surpass the speed and maneuverability of previous scout and reconnaissance Gears such as the Bobcat and Ferret, the Cheetah used cutting edge technology on a frame similar to the Northco Hunter. The new machine's almost fully humanoid design allowed it to be used in a variety of specialized combat roles, including assaults that were previously off limits to the combat-shy Bobcat and Ferret. The Cheetah is nonetheless lightly armored, but it relies on outstanding speed and superb maneuverability to give it a defensive edge. Speed is not always an appropriate defense, however, and the scout Gear is still often deployed with heavier Gears when undertaking combat missions. Attempts to increase armor strength have thus far been largely unsuccessful. The Gear is equipped with a variety of hardpoints including a series of waist-level attachments for deployable pack-guns to supplement any shoulder-mounted weaponry. The standard armament consists of a single pack gun, a RP-109 Pepperbox missile pod, grenades and a vibroknife.



The attempted invasion of Terra Nova by the Colonial Expeditionary Force in TN 1913 provided the Cheetah with ample opportunity to prove its worth in battle. Although few combat vehicles could match the combination of speed and firepower presented by the CEF's deadly hovertanks, the Cheetah was able to hold its own. Combat-capable scout units gave many Northern forces a critical edge when facing the initial drive of the Earth forces into the United Mercantile Federation and the border territories of the Western Frontier Protectorate. As the command of all Northern forces was centralized, the Cheetah came into much wider distribution and many units were transferred to the Mercantile and Western theaters. The war also saw the development of a many variants. Since the end of the war, the Cheetah has secured its place as the premier scout unit among almost all Northern forces, but is most widely used by the Northern Guard forces stationed in the Badlands. The Guard's elite 7th Gear Regiment — the Cat's Paws — use a great number of Cheetahs and swear by its strengths. The Paws' prestige ensures that Cheetah orders remain high.

Silcore Stat Block

Size: 6 (Tall, 4.1 m), Width: 3.3 meters, Standard operational weight: 5230 kg, Cost: 468,750 marks

***Defensive Threat Value (DTV); Movement: Walk 6/11 (65 kph) Ground 8/15 (91.6 kph), Maneuver: +2. Armor: 10/20/30**

***Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 600 km, Reaction Mass: n/a**

Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+1/25 km); Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 3); Sensors (+2/5 km)

***Offensive Threat Value (OTV)**

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Deployable Pack Gun	F	-1	x8	2	+2	Hand-Held	30
1	Light Rocket Pod/24	F	-1	x12	1	+3	HEAT, Indirect Fire	24
4	Hand Grenade	F	-1	x15	0	0	Anti-Infantry, HEAT, Hand-Held	1
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-
1	Target Designator	F	0	x0	2	0	Target Designator	Unlimited

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 40, Occupancy: 1 operator, no cargo, Armor Hardness: 10, Defense:0, Strength: 45 (+15)

Speed: Land 135 kph, Tactical Speed: Land 225 m, Initiative: 0, Maneuver: +1

Special Abilities: ECM (Comm +3, Radar +3), Laser Designator (RI: 150m), GPS, NBC Filter, High Rez Radar (4 km), Tactical Radio, Infrared (3km)

Exotic Abilities: None

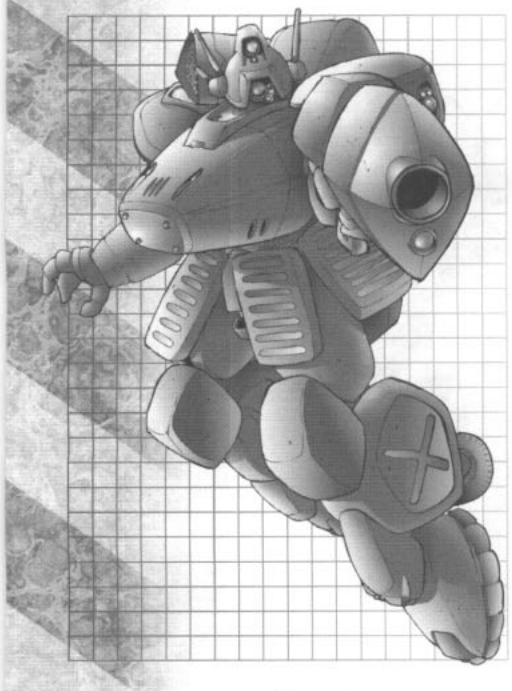
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
25mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades**	8d10	SS	12m	4	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)

NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.

HACS-01LG-STH BLACK CAT



Probably one of the most mysterious machines presently in use in any Terranovan army, the Black Cat's history is shrouded in secrecy. The tale began in the last days of the War: the allied forces of Terra Nova needed a fast, discreet Gear to infiltrate Earth's few remaining defense lines — all of them under heavy surveillance — and either report on enemy activity or conduct raids. The machine had to be light, maneuverable and very adaptable. The modern Jaguar proved to be relatively too slow and cumbersome for the job, though its armor afforded at least a decent amount of protection. Next in line for consideration was the Cheetah: it could run quite fast (65kph) and was considered one of the most agile Gears in service. Mobility won over brute strenght and it was decided to fund a crash development program that would start with the Cheetah frame and create the required raider/recon unit. From the start, it was decided that the new Gear would feature some of the best stealth technology available in that field. If it could not carry heavy armor, at least it would not be exposed to enemy fire as much.

Shaian Mechanics set out to build the new machine's frame, while Hyperion Werks handled the Gear's stealth systems and outer covering. Racetech, a well-known tire company, supplied the numerous high grade rubberized parts required by the design, even though they did not know much about the project. The Black Cat's body panels were slightly more angular than its forebears' and their relative lack of surface features hid a remarkebly complex composite structure. The exact nature of the materials used for the body panels remains jealously guarded by Hyperion Werk's engineers and the Northern military command, even cycles after the end of the War. Rumors have it that it would be a radar absorbing variant of the armoplast material already widely used by Terranovan manufacturers, but no one is talking. The final head module was totally different from the one sported by the Cheetah, with new and updated sensors. A superconductive battery, which can be recharged via a small gas turbine, furnishes the energy, allowing nearly complete stealth if necessary.

Silcore Stat Block

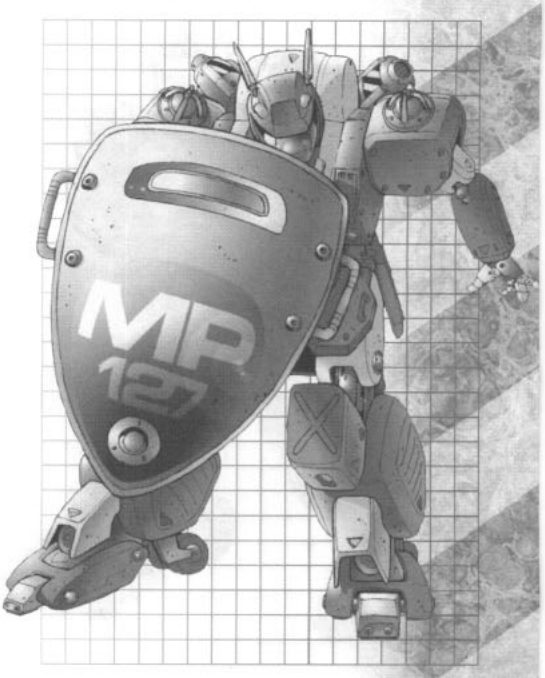
Size: 6 (Tall, 4.1 m), Width: 2.9 meters, Standard operational weight: 4930 kg, Cost: 2,418,600 marks/dinars								
*Defensive Threat Value (DTV); Movement: Walk 6/11 (65 kph) Ground 8/15 (92 kph), Maneuver: +2, Armor: 10/20/30								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 250 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (+1/25 km); Hostile Environment Protection (Desert); Informaton Warfare Device: ECM (Rating 2), Stealth (Rating 6); Sensors (+2/5 km); Weakness: Exposed Auxiliaries								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	0	x8	2	+2	Hand-Held	40
1	Light Rocket Pod/16	F	-1	x12	1	+2	HEAT, Indirect-Fire	16
4	Hand Grenades	F	-1	x15	0	0	Anti-Infantry, HEAT, Hand-Held	1
1	Vibroblade	F	0	X8	0	0	Hand-Held, Armor-Piercing	-
1	Target Designator	F	0	0	2	0	Target Designator	Unlimited

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 40, Occupancy: 1 operator, no cargo, Armor Hardness: 10, Defense: 0, Strength: 35 (+12)						
Speed: Land 135 kph, Tactical Speed: Land 230 m, Initiative: 1, Maneuver: +2						
Special Abilities: ECM (Comm +3, Radar +3), Laser Designator (RI: 150m), GPS, NBC Filter, High Rez Radar (4 km), Tactical Radio, Infrared (3km), Elecronic Counter Measures, Stealth,						
Exotic Abilities: None, Mecha Defects: Weak Point, Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
20mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	16	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

HACS-01LG-MP CHEETAH MP

The Cheetah MP is a relatively recent addition to the Military Police arsenal, having being developed from the infantry clearing Gears of the late cycles of the War of the Alliance. The second machine used by the Northern Guard's Military Police, the Cheetah MP is designed for those jobs the larger Jaguar MP just cannot tackle. With awesome mobility and a slightly smaller size, the Cheetah MP is better suited for many police operations than its larger brother. The Military Police detachment in Valeria received its first five machines in the Spring of TN 1927. Other city-states have since started to receive theirs, though Shaian Mechanics has been notably slow in producing and delivering them. Those units that do have a mix of Jaguar MPs and Cheetah MPs often deploy the two types of Gears together in joint patrols, making a combination of speed, firepower and electronic warfare capabilities available to the squadron. Cheetah MPs are often deployed alone during SWAT-style assaults in confined urban surroundings, where their reduced size and maneuverability is a noted tactical advantage.



The Military Police version of the Cheetah differs very little from the standard mass-produced HACS-01LG-SCT. Aside from a new head module and the standard police shield and shotgun, both are remarkably similar in appearance and performance. The Cheetah MP trades the Cheetah's large sensor and communications array for a sturdier and simpler one, better capable of withstanding the punishment of close-range combat. The police shield, while somewhat bulky, improves the survival chances of the thin-skinned Gear. To facilitate maintenance and resupply, both the fragmentation cannon and the shield are the same model as those carried by the Jaguar MP. Strangely, the complex ECM package of the standard Cheetah has been retained for the police version. While many observers have decried this as an obvious waste of resources — given the Cheetah MP's intended mission — the ECM equipment is well liked by the MPs, permitting them to use a whole new range of tactics when facing down rebellious soldiers or enemy infiltrators.

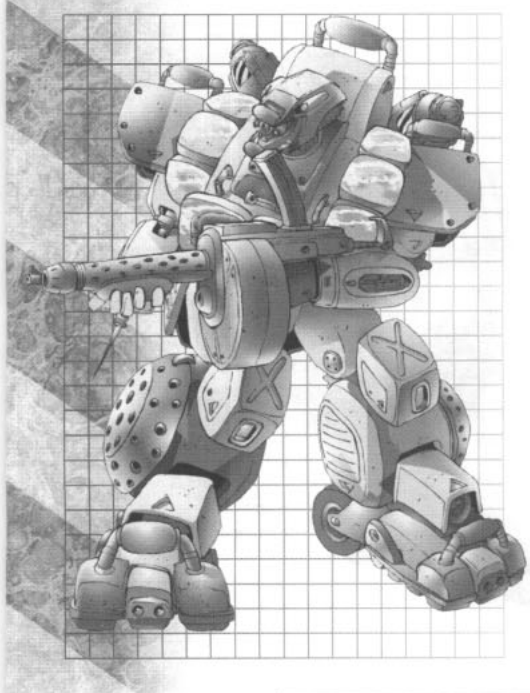
Silcore Stat Block

Size: 6 (Tall, 4.1 m), Width: 3.3 meters, Standard operational weight: 3415 kg, Cost: 468,750 marks								
*Defensive Threat Value (DTV); Movement: Walk 6/11 (65 kph) Ground 8/15 (89 kph), Maneuver: +2. Armor: 10/20/30								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 220 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (-1/10 km); Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 3); Reinforced System: Backups; Sensors (-1/2 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Frag Cannon	F	+1	x7	1	0	Anti-Infantry, Area Effect: 0, Hand-Held, Scatter	20
1	Anti-Personnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect: 0, Indirect-Fire	6
1	Anti-Personnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect: 0, Indirect-Fire	6
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-
1	Riot Shield	F	0	x6	0	0	Hand-Held, Shield	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.1 m), Hit Points: 40, Occupancy: 1 operator, no cargo, Armor Hardness: 10, Defense: 0, Strength: 35 (+12)						
Speed: Land 135 kph, Tactical Speed: Land 230 m, Initiative: 0, Maneuver: +1						
Special Abilities:, ECM (Comm +3, Radar +3), Laser Designator (RI: 150m), GPS, NBC Filter, High Rez Radar (4 km), Tactical Radio, Infrared (3km), Shield						
Exotic Abilities: None, Mecha Defects: Weak Point Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Frag Cannon*	3d12	A	80m	20	Automatic, Spread	Arc of Fire (Fr)
APGL**	2d10	SS	40m	16	Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo
APGL**	2d10	SS	40m	16	Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

HACS-01LG-PARA CHEETAH PARATROOPER



The Cheetah was born out of the Northern armies' need for a rapid scout/strike unit that could replace the outdated Ferret and Bobcat Gears at a reasonable cost. Given the vast distances to cover and the importance of a speedy reaction force, it was inevitable that a specialized Cheetah Paratrooper version would see the light of day. One of the first variants of the Cheetah, the Paratrooper was released in TN 1894 and intended to act as a companion to the Hunter Commando. The Gear would go on to inspire several other paratrooper units, including the Strike Cheetah and the Hunter Paratrooper. The development of the Jaguar, with paratrooper capabilities as a standard feature, has unexpectedly meant an increased demand for the Cheetah Paratrooper as an airdrop-capable recon unit is often necessary for Jaguar squadrons.

Although almost any Gear can be fitted with a parachute harness and thrown out of an aircraft, it takes some specialized equipment to survive the experience in combat-ready shape. With a padded cockpit and a leg suspension system to absorb the shock of five tons of metal hitting the ground, the Cheetah Paratrooper is designed to do just that. Other modifications include crashbars fitted over sensitive points in case of unexpected collisions during landing; parasails in a discardable container attached to the shoulders that can be jettisoned in seconds by flipping a switch; and airbrakes mounted on the legs to slow the vehicle to a smooth touchdown during high-speed drops. The airbrakes are the same as those mounted on the Strike Cheetah. The Cheetah Paratrooper's armament consists of a M260P Paratrooper rifle: a combination of a 20 mm light autocannon and a drum-fed grenade launcher mounted in sidecar. The M260P is ideal for a paratrooper since it is lightweight and compact while packing devastating firepower at close range. Its main drawback is its high ammunition consumption in automatic fire mode (especially when grenades are involved). Southern observers have noted its similarity to the AK-67 Paratrooper Rifle used by the Jäger Paratrooper for over a century.

Silcore Stat Block

Size: 6 (Tall, 4.1 m), Width: 3.3 meters, Standard operational weight: 5010 kg, Cost: 2,289,000 marks

*Defensive Threat Value (DTV); Movement: Walk 6/11 (65 kph) Ground 8/15 (89 kph), Maneuver: +2. Armor: 10/20/30

*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 600 km, Reaction Mass: n/a

Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (0/10 km); Feature: Airdroppable; Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 3); Reinforcd System: Movement; Sensors (+1/2 km)

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	0	x8	2	+2	Hand-Held	30
1	Grenade Launcher	F	-1	x15	1	+2	HEAT, Indirect Fire, Hand-Held	10
1	Chassis Reinforcement	F	0	x7	0	0	Armor-Piercing	-
1	Target Designator	F	0	x0	2	0	Target Designator	Unlimited

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.1 m), Hit Points: 40, Occupancy: 1 operator, no cargo, Armor Hardness: 10, Defense: 0, Strength: 35 (+12)

Speed: Land 135 kph, Tactical Speed: Land 230 m, Initiative: 0, Maneuver: +1

Special Abilities:, ECM (Comm +3, Radar +3), Laser Designator (RI: 150m), GPS, NBC Filter, High Rez Radar (4 km), Tactical Radio, Infrared (3km), Infrared (3km)

Exotic Abilities: None, Mecha Defects: Weak Point, Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)

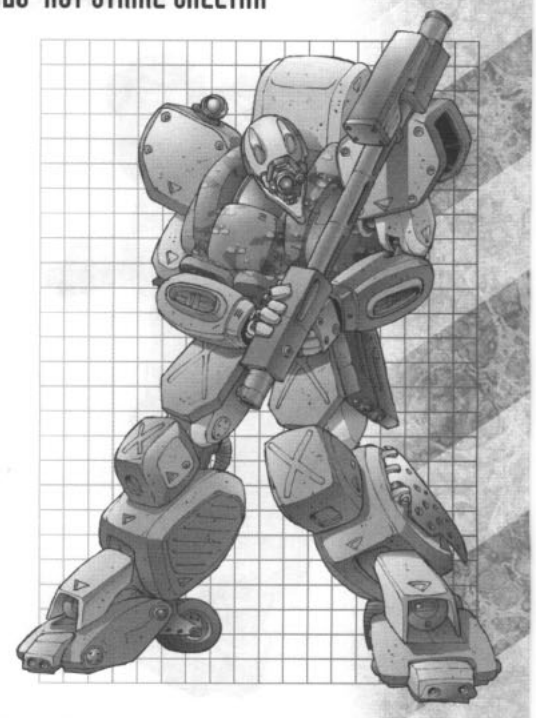
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Light Autocannon*	4d12	A	80m	30	Automatic, Extra Ammo	Arc of Fire (Fr)
Grenade Launcher**	8d12	A	25m	10	Automatic, Indirect Fire	2 x Short Range
Chassis Reinforcement***	3d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)

NOTE: *Ballistic Weapon; **Blast Weapons, *** Piercing. All weapons are Hardpoint-mounted, the A/C is handheld.

HACS-01LG-AST STRIKE CHEETAH

SThe Strike Cheetah first appeared during the War of the Alliance and quickly became one of the most successful Cheetah variants in that chassis' short history. The Cheetah scout Gear was upgraded to a combat model by adding heavier armor and weaponry, turning it into a light tank hunter. Engine performance was boosted by 8.6%, making the Strike able to carry additional equipment and armor while maintaining the same speed. The armor was upgraded with the addition of a thick armor vest; a Strike Cheetah can withstand a frontal attack with a 25mm HEAT round with virtually no damage. The Strike Cheetah was also equipped with parachute hardpoints, modified shock-absorbers and deployable air brakes for airdrop assaults, giving it a range of mission profiles greater than the Cheetah Fang pure anti-armor variant. During the War, Strike Cheetahs were often dropped in teams behind enemy lines to attack fortified installations with speed and accuracy.



The Strike's usual armament consists of a Paxton Arms RFL-2 Soothsayer automatic rocket cannon, accompanied by a M25 pack gun, some grenades and a vibroblade knife. The UV spotlights of the standard Cheetah were kept, but the ECM forearm pods were downgraded and the target designator removed altogether. Crashbars are quite popular with newer pilots, less so with older veterans. Reactive armor is also a favorite, although the high costs involved mean that it is normally only installed on machines that are to be involved in very intense combat missions. In the opinion of many military experts, the Strike version of the Cheetah proved to be just as good at armored combat as any other standard combat Gear and has become one of the favorite Gears of elite units such as the 7th Gear regiment, the Cat's Paws. After the War of the Alliance, many Strike Cheetahs were not returned to their old scout duties and continued to serve in various Northern forces. There are no rumors, as yet, about their replacement. In fact, the Strike Cheetah set the stage for the release of other variants based on its airdroppable frame, including the sniper Stalking Cheetah and Stalking Cheetah RFL.

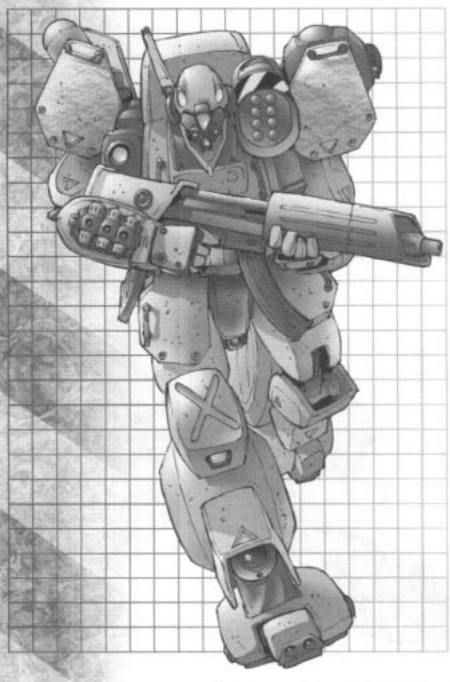
Silcore Stat Block

Size: 6 (Tall, 4.1 m), Width: 3.3 meters, Standard operational weight: 5950 kg, Cost: 501,000 marks								
*Defensive Threat Value (DTV); Movement: Walk 6/11 (65 kph) Ground 8/15 (91.6 kph), Maneuver: +2. Armor: 14/28/42								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 600 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+1/25 km); Feature: Airdroppable; Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 2); Sensors (+2/5 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Rapid Fire Bazooka	F	0	x14	1	+2	Hand-Held, HEAT	60
1	Deployable Pack Gun	F	-1	x8	2	+2	Hand-Held	30
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.1 m), Hit Points: 40, Occupancy: 1 operator, no cargo, Armor Hardness: 10, Defense: 0, Strength: 35 (+12)						
Speed: Land 135 kph, Tactical Speed: Land 230 m, Initiative: 0, Maneuver: +1						
Special Abilities: ECM (Comm +3, Radar +3), Laser Designator (RI: 150m), GPS, NBC Filter, High Rez Radar (4 km), Tactical Radio, Infrared (3km), Infrared (3km), Parachute						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Rapide Fire Bazooka**	7d12	A	100m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
20mm Autocannon*	4d12	A	80m	30	Automatic, Extra Ammo	Arc of Fire (Fr)
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons, *** Slashing. All weapons are Hardpoint-mounted, the A/C is handheld.						

HACS-01LG-EW WHITE CAT



While the White Cat and its recent Silver Cat variant are designed primarily for offensive electronic warfare, with a secondary use in defensive electronic warfare, Northern Guard high command has become increasingly worried about the danger from Southern electronic warfare units such as the Chatterbox. A program is underway to develop a Gear dedicated to eliminating these enemy units, and the White Cat has formed the basis of this program, leading to the development of the White Cat Electronic Warfare Hunter or White Cat EWH. The new model uses an upgraded electronic counter-counter-measures pod able, in the hands of a skilled operator, to consistently defeat the ECM package employed by the Chatterbox. The mission profile of the EWH is not only to counter Southern ECM efforts, but to destroy the units responsible. To this end, the White Cat's usual light rocket pod has been replaced by a sealed launch bin containing three DiMaean Raptor-9 radiation-homing missiles. These missiles relentlessly home in on units employing emission-based electronics, including active sensor sweeps, communications, ECM jamming and ECCM signal boosting. When ECM coverage begins, the White Cat EWH can launch a missile almost blind, confident that it will home in on the strongest signal on the battlefield: the jamming noise. The EWH also retains its own ECM capabilities and a target designator for guiding in other munitions.

The field testing of the unit during TN 1932 proved extremely successful, granting Northern forces a very noticeable electronic warfare edge which translated into victory on the battlefield. The DiMaean missiles and other parts of the White Cat system remain quite rare, however, and despite the fact that it is now a standard model, very few EWHs are currently in service. The Guard is trying to reach an agreement with Shaian to increase production in the face of rising hostilities. DiMaean Missile Systems is the weakest link in the chain and may be unable to meet production requirements, so insiders predict a Shaian buy-out of the Norlight weapons manufacturer in the near future.

Silcore Stat Block

Size: 6 (Tall, 4.1 m), Width: 3.3 meters, Standard operational weight: 5110 kg, Cost: 532,200 marks

*Defensive Threat Value (DTV); Movement: Walk 6/11 (65 kph) Ground 8/15 (91.6 kph), Maneuver: +2. Armor: 10/20/30

*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 600 km, Reaction Mass: n/a

Perks and Flaws: Accessory: Searchlight (100 m, Ff); Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+1/30 km), Satellite Uplink; Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 4), ECCM (Rating2); Sensors (+2/7 km); Negative Feature: Vulnerable to Haywire; Weakness: Exposed Auxiliaries

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	0	x8	2	+2	Hand-Held	40
1	Light Rocket Pod/8	F	-1	x12	1	+1	HEAT, Indirect Fire	8
4	Hand Grenade	F	-1	x15	0	0	Anti-Infantry, HEAT, Hand-Held	1
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-
1	Target Designator	F	0	x0	2	0	Target Designator	Unlimited

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.1 m), Hit Points: 40, Occupancy: 1 operator, no cargo, Armor Hardness: 10, Defense: 0, Strength: 35 (+12)

Speed: Land 137 kph, Tactical Speed: Land 230 m, Initiative: 0, Maneuver: +1

Special Abilities: ECM (Comm +3, Radar +3), Laser Designator (RI: 100m), GPS, NBC Filter, High Rez Radar (4 km), Tactical Radio, Infrared (3km), Infrared (3km), Satellite Uplink,

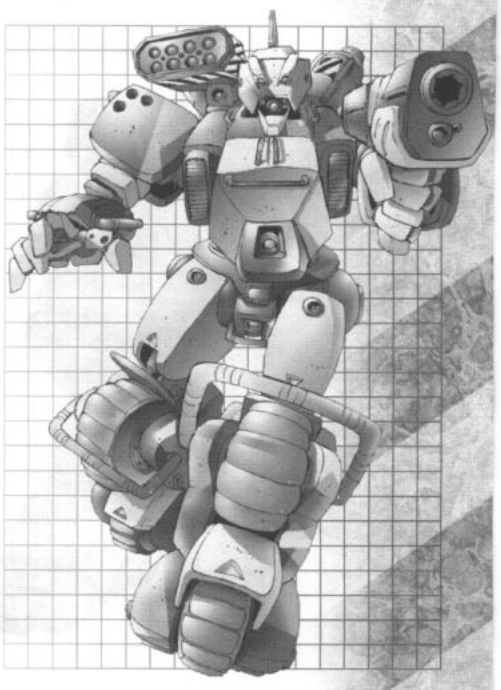
Exotic Abilities: None Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Negative Feature: Vulnerable to Haywire, Weakness: Exposed Auxiliaries

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	
20mm Autocannon*	4d12	A	80m	50	Automatic, Extra Ammo	Arc of Fire (Fr)	104
Lt Rocket Pod 8**	7d8	A	40m	8	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range	
Hand Grenades**	8d10	SS	12m	4	3x Blast	Arc of Fire (Fr), 3x Less Ammo	(88)
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)	

NOTE: *Ballistic Weapon; **Blast Weapons, *** Piercing. All weapons are Hardpoint-mounted, the A/C is handheld.

HACS-02LG-SCT BOBCAT



The Bobcat is both an advanced Gear and a throwback to an earlier time. Developed in the beginning of the TN 1690s, the Bobcat was the first dedicated scout/recon Gear on Terra Nova. It featured an efficient electronic array, which included an ECM device, and is both faster and more maneuverable than a Hunter. In many ways the Bobcat was a revolutionary machine that opened the door for future developments. It featured a radical main body structure in which the pilot, instead of sitting in the main body of the Gear, laid down on his stomach on a special couch. The forward and top armor panels could be left open during movement, making the Gear's cockpit more comfortable. The large panels also facilitated egress from the vehicle. Unfortunately, the nearly horizontal posture of the pilot lead to frequent neck aches. The electronic equipment bay was housed just above the pilot's legs, underneath the vehicle's head. Whenever maintenance was required, the entire head and electronic bay assembly could be raised out of the body on twin hydraulic rails. The Bobcat's compact head was a radical innovation for Northern designers who had employed a turret style head on the Hunter. The Bobcat design would eventually inspire more compact head designs even for Gears with normal sitting position.

The Bobcat also featured an innovative "kneel-down" SMS to counter a vertical balance problem. To engage its ground movement systems, the Bobcat would kneel forward and ride on wheels located in each knee and toes. This system provided excellent stability, but prevented the use of heavy armor plates on the leg assembly, exposing the movement system and chassis to potential damage. The weapon system was lighter than that of the Hunter with the introduction of the deployable pack gun (a collapsible light autocannon). The engineers, however, maintained the Pepperbox rocket pod of the older machine. Despite the fact that the alternate pilot positioning was abandoned and the Bobcat's SMS layout was also discarded after the Wildcat, the first true scout Gear nonetheless paved the way for all future Northern light recon Gears.

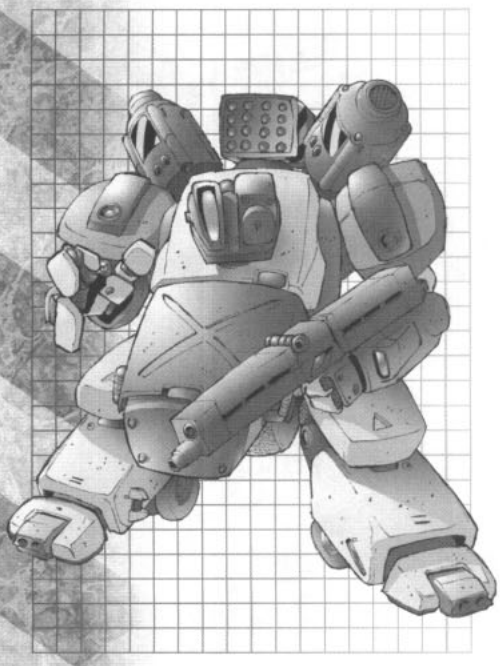
Silcore Stat Block

Size: 6 (Tall, 4.3 m), Width: 2.9 meters, Standard operational weight: 5689 kg, Cost: 351,333 marks								
*Defensive Threat Value (DTV); Movement: Walk 4/8 (49 kph) Ground 7/13 (78 kph), Maneuver: +1. Armor: 13/26/39								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 650 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Armor Quality: All Around; Communications (+1/20 km); Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 2); Sensors (+1/4 km); Weakness: Structure								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Deployable Pack Gun	F	-1	x8	2	+2	Hand-Held	30
1	Light Rocket Pod/24	F	-1	x12	1	+3	HEAT, Indirect Fire	24
4	Hand Grenade	F	-1	x15	0	0	Anti-Infantry, HEAT, Hand-Held	1
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-
1	Target Designator	F	0	x0	2	0	Target Designator	Unlimited

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 41, Occupancy: 1 operator, no cargo, Armor Hardness: 11, Defense: 0, Strength: 35 (+12)						
Speed: Land 117 kph, Tactical Speed: Land 194.22 m, Initiative: 0, Maneuver: +1						
Special Abilities: ECM (Comm +3, Radar +3), Laser Designator (RI: 150m), GPS, NBC Filter, High Rez Radar (4 km), Tactical Radio, Infrared (3km), Elecronic Counter Measures						
Exotic Abilities: None, Mecha Defects: Weak Point, Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
20mm Autocannon*	4d12	A	80m	30	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

HACS-02LG-SCT FERRET



TThe Ferret is one of the most unique Gears ever put in service on Terra Nova. Its design was probably influenced by that of the Bobcat, the first dedicated scout Gear of the Northern forces. The Bobcat featured a problematic secondary movement system based around oversized wheels powered by core motors on each of its knees. Bobcat pilots only had to kneel their machines and engage the core motors to acquire both low signature and great speed. Despite the structural flaws of the Bobcat this combination of stealth and speed seduced the military and they asked for a more specialized scout machine that could match these features and resolve its difficulties. Two prototypes were submitted to the military. The first, called the Fennec, was presented by Northco; although well designed, it was nothing more than a revamped Bobcat and the military refused it. The work on the Fennec would later be refurbished for the development of the Wildcat general purpose combat Gear. The Fennec's competition was an even more unique design proposed by the then largely unknown Keimuri Gear, which had built itself in the market of high performance motorcycles and custom Gear refits.

The Ferret that was proposed by Keimuri showed the unique outlook of he young company. Led by Liayna Keimuri, owner and mechanical design genius, the Keimury team created a machine that had the traits of both a Gear and a motorcycle. The Ferret was capable of two quite distinct modes of travel, which were referred to as Gear and Cycle. In Gear mode, the Ferret stood about 3.6 meters tall and walked on small, sturdy legs. In Cycle mode, the machine "sat" on a rear-mounted oversized drive wheel and locked its legs together, dropping its height to a mere 1.79 meters and assuming the characteristics of an oversized motorcycle. Designed as a light scout and recon vehicle, the Ferret was lightly armed, wielding almost identical weaponry as the Bobcat, namely a M25 pack gun and RP-109 Pepperbox rocket pod, supplemented by a vibroknife and one M-2A hand grenade. Like the Bobcat the Ferret also wielded a laser target designator, allowing it to tag targets for fire-support units.

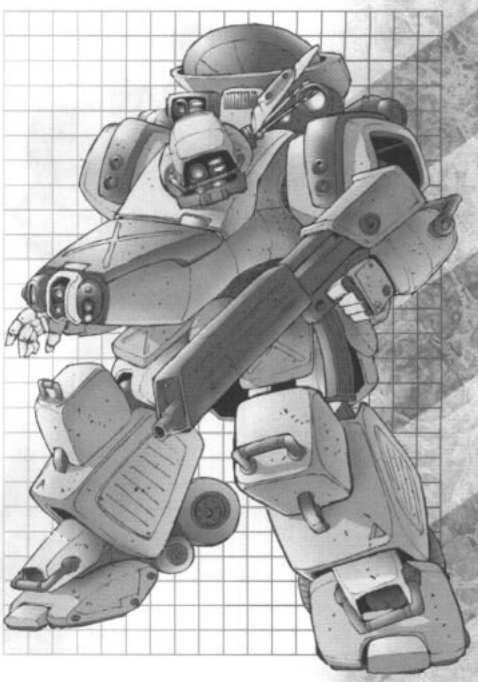
Silcore Stat Block

Size: 5 (Tall, 4.1 m), Width: 3.3 meters, Standard operational weight: 4210 kg, Cost: 226,100 marks								
*Defensive Threat Value (DTV); Movement: Walk 3/6 (36 kph) Ground 7/13 (80 kph), Maneuver: +1. Armor: 12/24/36								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 700 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+1/25 km); Feature: Low Profile (Ground Mouvement); Hostile Environment Protection (Desert); Sensors (+1/5 km), Decreased Manuver (Rating 2, Walker), Exposed Mouvement System								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Deployable Pack Gun	F	-1	x8	2	+2	Hand-Held	30
1	Light Rocket Pod/24	F	-1	x12	1	+3	HEAT, Indirect Fire	24
4	Hand Grenade	F	-1	x15	0	0	Anti-Infantry, HEAT, Hand-Held	1
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-
1	Target Designator	F	0	x0	2	0	Target Designator	Unlimited

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.1 m), Hit Points: 42, Occupancy: 1 operator, no cargo, Armor Hardness: 12, Defense: 0, Strength: 35 (+12)						
Speed: Land 120 kph, Tactical Speed: Land 200 m, Initiative: 0, Maneuver: +1						
Special Abilities: ECM (Comm +3, Radar +3), Laser Designator (RI: 100m), GPS, NBC Filter, High Rez Radar (4 km), Tactical Radio, Infrared (3km), Stealth: Low Profile						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Exposed Mouvement System,						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
20mm Autocannon*	4d12	A	80m	30	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades**	8d10	SS	12m	4	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

HACS-05LG-HW WEASEL



An outgrowth of the classic Wild Ferret electronic warfare (EW) Gear that once served as the principal electronic warfare platform of Northern Gear formations, the Weasel is also indirectly responsible for the existence and success of the White Cat, a Cheetah EW variant developed as a stop gap during the development of the new Gear. Indeed, the Weasel was commissioned from a reborn Keimuri Gear (the Ferret designers) and was intended to replace the Wild Ferret. The development of the Gear lasted nearly 9 cycles, however, and it was often interrupted by long periods of shelving, caused either by Keimuri's financial difficulties or technical problems. The replacement of the unique leg and power train assembly of the Ferret family by a more standard Gear lower body caused many problems, especially in finding away to move with speed an agility that exceeded the Ferret. The United Mercantile Federation Army had also insisted that the Weasel retain a relatively low profile, not exceeding 4.3 meters in height. The cockpit set-up had to be adapted from the Ferret with a "lie-back" position for the pilot which allowed for relatively long legs and a low height. While the power-train and chassis engineers delved into these problems, Keimuri's electronics subcontractors had plenty of time to produce a top-notch ECM/ECCM pod for the new machine. Even during the delay in production the EW pod was sold to the military for use in the Hunter Commando EW refits.

A dedicated specialist Gear, the Weasel was designed to carry a very light weapons load. The M25 pack gun long used by the Ferret family was replaced by a more powerful M225 autocannon with an extended clip of 50 rounds. The only other weapons provided were a Mk IV anti-personnel grenade launcher, a vibroblade weapons and a single M-2A hand grenade. This light weapons load was made more paltry by the below-average targeting computer of the Weasel. Nevertheless, the Gear is very good at its assigned task, able to jam enemy transmissions while keeping friendly electronics clear as almost no other unit can do. A back-mounted satellite dish allows for long range communications for command, control and forward observation duties.

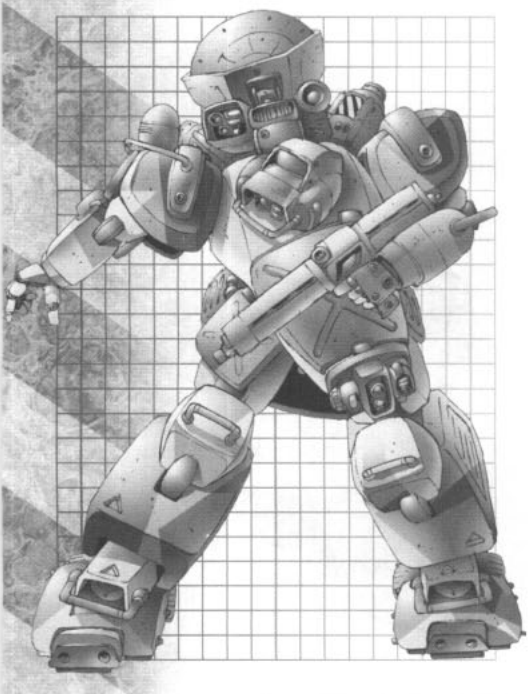
Silcore Stat Block

Size: 6 (Tall, 4.3 m), Width: 3.1 meters, Standard operational weight: 6457 kg, Cost: 896,500 marks								
*Defensive Threat Value (DTV); Movement: Walk 4/7 (41 kph) Ground 7/13 (80 kph), Maneuver: 0, Armor: 14/28/42								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+2/50 km), Satellite Uplink; Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 4), ECCM (Rating 4); Sensors (0/10 km); Negative Feature: Vulnerable to Haywire; Weakness: Exposed Auxiliaries								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	-1	x8	2	+2	Hand-Held	50
1	Anti-Personnel Grenade Launcher	F	-2	x3	1	0	Anti-Infantry, area Effect :0; Indirect Fire	6
1	Hand Grenade	F	-2	x15	0	0	Anti-Infantry, HEAT, Hand-Held	1
1	Vibroblade	F	-1	x8	0	0	Armor-Piercing, Hand-Held	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 44, Occupancy: 1 operator, no cargo, Armor Hardness: 14, Defense: 0, Strength: 35 (+12)						
Speed: Land 120 kph, Tactical Speed: Land 200 m, Initiative: 0, Maneuver: +1						
Special Abilities: ECM (Comm +3, Radar +3), Laser Designator (RI: 100m), GPS, NBC Filter, High Rez Radar (4 km), Tactical Radio, Infrared (3km), Stealth: Low Profile, Satellite Uplink						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Vulnerable to Haywire, Weakness: Exposed Auxiliaries						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
20mm Autocannon*	4d12	A	80m	50	Automatic, Extra Ammo	Arc of Fire (Fr)
APGL**	2d10	SS	40m	6	Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo
Hand Grenades**	8d10	SS	12m	2	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

HACS-05LG-C TATTLETALE



The Tattletale was designed as a very advanced command unit. Based on the Weasel chassis, it was the first fully cooperative effort between Keimuri Gear and Northco. The Tattletale retains some of the electronic warfare equipment of the previous design, but uses a more powerful communications and sensor array. Most of the extra electronic is located in armored pods mounted on the right shoulder and backpack of the Gear. The main communication set is a XLR-80 wide band long range radio. A sophisticated, encryption/decryption computer is built directly into the communication system. The secondary radio is a Werner Multicron-30SiG that can reach a receiver up to 30 kilometers away in battlefield conditions. Under clear conditions, with no interference and some relay, it is said that there is no limit to how far a signal can be bounced. The sensor array of the unit is also quite remarkable. The sophisticated Intel-7 Extra-wide Angle Camera Pod located on one of the arms is equipped with visual discrimination software and can be coupled with the various laser sensors carried in the Tattletale's head to supply additional information about the machine's surroundings. The Tattletale uses a light weapon layout, often similar to the Weasel's own. Some pilots prefer to replace the autocannon by a 60 mm frag cannon, a weapon whose shorter barrel is less cumbersome to use.

The Tattletale is a relatively recent addition to Northern arsenals and has not yet participated in any significant operations. Although Northco has advertised the Tattletale as a mixed command and control unit, most commanders have chosen to deploy it as a dedicated communications specialist, often pared with a Headhunter command unit, a Weasel or White Cat electronic warfare specialist and two standard combat units as defenders. Together this unit forms an effective command squadron, able to issue multiple orders and keep a Gear company coordinated and functioning while interfacing with regimental or brigade command units. Some commanders known for their distaste of over-specialized units have expressed concerns about the Tattletale's relatively light armor and weapons load.

Silcore Stat Block

Size: 6 (Tall, 4.3 m), Width: 3.1 meters, Standard operational weight: 6572 kg, Cost: 163,333 marks

*Defensive Threat Value (DTV); Movement: Walk 4/7 (41 kph) Ground 7/13 (80 kph), Maneuver: 0, Armor: 14/28/42

*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a

Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+3/50 km), Satellite Uplink; Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 2); Sensors (+1/10 km); Negative Feature: Vulnerable to Haywire; Weakness: Exposed Auxiliaries

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	-1	x8	2	+2	Hand-Held	50
1	Anti-Personnel Grenade Launcher	F	-2	x3	1	0	Anti-Infantry, area Effect :0; Indirect Fire	6
2	Hand Grenade	F	-2	x15	0	0	Anti-Infantry, HEAT	-
1	Vibroblade	F	-1	x8	0	0	Armor-Piercing, Hand-Held	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 42, Occupancy: 1 operator, no cargo, Armor Hardness: 12, Defense: 0, Strength: 35 (+12)

Speed: Land 120 kph, Tactical Speed: Land 200 m, Initiative: 0, Maneuver: +1

Special Abilities: ECM (Comm +3, Radar +3), Laser Designator (RI: 100m), GPS, NBC Filter, High Rez Radar (4 km), Tactical Radio, Infrared (3km), Stealth: Low Profile, Satellite Uplink

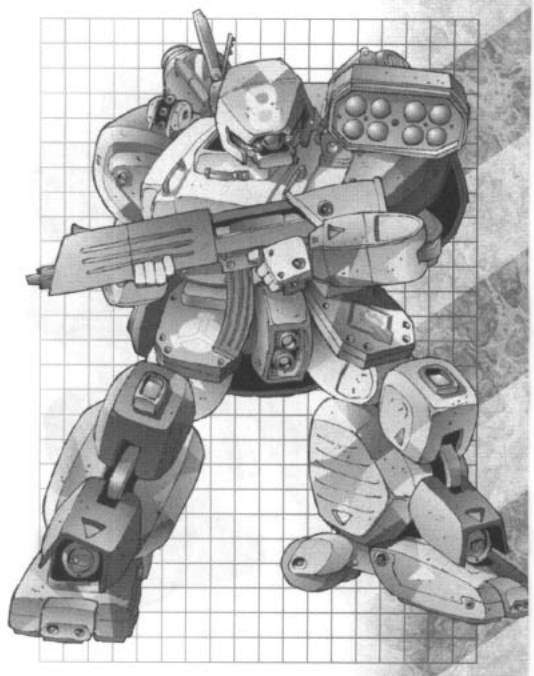
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Vulnerable to Haywire, Weakness: Exposed Auxiliaries

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
20mm Autocannon*	4d12	A	80m	50	Automatic, Extra Ammo	Arc of Fire (Fr)
APGL**	2d10	SS	40m	6	Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo
Hand Grenades**	8d10	SS	12m	2	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)

NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.

HACS-01MG-MP HUNTER



The Hunter was the first exclusively military walker machine on Terra Nova and remains among the most commonly seen Gear designs in active military service. Its greatest strength has always been its versatility and simplicity of design. Created when there were no scout/recon or fire-support Gears, the Hunter had to manage all by itself or in conjunction with more traditional armored or infantry forces. Although a great challenge to create, the Hunter was designed to be relatively easy to maintain and upgrade, allowing it to remain in service for decades without being refit. The simplicity of design has also meant a proliferation of specialized variants designed to excel at specific combat tasks. The standard Hunter (actually the Mark II, introduced in TN 1852) remain in wide usage, however, even in the face of more advanced machines. The standard armament of the Hunter reflects its generalized military duty. A Riley M222 autocannon rifle and a RP-109 Pepperbox act as the primary weapons, providing a good combination of firepower, range and limited indirect fire capabilities. A Mark IV anti-personnel grenade launcher provides additional defense against infantry, while several Gear-scale M-2A hand grenades and a vibroknife allow the Hunter to enter close combat.

The Hunter has seen more action than any other Northern combat Gear. First deployed during border conflicts between the expansionist United Mercantile Federation and the other major Northern leagues, the Hunter encountered its Southern counterpart (the Jäger) during the Merchant War of TN 1686 to 1688. The devastating battles of St. Vincent's War were also fought by the Hunter and the wide-scale warfare saw the machine begin to spread into the Badlands. The Gear was modernized and renamed the Hunter Mark II in the TN 1850s during another period of intense North-South conflict. The hard times of the War of the Alliance proved the endurance of the Hunter, because expensive spare parts and complex repair procedures limited the availability and service of more sophisticated machines. Northco is currently examining the possibility of creating a Hunter Mark III.

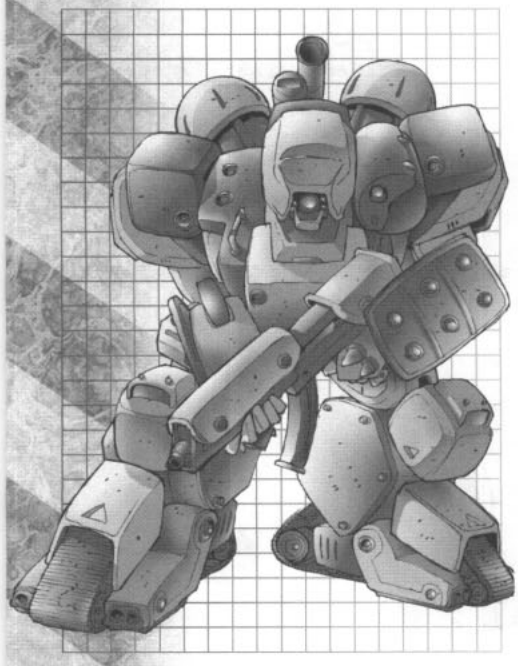
Silcore Stat Block

Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard Operational Weight: 6627 kg, Cost: 221,590 marks								
*Defensive Threat Value (DTV); Movement: Walk 4/7 (42 kph) Ground 6/12 (72 kph), Maneuver: 0, Armor: 15/30/45								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (0/10 km); Feature: Easy to Modify (all); Hostile Environment Protection (Desert); Sensors (0/2km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	0	x8	2	+2	Hand-Held	60
1	Light Rocket Pod/24	F	-1	x12	1	+3	HEAT, Indirect Fire	24
1	Antipersonnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	-1	x15	0	0	Anti-Infantry, HEAT, Hand-Held	1
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 45, Occupancy: 1 operator, no cargo, Armor Hardness: 15, Defense: 0, Strength: 40 (+15)						
Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: -1, Maneuver: -1						
Special Abilities: GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (2km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
25mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

HACS-01MG-FU ARMORED HUNTER



The "Full Armor" Hunter, also known as "the armored can," is one of the rarest Hunter variants of all. The FU program was an attempt to create a new type of Hunter that would be able to survive anything short of the firepower of a tank. Although the resulting armored shell was fairly impervious to Gear-class weaponry, the machine proved to be about as agile as the average herding springer. Its poor performance was a reflection of the extreme weight of its armor. The torso and lower legs were covered with plating that almost doubled in thickness, compared to the old Hunter plates. Both shoulders and generator housings received armored covers, and the skirts were elongated and thickened. A cast metal "helmet" was fitted on the head. The resulting machine was well protected, but it could barely move about. In recalibrating the actuators to support the higher load, the engineers were forced to slow them down to provide the required torque, severely hampering performances. The weapons were also traded for armored versions, namely the M226 armored autocannon and the RP-109A Iron Pepperbox.

The machine was developed in TN 1702, relatively soon after the regular Hunter, and was intended for frontline duties. It was to be assigned to officers when they would spearhead line-breaker attacks, but the high officer casualty rate confirmed that it would make a better sentry machine once equipped with the appropriate weapon payload. Even if it achieved operational status, the FA was almost never used in large-scale battles. It was considered a failure and was retired soon after it entered service. The remaining Armored Hunters are now used as sentinels for quiet outposts or supply depots or as trainers. Because of their lack of combat experience, examples these machines with evolving NNets are often considered "dumb" by experienced pilots and often have multiple "bad habits" picked up from countless rookies. Veterans prefer to stay clear of these machines. Only a few Armored Hunters still exist in their original condition; most were converted to the more useful Bearhunter configuration. In the end, many just simply ended up as spare parts.

Silcore Stat Block

Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard Operational Weight: 8307 kg, Cost: 174,000 marks

*Defensive Threat Value (DTV); Movement: Walk 3/6 (37 kph) Ground 6/11 (66 kph), Maneuver: -1, Armor: 17/34/51

*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 480 km, Reaction Mass: n/a

Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (-1/8 km); Feature: High Towing Capacity (Double); Hostile Environment Protection (Desert); Sensors (0/1.5km); Redundant (all Weapons)

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	0	x8	2	+2	Hand-Held	60
1	Light Rocket Pod/24	F	-1	x12	1	+3	HEAT, Indirect Fire	24
1	Antipersonnel Mortar	FF	0	x4	2	0	Anti-Infantry, Area Effect 0, HEAT, Indirect Fire, Min. Range: -1	6
3	Hand Grenade	F	-1	x15	0	0	Anti-Infantry, HEAT, Hand-Held	1
1	Chassis Reinforcement	F	0	x7	0	0	Armor-Piercing	-
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot ,Size: Large (Tall, 4.3 m), Hit Points: 48, Occupancy: 1 operator, no cargo, Armor Hardness: 18, Defense: 0, Strength: 42 (+15)

Speed: Land 99 kph, Tactical Speed: Land 165 m, Initiative: -1, Maneuver: -1

Special Abilities: GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (2km), Infrared (2km)

Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)

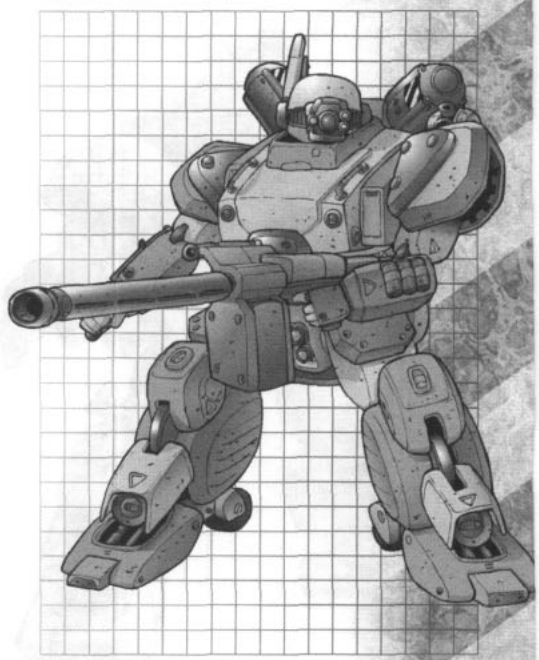
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
20mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Antpersonnel Mortar**	2d10	S	150m	8	Semiauto, Blast, Indirect, Guided (LG, SARH)	Arc of Fire (Fr), 2x Less Ammo
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)

NOTE: * Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.

HACS-01MG-AST ASSAULT HUNTER

The Assault Hunter is in almost every way a standard Hunter-class Gear, with only a simple change in weapons load. In some ways, however, it is a direct successor to the venerable Hunter Commando. Too costly to continue production during the dark days of the War of the Alliance, the Commando had its production stopped after the sixth manufacturing run. The Terranovan military infrastructure was bearing the brunt of the Terran assault, and could not afford to waste what little high technology they had on an older design; the expensive parts the Commando required were instead used on state-of-the-art machines, such as the Jaguar. Still, a machine carrying high firepower was required for anti-armor activities and it needed to be fielded quickly. If it could not deliver it through pinpoint accuracy, it would have to do it by brute force.



Somewhat simpler to manufacture (i.e. cheaper) than its predecessor, the Assault Hunter saw its M222 autocannon and RP-109 rocket pod were replaced by a 106 mm LGPC Snub Cannon, which packed sufficient firepower to take on even a main battle tank. A three-shell clip, containing both propellant and ammo, was slung under the barrel of the weapon. . Some rare machines, especially the ones that were commissioned for frontline assaults, had reactive armor laid on their torso. The armored jacket, a standard feature on many strike models, was rarely used. Although not as powerful or versatile as the Hunter Commando, the Assault Hunter proved to be quite useful during the War of the Alliance and is now more common than its sibling. Many of the Hunters in service today are Assault variants, serving as heavy weapon gunners in Gear squadrons. The most annoying flaw of the design is the extremely limited ammunitions supply and many pilots have taken to supplementing the standard load with a second three-round clip attached to the armor skirt (despite dangers of a devastating detonation) or bringing along a M25 pack gun as a back-up weapon. A more permanent solution is provided by the Assault Hunter AC variant.

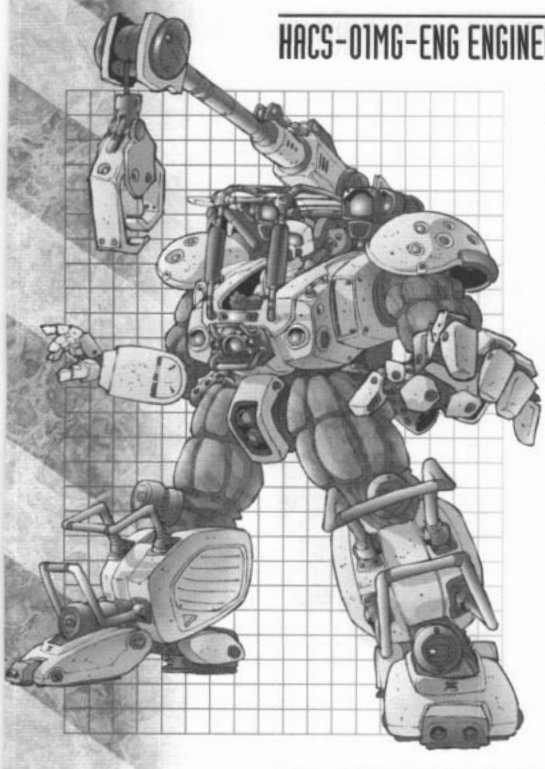
Silcore Stat Block

Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard Operational Weight: 6627 kg, Cost: 290,042 marks								
*Defensive Threat Value (DTV); Movement: Walk 4/7 (42 kph) Ground 6/12 (72 kph), Maneuver: 0, Armor: 15/30/45								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (0/10 km); Feature: Easy to Modify (all); Hostile Environment Protection (Desert); Sensors (0/2km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Snub Cannon	F	-1	x28	1	0	Hand-Held, HEAT	3
1	Antipersonnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	-1	x15	0	0	Anti-Infantry, HEAT, Hand-Held	1
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Huge (TallType: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 45, Occupancy: 1 operator, no cargo, Armor Hardness: 15, Defense: 0, Strength: 40 (+15)							
Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: -1. Maneuver: -1							
Special Abilities:, GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (2km)							
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)							
Weapons:							
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
90mm Snub Cannon*	5d20	SS	75m	20	—	Arc of Fire (Fr), Short Range	
APGL**	2d10	SS	40m	16	Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo	
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo	
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)	
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.							

HACS-01MG-ENG ENGINEERING



The Bricklayer is a specialist engineering unit derived from the Hunter military walker. It was first introduced in TN 1738 to gradually replace the older Prairie Dog and Groundhog civilian work Gear still being used by the Northern military. Although more expensive than its predecessors, the Bricklayer is a much more efficient machine with greatly improved electronics and actuator systems. Since most of the basic structure and electronic package has been derived from the popular and versatile Hunter, spare parts are plentiful. The Bricklayer did undergo some visually obvious changes, however. The engineering vehicle has no canopy or head assembly, and features a reduced sensor system (about half the signal processors and databuses have been removed, compared to the Hunter's system). These costly subsystems were removed because of the Bricklayer's support role, which does not require combat ready sensors. The pilot sits slightly higher than in the Hunter, but is protected by a sturdy steel roll cage. The reduced sensor array is mounted directly in front of the Gear torso, just under the cockpit, and is protected by two small crashbars.

The legs of the Bricklayer are also fitted with crashbars to give them better protection against the risks of damage inherent to construction work. All armor on the arms and lower body has been removed to save weight, and the Hunter's engine has been replaced by the more powerful S-VI010P. The standard Bricklayer is delivered with two standard humanoid arms and a back-mounted crane, but many other options are available, including forklift arms and jackhammers. A number of special features were added after the initial release, among them warning lights, directional blinkers, two manually directed spotlights and a loudspeaker. The Bricklayer's standard factory color is zinc chromate (yellow-green), but many of them are repainted in the traditional orange-yellow color associated with construction work. Bricklayers in service with military units in the field adopt whatever camouflage is used by the unit to which they are attached. The Bricklayer was developed especially for military use but is now widely available in the civilian market as well.

Silcore Stat Block

Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard Operational Weight: 6246 kg, Cost: 184,071 marks
*Defensive Threat Value (DTV); Movement: Walk 3/6 (37 kph), Maneuver: 0, Armor: 12/24/36
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 600 km, Reaction Mass: n/a
Perks and Flaws: Arms: Tool Arm (Rating 8);Arms:Manipulator Arm (Rating 6, can punch); Communications (-1/5 km); Feature: Easy to Modify (all), High Towing Capacity (Triple); Hostile Environment Protection (Desert); Sensors (-1/1km); Negative Feature: Large Sensor Profile; Weakness: Exposed Crew
*Offensive Threat Value (OTV)

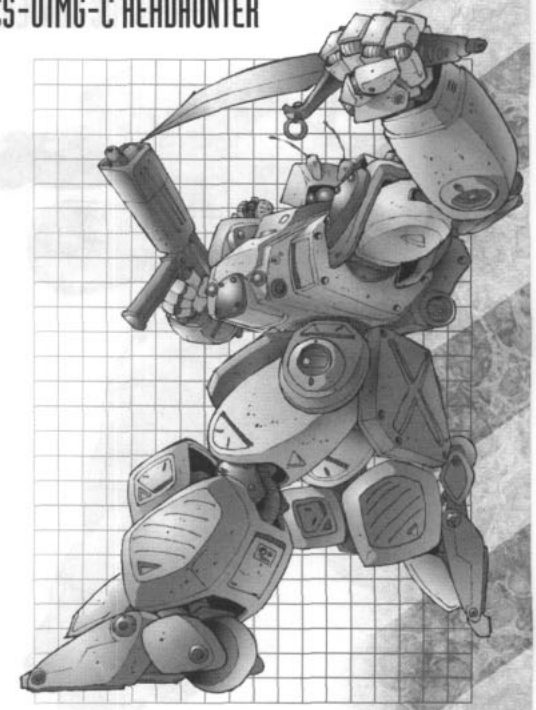
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 42, Occupancy: 1 operator, no cargo, Armor Hardness: 12, Defense: 0, Strength: 46 (+15)
Speed: Land 55.5 kph, Tactical Speed: Land 93 m, Initiative: -1, Maneuver: -1
Special Abilities: GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (2km)
Exotic Abilities: None, Mecha Defects: Open Window, Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Negative feature: Large Sensor Profile
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None						

HACS-01MG-C HEADHUNTER



The Headhunter was one of the first combat variants of the Hunter, appearing in TN 1687, the second cycle of the Merchant War between the United Mercantile Federation and the Allied Southern Territories. Designed to lead teams of Hunters on the field, the new machine was fitted for this purpose with a boosted communications array. The original Headhunter, based on the Desert Hunter frame, featured a tall armored antenna on to of the large head turret of the Gear. When the Hunter was updated and its successor, the Hunter MK II, was introduced in TN 1852, the Headhunter was among the first of the many variants to be refitted with the new systems and to be redesigned. The new Headhunter featured an enlarged canopy fitted with two whip antennae on the top rear of its head and multiple sensor cameras. The square armored helmet protecting the electronics of the Headhunter would ultimately inspire the recent remolding of the head modules of the Hunter, Cheetah and Jaguar according to new specifications. The adoption of a head module based on the Headhunter design is hardly surprising, since the Headhunter has long served as the testing ground for many of the modifications eventually introduced into the Hunter itself. Many veterans, however, still like to ride traditional Headhunters because of their older, more "experienced" neural nets. Rookies also find that they are more "docile" models compared to the regular Hunter trainers, something that still baffles Gear Support at Northco.

The Headhunter has been in service for almost as long as the standard Hunter. Just like its predecessor, it is being slowly replaced by a command version of the Jaguar, the newest Gear in service in the northern military. The Command Jaguar was designed with a similar philosophy as the Headhunter and features simply an enhanced communication array. Even the standard Jaguar has been replacing the Headhunter, however. Still not that numerous, the Jaguar is often used as a squadron command Gear. The Headhunter will likely continue to serve with second-line units, veteran officers and NCOs.

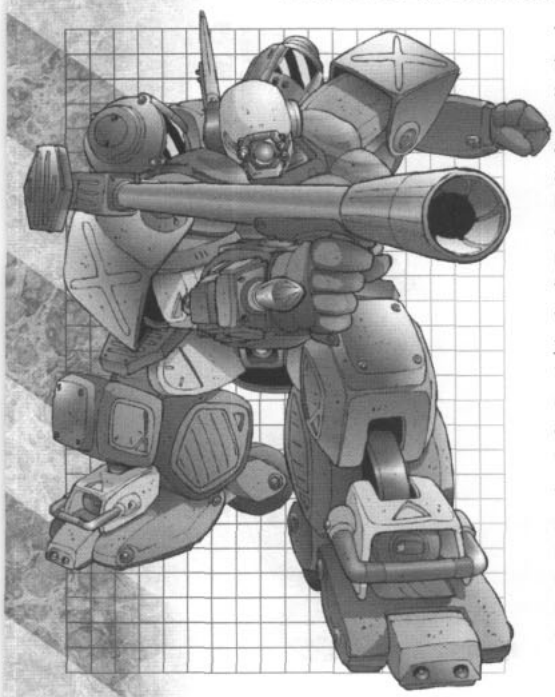
Silcore Stat Block

Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard Operational Weight: 6627 kg, Cost: 228,667 marks								
*Defensive Threat Value (DTV); Movement: Walk 4/7 (42 kph) Ground 6/12 (72 kph), Maneuver: 0, Armor: 15/30/45								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+1/15 km); Feature: Easy to Modify (all); Hostile Environment Protection (Desert); Sensors (0/2km)								
*Offensive Threat Value (OTV)								
Quantity	**Name**	**Arc**	**ACC**	**DM**	**BR**	**ROF**	**Perks & Flaws**	**Ammo**
1	Light Autocannon	F	0	x8	2	+2	Hand-Held	60
1	Light Rocket Pod/24	F	-1	x12	1	+3	HEAT, Indirect Fire	24
1	Antipersonnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	-1	x15	0	0	Anti-Infantry, HEAT, Hand Held	1
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 45, Occupancy: 1 operator, no cargo, Armor Hardness: 15, Defense: 0, Strength: 42 (+15)						
Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: -1, Maneuver: -1						
Special Abilities: GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (2km), Infrared (2km)						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	**Dam.**	**ROF**	**RI**	**Ammo**	**Qualities**	**Restrictions**
20mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Antpersonnel Mortar**	2d10	S	150m	6	Semiauto, Blast, Indirect, Guided(LG, SARH)	Arc of Fire (Fr), 2x Less Ammo
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: * Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

HACS-01MG-HC HUNTER COMMANDO



The Hunter Commando is one of the most recognizable of the Hunter variants. It was designed as the first Northern Gear to be fully airdroppable — not requiring a specialized shock-absorbing pallet — and given the task of undertaking commando raids deep within enemy territory. The conversion for paratrooper duty involved adding reinforced struts and crashbars to the legs and replacing the knee, ankle and hip actuators with improved models. Baffle plates were also added to the shoulders and air-brakes to the lower legs. The Commando's mission profile involved the change in the weaponry for heavier models. The Riley M222 autocannon was replaced by a ATL-70 bazooka as the Gear's primary direct-fire weapon and a heavier RP-209 rocket pod replaced the classic RP-109. Together this weapons load gave the Commando the ability to take down a wide variety of armored targets during its raids, including tanks. To protect it against the opposition it could expect, the Commando's cockpit armor was slightly thickened and the front armor skirts are extended. Many Commandos also have an armored jacket, an accessory that became standard for many of the assault/commando Gears that followed. A "jackhammer" spike gun was added on the left forearm as a last ditch/demolition hand weapon. The radio and sensory equipment of the Commando was also slightly upgraded with a wider array of antenna for a better range. To compensate for additional weight, the standard Hunter engine is replaced by the visually identical but more powerful S-V1000C.

The Hunter Commando first saw action in the line of duty during a commando operation deep inside Southern territory in TN 1782. Of the 18 machines produced for that specific mission, only the one known as "Bowser" — featuring a very evolved neural net — remains in working order. From that first production run on, the Hunter Commando performed its duties well and remained among the elite of Northern Gears until the introduction of the Jaguar. The Commando had its production halted during the war because of elevated expense, but is still used in airborne units.

Silcore Stat Block

Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard Operational Weight: 6720 kg, Cost: 432,132 marks								
*Defensive Threat Value (DTV); Movement: Walk 4/7 (42 kph) Ground 7/13 (76 kph), Maneuver: 0, Armor: 15/30/45								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 480 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Armor Quality: Reinforced (Rating 2, Front Arc); Communications (0/15 km); Feature: Airdroppable, Easy to Modify (all); Hostile Environment Protection (Desert); Sensors (0/3km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Bazooka	F	0	x15	2	0	Hand-Held, HEAT	30
1	Medium Rocket Pod/18	F	-1	x18	2	+3	HEAT, Indirect Fire	18
1	Spike Gun	F	-1	x12	0	0	-	5
1	Antipersonnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	-1	x15	0	0	Anti-Infantry, HEAT, Hand Held	1
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

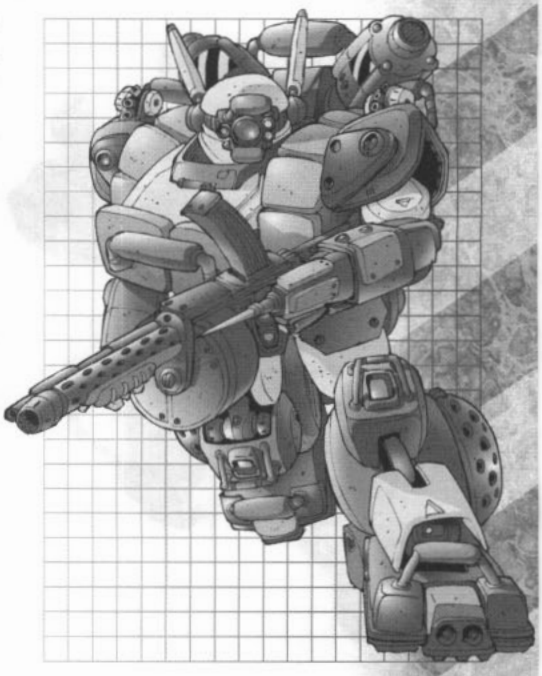
OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 47, Occupancy: 1 operator, no cargo, Armor Hardness: 12, Defense: 0, Strength: 42 (+15)						
Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: -1, Maneuver: -1						
Special Abilities: GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (2km), Infrared (2km), Parachute						
Exotic Abilities: None, Mecha Defects:, Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
20mm Autocannon*	4d12	A	80m	30	Automatic, Extra Ammo	Arc of Fire (Fr)
Lt Bazooka*	7d12	SS	100m	60	Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack*	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Spike Gun***	4d8	SS	N/A	10	Armor Piercieng,	Arc of Fire Front, Less Ammo, Melee
APGL*	2d10	SS	40m	6	Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo
Hand Grenades*	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife**	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Blast Weapons; **Slashing Weapon; ***Piercing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

HACS-01MG-PARA HUNTER PARATROOPER

The Hunter Paratrooper first appeared at the end of the War of the Alliance. It is a highly modified standard model which includes some features from the Hunter Commando MK2, such as the air brakes and the "puncher." Several modifications were made to the standard Hunter to transform it into an efficient airdroppable unit. Crashbars were welded on the back, torso, shoulders, lower legs and feet, and parachute hardpoints were installed on the torso. The legs also were also fitted with deployable airbrakes. Both the parachutes and the brakes could be ejected and land upon via explosive bolts. The weapons chosen for the Hunter Paratrooper were virtually identical to those employed by the Cheetah Paratrooper, namely a M260P Paratrooper rifle, which mounts both a 20 mm autocannon and a barrel-fed 60 mm grenade launcher in the same assembly. Rugged and wielding significant firepower, the M260P has been the darling of Paratrooper pilots since its introduction.

When it was first imagined, the Paratrooper's role had been clearly defined: to drop behind enemy lines and give assistance and cover to the recon/scout paratroopers. They would also provide cover during extraction missions. Paratrooper duties had previously been assured by the Hunter Commando, the more recent Cheetah Paratrooper and the Jaguar. None were available in sufficient numbers to suit the needs of a global conflict such as the War of the Alliance. Northern Guard high command ordered that a Hunter variant be developed exclusively for paratrooper duties. At first, Assault Hunters were suggested for the job, but since the machines would need structural reinforcements, it was decided that it would be faster to build machines from the ground up rather than tinker endlessly. The resulting machine was very close to the specifications of the Southern Jäger Paratrooper to which Northern engineers had access during the war years. The Hunter Paratrooper is still used as the standard machine for extraction missions, but it will probably be replaced in the coming cycles by the more advanced Jaguar as that Gear comes into ever wider distribution in the Northern armies.



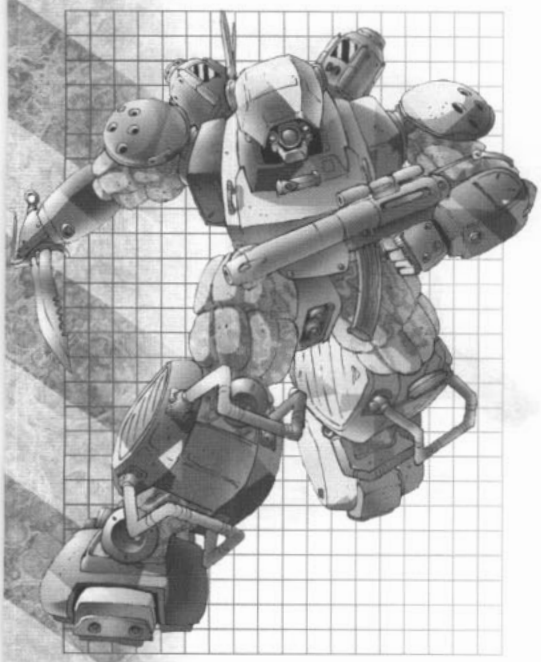
Silcore Stat Block

Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard Operational Weight: 6520 kg, Cost: 350,686 marks								
*Defensive Threat Value (DTV); Movement: Walk 4/7 (42 kph) Ground 6/12 (72 kph), Maneuver: 0, Armor: 15/30/45								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+0/10 km); Feature: Easy to Modify; Hostile Environment Protection (Desert); Repnforced System: Movement; Sensors (+0/2km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	0	x8	2	+2	Hand-Held	30
1	Light Grenade Launcher	F	-1	x15	1	+2	HEAT, Indirect Fire, Hand Held	10
1	Antipersonnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
1	Antipersonnel Grenade Launcher	FR	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
1	Chassis Reinforcement	F	0	x7	0	0	Armor-Piercing	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 45, Occupancy: 1 operator, no cargo, Armor Hardness: 15, Defense: 0, Strength: 42 (+15)							
Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: -1, Maneuver: -1							
Special Abilities: GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (2km), Infrared (2km), Parachute							
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)							
Weapons:							
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
20mm Autocannon*	4d12	A	80m	30	Automatic, Extra Ammo	Arc of Fire (Fr)	(104)
Lt Grenade Launcher**	6d12	A	25m	10	Automatic, Indirect Fire	2 x Short Range	
APGL**	2d10	SS	40m	6	Blast, Indirect Fire		
APGL**	2d10	SS	40m	6	Blast, Indirect Fire		
Chassis Reinforcement***	3d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)	
NOTE: * Ballistic Weapon; **Blast Weapons; ***Piercing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.							

HACS-01MG-SCT HUNTER RECON



The Hunter Recon was one of the first variants of the Hunter, developed in TN 1687 at the beginning of the Merchant War. The Recon was an attempt at making a scouting and light assault unit by removing most of the Hunter's arm and leg armor plates. This would lighten the vehicle and allow it to reach higher speeds by reducing the strain on the engine and actuators. Hunter Recons were manufactured in great numbers and served extensively during the early cycles of the Heavy Gear era. When newer, better adapted scout models entered service, most Recons were phased out to second line units and militia troops. During the War of the Alliance, many were pressed into active service as artillery spotters and couriers.

The Hunter Recon design involved the removal of the durasheet armored casings of the upper arms and thighs to be replaced by lightweight ballistic cloth. The cloth, while not as durable as the standard composite plates, is still tough enough to stop light shells and most shrapnel fragments. The classic square shoulder blocks of the Hunter are now replaced by a sturdy bumper plate somewhat similar to the one used to cover the shoulder actuators of engineering units such as the Bricklayer. The resulting lower overall mass did help to get more speed out of the various actuators of the Desert Hunter from which it was originally derived. When the Hunter line was upgraded in Winter TN 1852, the Recons received a similar treatment. The improved speed performance of the basic Hunter and the lighter version of durasheet composite used as armor took away many of the speed advantages of the Recon. Despite slightly reduced armor protection, the Recon now moves only about 5 kph faster than other Hunters. It is, however, much cheaper to build because it carries less armor and a single weapon, most often in a rifle-like hand-held mount. The Recon originally carried the same 20 mm autocannon as the basic Hunter, but many were later upgraded to carry a more powerful 30 mm autocannon to provide an added punch without sacrificing very much weight.

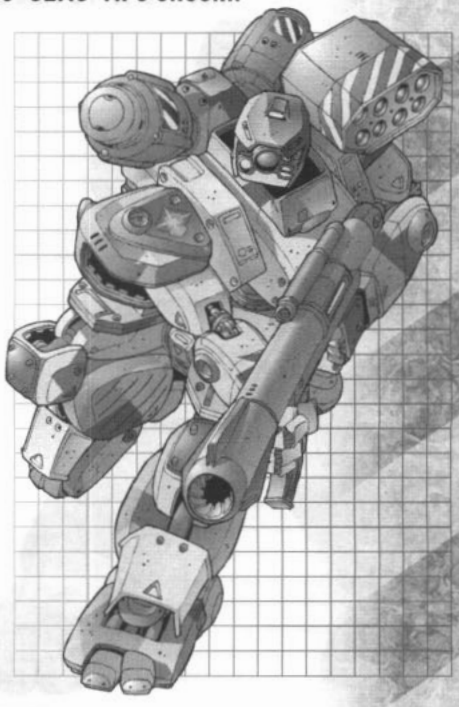
Silcore Stat Block

Size: 6 (Tall, 4.3 m), Width: 2.9 meters, Standard Operational Weight: 5600 kg, Cost: 116,500 marks								
*Defensive Threat Value (DTV); Movement: Walk 4/8 (47 kph) Ground 7/13 (77 kph), Maneuver: 0, Armor: 14/28/42								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 600 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (0/10 km); Feature: Easy to Modify (all); Hostile Environment Protection (Desert); Sensors (0/2km); Weakness: Exposed Movement System, Exposed Systems								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	0	x10	3	+1	Hand-Held	40

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 44, Occupancy: 1 operator, no cargo, Armor Hardness: 14, Defense: 0, Strength: 42 (+15)							
Speed: Land 115 kph, Tactical Speed: Land 192 m, Initiative: -1, Maneuver: -1							
Special Abilities:, GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (2km), Infrared (2km), Parachute							
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Weak Point: Exposed Movement System							
Weapons:							
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
30mm Autocannon*	5d12	A	100m	130	Automatic, Extra Ammo	Arc of Fire (Fr)	130
NOTE: * Ballistic Weapon; A/C is handheld.							

HACS-02MG-MPS JAGUAR



The most advanced commando/general purpose Gear in the Northern armed forces, the Jaguar was developed as a possible successor of the Hunter. The armament of the new Gear was kept very similar to that of the Hunter, although the main direct fire weapon became the heavier Riley MR25 machinecannon rifle. A new second-generation IHADS control interface and a more precise targeting system allowed a generalized improvement in fire-control. Actuator systems were improved as well using a new and more powerful actuator design. A more powerful communications array also allowed the Jaguar to function under mild ECM jamming and to be used as a command unit. The Jaguar also benefited from the introduction of a new S-V1110 V-Engine that could produce 620 horsepower and allowed it to outpace any Gear in its class. New armor materials, still using the durasheet composite standard to Northern Gears but reinforced with steel alloy sub-plates and chassis struts made the Jaguar more resistant to damage from shock and weapon fire. The reinforced chassis of the Jaguar also made possible a built-in airdropping capability for every production model. To ensure that each Jaguar can survive multiple drops with ease, its legs are reinforced. The only real drawback of the Jaguar design is the interface for the new IHADS system: bulkier than the old Hunter-inspired system, it leaves little headroom for the pilot.

The Jaguar entered full production just in time to take part in the fight against the Earth invasion. They first swelled the ranks of the Northern armies and, once a rapid agreement had been reached, were sent south to answer the need for high-technology commando Gears in Southern forces. The Jaguar saw action across the planet as a commando, a trooper, a command unit, an anti-armor unit and a makeshift airdroppable fire-support Gear. It also (unfortunately for its pilots) jump-started Southern Gear development and inspired the deadly Black Mamba. The Jaguar has yet to replace the Hunter because of its higher cost and increased complexity, but with every cycle it enters service in more and more units and some consider it only a matter of time before it becomes the lead Gear of all Northern forces.

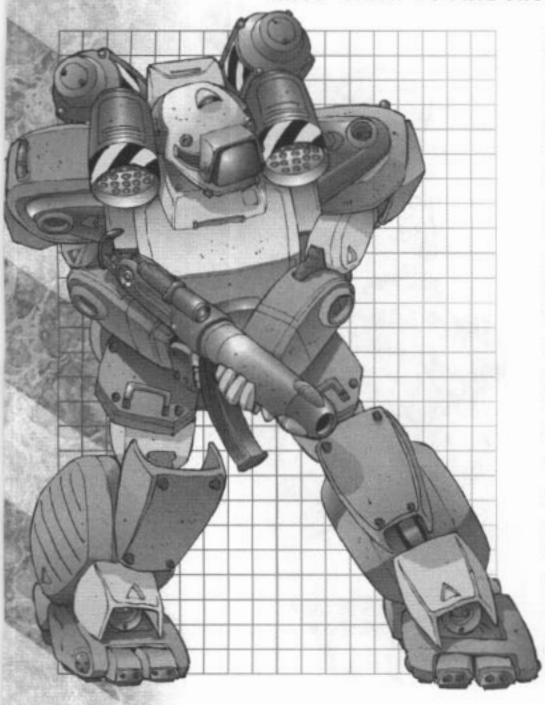
Silcore Stat Block

Size: 6 (Tall, 4.6 m), Width: 3.4 meters, Standard Operational Weight: 7123 kg, Cost: 471,750 marks								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (53 kph) Ground 7/13 (81 kph), Maneuver: +1, Armor: 16/32/48								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 550 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+1/15 km); Feature: Airdroppable; Hostile Environment Protection (Desert); Sensors (0/3 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	+1	x10	3	+1	Hand-Held	40
1	Light Rocket Pod/32	F	0	x12	1	+4	HEAT, Indirect Fire	32
1	Antipersonnel Grenade Launcher	FF	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	0	x15	0	0	Anti-Infantry, HEAT, Hand Held	1
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Hand-Held	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 46, Occupancy: 1 operator, no cargo, Armor Hardness: 16, Defense: 0, Strength: 41							
Speed: Land 122 kph, Tactical Speed: Land 203 m, Initiative: -1, Maneuver: 0							
Special Abilities: GPS, NBC Filter, Radar (3 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km), Parachute, Targeting System (+1, all weapons)							
Exotic Abilities: None							
Mecha Defects: Noisy, Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute)							
Weapons:							
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
30mm Autocannon*	5d12	A	100m	60	Automatic, Extra Ammo	Arc of Fire (Fr)	130
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range	180
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo	88
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo	59
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)	18
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.							

HACS-02MG-FS FIRE JAGUAR



Although rather common, the Fire Jaguar is not an official factory variant of the standard machine. A field conversion, it was first used in 1913 TN against the Colonial Expeditionary Force units. With the large support Gears being used elsewhere, front-line Hunters and Jaguars were left with only light field artillery as fire support. Although resilient, these artillery vehicles could not follow the Gears into combat. Many regiments thus converted some of their machines into makeshift fire support units. For the Jaguar teams, these machines became known as Fire Jaguars. The conversion, quite simple, consisted mostly of: replacing the standard RP-111 Pepperbox II light rocket pack with two GH-16 36-warhead rocket pods, and removing the grenades and vibroblade. The somewhat makeshift placement of the GH-16 rocket pods created several problems. Quite heavy, the pods entailed a shift in the Gear's center of gravity that forced an impromptu recalibrating of leg actuators and the targeting computer. Unfortunately, the Fire Jaguar could never match the accuracy of factory calibrated models. The thrust of the launching rockets tended also to damage the Jaguar's sensitive sensor pods and blind the pilot, leading to a simple non-armored polarized lens being placed over omnicamera. Additional armor plating was also placed on the chest and between the V-engine backpack and cockpit of the Fire Jaguar.

The Fire Jaguar was a field conversion made to correct a desperate situation. When the War was over, many of these machines returned to their standard jobs and the conversion kits were stored – to be used when and if the need arises. Generally, the return of the Grizzly fire support unit to its appointed task has made the Fire Jaguar rather obsolete. Some machines kept the equipment upgrade, though, and are still in service (about one in every 50 Jaguars is a Fire Jaguar). The Fire proved its worth, however, in a specialized role during the war. Still airdroppable, the Fire could provide fire support to paratrooper units. The Fire is consequently far more common in airborne units than in any other Northern force.

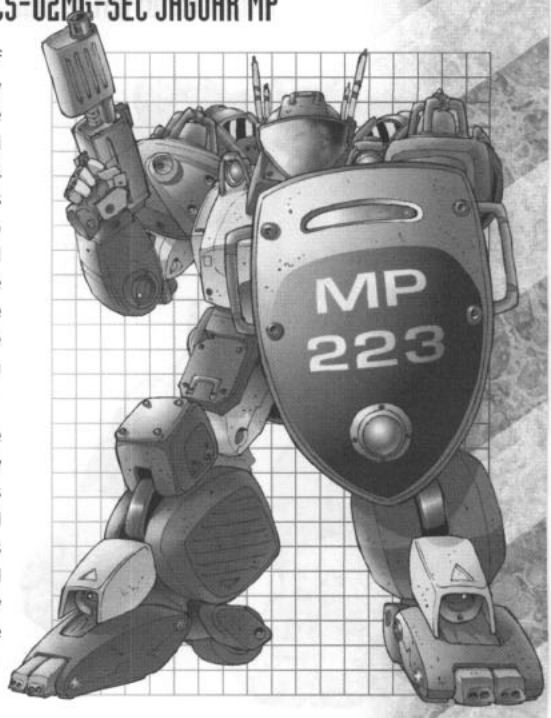
Silcore Stat Block

Size: 6 (Tall, 4.6 m), Width: 3.4 meters, Standard Operational Weight: 7245 kg, Cost: 520,500 marks								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (53 kph) Ground 7/13 (81 kph), Maneuver: +1, Armor: 16/32/48								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 530 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Armor Quality: All-Around, Reinforced (Rating 1, Front arc); Communications (+1/15 km); Feature: Airdroppable; Hostile Environment Protection (Desert); Sensors (0/3 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	0	x10	3	+1	Hand-Held	40
1	Medium Rocket Pod/36	F	-1	x18	2	+4	HEAT, Indirect Fire	36
1	Medium Rocket Pod/36	F	-1	x18	2	+4	HEAT, Indirect Fire	36

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 46, Occupancy: 1 operator, no cargo, Armor Hardness: 16, Defense: 0, Strength: 42 (+15)						
Speed: Land 122 kph, Tactical Speed: Land 202 m, Initiative: -1, Maneuver: 0						
Special Abilities: GPS, NBC Filter, Radar (2 km), Long Range Radio (Secure), Infrared (2km), Infrared (2km), Parachute, Targeting Sytem (+1 all weapons)						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Autocannon*	5d12	A	100m	130	Automatic, Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
NOTE: • Ballistic Weapon; **Blast Weapons; All weapons are Hardpoint-mounted, the A/C is handheld.						

HACS-02MG-SEC JAGUAR MP



The Northern Guard's Military Police are granted a lot more freedom than other Guard units. Many of its highly placed personnel have political backing, making them nearly untouchable. The military themselves fear the individual MPs, if only because they are granted permission to use extreme prejudice if they see fit to do so. Prior to the availability of the Jaguar, military police pilots had used Headhunters and Tigers with alternate weapon loads. The Jaguar, however, gave them a powerful edge over the drunken or rogue soldiers they would be facing. The Jaguar's standard armament was replaced by one more suited to its role. A 60mm, pump-action fragcannon replaces the MR25 autocannon, while the rocket pod and the individual grenades were eliminated altogether; a second anti-personnel grenade launcher was installed within an armored shield, reserved for riot duty. Some MPs are equipped with a pistol version of the MR25; the cost of such a weapon, however, has made this a rare occurrence. Crashbars were bolted on the machines used for riot control. All machines have a bulletproof visor to protect their sensor clusters. A CB type radio was installed so that the pilot can stay in contact with the civilian authorities if need be.

The Jaguar MP entered wide distribution service only after the War of the Alliance (although some UMFA units had access to it in the pre-war years) and has been involved in several anti-insurgency operations. While these problems are less prevalent in the North than in the South, several outbreaks of violence marked the massive demobilization of troops after the war. An outbreak of violence in TN 1917 was perpetrated by demobilized soldiers from Ashington who returned home to find their homes leveled. Jaguar MPs were involved in suppressing the riots. A more drastic action took place in TN 1924 when Jaguar MPs were involved in a SWAT style incursion into the fortress of a bandit/military smuggler cartel from Wounded Knee. The loss of over eight pilots during the operation led to the development of the Cheetah MP, better suited for closed-quarters fighting.

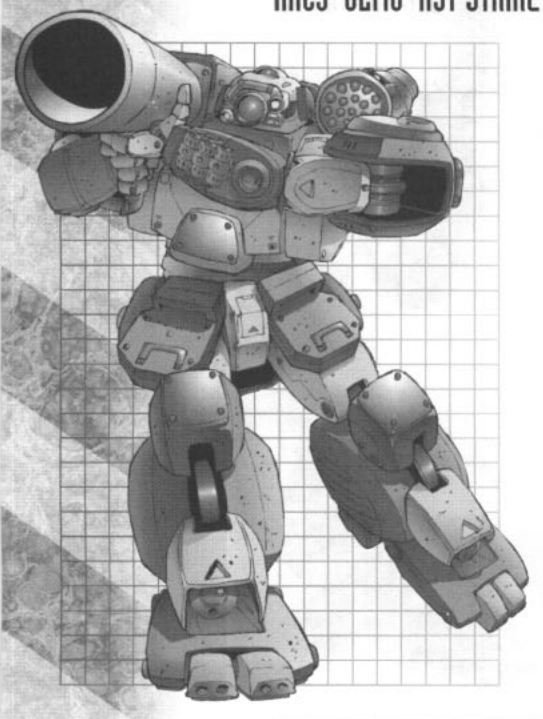
Silcore Stat Block

Size: 6 (Tall, 4.6 m), Width: 3.4 meters, Standard Operational Weight: 7423 kg, Cost: 1,514,667 marks								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (53 kph) Ground 7/13 (81 kph), Maneuver: +1, Armor: 16/32/48								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 550 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+1/15 km); Feature: Airdroppable; Hostile Environment Protection (Desert); Reinforced System: Backups; Sensors (-1/3 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Frag Cannon	F	+1	x7	1	0	Anti-Infantry, Area Effect: 0, Hand-Held, Scatter	
1	Antipersonnel Grenade Launcher	FF	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	12
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Hand-Held	-
1	Shield	F	0	x6	0	0	Shield, Hand-Held	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 46, Occupancy: 1 operator, no cargo, Armor Hardness: 16, Defense: 0, Strength: 42 (+15)							
Speed: Land 122 kph, Tactical Speed: Land 202 m, Initiative: -1, Maneuver: 0, Special Abilities:							
GPS, NBC Filter, Radar (2 km), Long Range Radio (Secure), Infrared (2km), Infrared (2km), Parachute, Targeting Sytem (+1 all weapons), Shield							
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute)							
Weapons:							
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
Frag Cannon*	3d12	A	80m	20	Automatic, Spread	Arc of Fire (Fr)	
APGL**	2d10	SS	40m	12	Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo	
Vibroknife**	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)	
NOTE: • Ballistic Weapon; **Blast Weapons; All weapons are Hardpoint-mounted, the A/C is handheld.							

HACS-02MG-AST STRIKE JAGUAR



The Strike Jaguar first appeared as a mass-produced model in TN 1918 as the Northern military's new assault/anti-armor Gear. When the War of the Alliance began, the Strike Jaguar was being manufactured only as a limited production model. The Hunter Commando, still in service, was not yet in need of a mass-produced replacement. It was during the Commando's last production run that the CEF landed. After a production run of more than 300 machines, Terranovan high command decided that too much precious materials was being lost on an older design and ordered that the Hunter Commando be replaced by the Strike Jaguar on the assembly lines. Since only the offensive payload was modified, the basic Jaguar chassis staying the same, the replacement was fast and painless. The medium autocannon was exchanged for a Riley B-300 medium bazooka which delivered enough punch to stop or damage a light tank with one rocket-propelled round. A twenty-rocket incendiary rocket pack completed the heavier armament. Some of the first Strike Jaguars produced were fitted with a hi-tech fire control system, but pilots in the limited production wartime runs of the Strike got into the habit of switching it off. They claimed it was because of glitches in the target identification and tracking software, but some have admitted that it had more to do with proving individual skill than anything else. Since the systems were not being used, engineers removed them from the mass-produced model.

Since its entry into service, the Strike Jaguar has been used as a tank hunter. It has now mostly replaced the Hunter Commando as the Northern military's standard strike unit, operating at times with the simpler Assault Hunter. The Strike earned its tank killer reputation during the War of the Alliance, when it was used by one of the planet's best Gear teams: the famous 7th Gear regiment, also know as the Cat's Paws. The Strike has also been used as a commando Gear, clearly taking over the hunting ground of the Hunter Commando by virtue of its paratrooper capabilities. The Strike remains expensive to produce and is not quite as common as Northco would like it to be.

Silcore Stat Block

Size: 6 (Tall, 4.6 m), Width: 3.4 meters, Standard Operational Weight: 7123 kg, Cost: 733,333 marks

*Defensive Threat Value (DTV); Movement: Walk 5/9 (53.1 kph) Ground 7/13 (81 kph), Maneuver: +1, Armor: 16/32/48

*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 550 km, Reaction Mass: n/a

Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+1/15 km); Feature: Airdroppable; Hostile Environment Protection (Desert); Sensors (0/3 km)

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Bazooka	F	+1	x20	2	0	Hand-Held, HEAT	20
1	Incendiary Rocket Pod/20	F	0	x13	1	+2	HEAT, Indirect Fire, Slow Burn	20
1	Antipersonnel Grenade Launcher	FF	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	0	x15	0	0	Anti-Infantry, HEAT, Hand Held	1
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Hand-Held	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 46, Occupancy: 1 operator, no cargo, Armor Hardness: 16, Defense: 0, Strength: 42 (+15)

Speed: Land 122 kph, Tactical Speed: Land 202 m, Initiative: -1, Maneuver: 0

Special Abilities: GPS, NBC Filter, Radar (2 km), Long Range Radio (Secure), Infrared (2km), Infrared (2km), Parachute, Targeting Sytem (+1 all weapons)

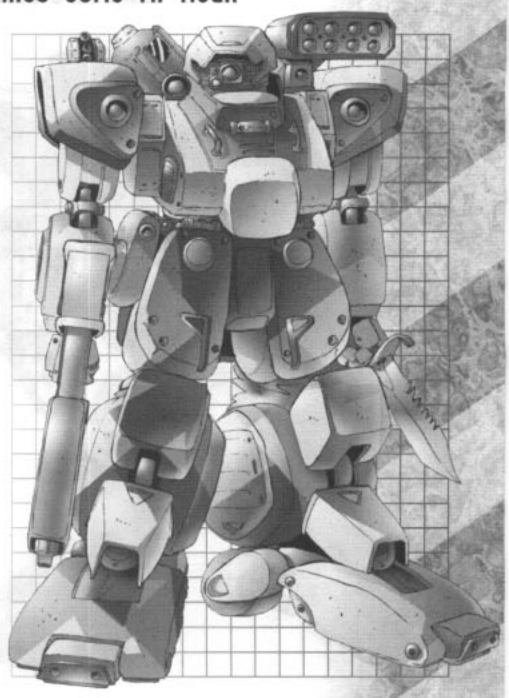
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute)

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Medium Bazooka*	8d12	SS	120m	20	-	Arc of Fire (Fr), Less Ammo
Inc Rocket Pack*	7d8	A	40m	20	Automatic, Burning, Indirect	Arc of Fire (Fr), Short Range
APGL**	2d10	SS	40m	6	Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)

NOTE: * Ballistic Weapon; **Blast Weapons; ***Slashing Weapon; All weapons are Hardpoint-mounted, the A/C is handheld.

HACS-08MG-MP TIGER



The Hunter and Wildcat Gears used by the armies of the Northern hemisphere were good machines, but neither used the many technological advances that had occurred after their entry into military service. The United Mercantile Federation Army did not have the budget to commission new designs, and neither the Northern Lights Confederacy nor the Western Frontier Protectorate could be convinced to invest in a joint venture. The updating of the Hunter in the 1850s — with the release of the Hunter Mk II — further stalled development of a high-technology trooper Gear. This changed in TN 1862, when a group of Mercantile businessmen and corporate CEOs, concerned with the safety of the state, offered to finance part of a new Gear project in exchange for a small share of the profits. Several of these business leaders were involved in the financing of the UMFA as a whole and their offer convinced the military leadership to approve the commissioning of a new cutting-edge Gear. An advanced design called the Tiger from Northco was the result.

The Tiger had a thicker armor than either the Hunter or Wildcat, made from the newest composite materials then available. It also had exceptionally strong and fluid articulation systems for its time, which gives it very good maneuverability for a machine of its bulk. The Tiger's engine was a marvel of compactness. It powered a strong secondary movement system that gave the machine a higher than average combat speed, which, coupled with its good maneuverability, made it a fearsome adversary. The weapon complement consisted of an autocannon rifle and a 70 mm shoulder-mounted rocket pack. The AR-25 autocannon rifle, firing 30 mm shells, was unusually powerful for a mass produced Gear and heralded an era of heavier weaponry for trooper Gears.. A standard anti-personnel grenade launcher was mounted on the left shoulder for defense against marauding infantry. All this cutting edge technology did make the Tiger expensive to produce, but those who were able to pilot it always reported that it was well worth the expense. Indeed, the Tiger outperformed the Hunter Mark II in many important ways and served for several decades as the best Gear on Terra Nova.

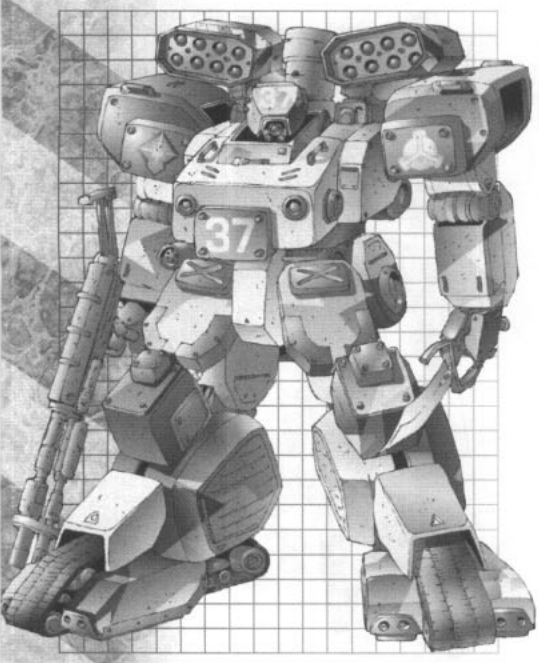
Silcore Stat Block

Size: 6 (Tall, 4.6 m), Width: 3.4 meters, Standard Operational Weight: 7320 kg, Cost: 466,750 marks								
*Defensive Threat Value (DTV); Movement: Walk 4/8 (50 kph) Ground 6/12 (74 kph), Maneuver: 0, Armor: 17/34/51								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (0/12 km); Hostile Environment Protection (Desert); Sensors (0/3 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	+1	x10	3	+1	Hand-Held	40
1	Medium Rocket Pod/9	F	0	x18	2	+1	HEAT, Indirect Fire	9
1	Antipersonnel Grenade Launcher	FF	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 47, Occupancy: 1 operator, no cargo, Armor Hardness: 17, Defense: 0, Strength: 42 (+15)						
Speed: Land 111 kph, Tactical Speed: Land 185 m, Initiative: -1, Maneuver: 0						
Special Abilities: GPS, NBC Filter, Radar (2 km), Long Range Radio (Secure), Infrared (2km), Infrared (2km),						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Autocannon*	5d12	A	100m	320	Automatic, Extra Ammo	
Med Rocket Pack**	8d8	A	48m	9	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
APGL**	2d10	SS	40m	6	Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo
NOTE: * Ballistic Weapon; **Blast Weapons; All weapons are Hardpoint-mounted, the A/C is handheld.						

HACS-02HG-MPS GRIZZLY



The Grizzly heavy fire support Gear has been a mainstay of the Northern armies since its introduction in the TN 1870s. The basic armament of the Grizzly is based on that of the older Bear, featuring a Riley M225 heavy autocannon supplemented by twin GH-8 rocket pods. The Grizzly also carries a TD-76 mortar unit, capable of lobbing guided high-explosive shells up to two kilometers. This long-range guided weaponry makes the Grizzly extremely dangerous when paired with a forward observing unit using a laser designator — such as a Cheetah or Ferret scout/recon Gears. The Grizzly's S-V2200Z engine performs well, but the Gear remains slow and lumbering compared to other units. To provide point defense, the Grizzly was equipped with a GU-10 gatling machinegun. The Grizzly is also usually deployed with lighter machines as defensive escorts. The standard tactical deployment remains in mixed companies, using squadrons of Grizzlies in secondary positions, with strike squadrons moving forward and including at least one forward observing unit to relay coordinates and laser targeting data to the Grizzlies. The successful use of the Grizzly has led to the progressive decommissioning of the Bear.

The Grizzly has proved its worth repeatedly over the sixty cycles of its existence. An expensive machine to produce, the Grizzly only slowly replaced the Bear. It first saw action in a Northern Guard campaign to suppress a particularly vicious Wounded Knee smuggling ring in the TN 1880s and was responsible for a stunning number of kills. The Grizzly was also involved in a fair number of skirmishes with Southern MILICIA troops in the Badlands. The true test, however, was the War of the Alliance. Faced with the fast armor of Colonial Expeditionary Force hovertanks, the Grizzly proved effective in combat, especially when deployed with forward observing units to "tag" hovertanks with laser designators. Since the war, the Grizzly has continued to serve with distinction across the Northern hemisphere. The TN 1920s saw an especially wide distribution of Grizzlies as the Northern Guard replaced most of its Bears with it.

Silcore Stat Block

Size: 7 (Tall, 5.1 m), Width: 3.8 meters, Standard Operational Weight: 9210 kg, Cost: 634,286 marks

*Defensive Threat Value (DTV); Movement: Walk 3/6 (38 kph) Ground 6/11 (65 kph), Maneuver: -1, Armor: 18/36/54

*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a

Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 7, can punch); Armor Quality: Reinforced (Rating 2, Front); Communications (0/10 km); Feature: High Towing Capacity (Double); Hostile Environment Protection (Desert); Sensors (0/2 km); Negative Feature: Large Sensor Profile (Rating 1)

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Autocannon	F	0	x12	3	+1	Hand-Held	30
2	Medium Rocket Pod/18	F	-1	x18	2	+3	HEAT, Indirect Fire	18 each
1	Heavy Machinegun	FF	0	x4	1	+3	Anti-Infantry	300
1	Deployable Pack Gun	F	-1	x8	2	+2	Hand-Held	30
1	Heavy Guided Mortar	F	-1	X20	5	0	Guided, HEAT, Minimum Range -1	12
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 5.0 m), Hit Points: 48, Occupancy: 1 operator, no cargo, Armor Hardness: 18, Defense: 0, Strength: 45 (+17)

Speed: Land 99 kph, Tactical Speed: Land 43 m/turn, Initiative: -2, Maneuver: -2

Special Abilities: Chobham Armor, GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (1 km)

Exotic Abilities: None

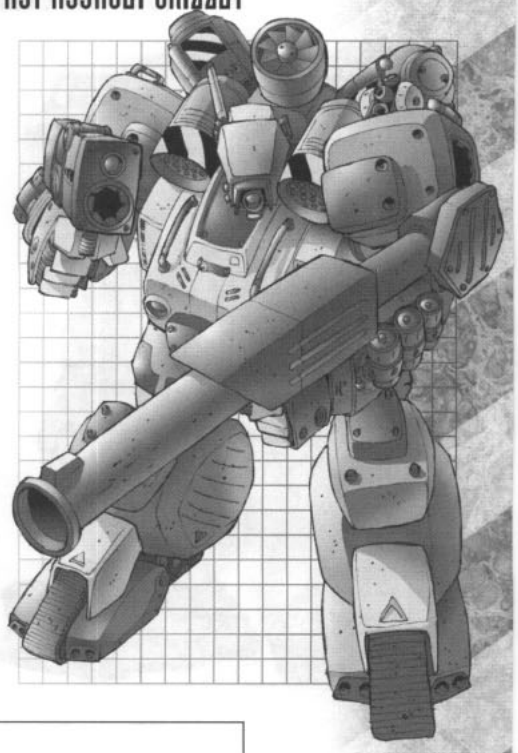
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
40mm Autocannon*	6d12	A	120m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack**	8d8	A	48m	18	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Heavy Machinegun*	2d10	A	60m	300	Automatic,6x Ex. Ammo, Hardpoint, Lg Range	Arc of Fire (Fr)
25mm Autocannon*	4d12	A	80m	30	Automatic	Arc of Fire (Fr)
Hvy Guided Mortar**	3d20	SS	80m	12	Blast, Indirect	Arc of Fire (Fr), Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)

NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.

HACS-02HG-AST ASSAULT GRIZZLY



The first combat variant of the Grizzly put into operation, the Assault Grizzly is the machine used when heavy combat is expected. First introduced in TN 1913, during the War of the Alliance, it answered an urgent need of the Terranovan military for strong front-line combat Gears; more specifically, machines that filled the niche of a powerful assault unit strong enough to deal with tanks but mobile enough to engage with lighter vehicles if it had to. To meet these requirements, most of the standard weapon layout of the Grizzly was modified. The M225 heavy autocannon was replaced by a high-performance Riley B-300 bazooka, and the two GU-8 18-shot rocket pods were exchanged for two GHI-20 incendiary rockets pods, both carrying 20 white phosphorous rockets. The TD-76 mortar unit, better suited for fire-support duties, was also removedin the Assault variant.

Protection and striking power were the twin concepts on which the Assault Grizzly conversion package was based. Upgraded armor, in the form of three additional layers of laminate, and the possibility of adding a sort of armor jacket gave this impressive-looking Gear a better chance of surviving the deadly battlegrounds of the War of the Alliance. Following the same design philosophy, the armored skirts were sometimes extended with spare armor sheeting to provide better leg protection. Some machines were even covered with anti-magnetic paste on their lower halves to ward off magnetic mines that Earth infantry was widely believed to be carrying (later in the War, it was learned that they used molecular adhesive to fix the charges). Radio communications were improved by adding an upgraded radio antenna pod on the right side of the head module. Many Assault Grizzlies had an autopilot installed, but these systems were never popular as they interfered with the main drive computer. Throughout these many changes, the Assault remained very successful, bringing a terrifying amount of hitting power to the battlefield and being able to face down hovertanks like few other units. The success of the Assault Grizzly would inspire the construction of the Kodiak.

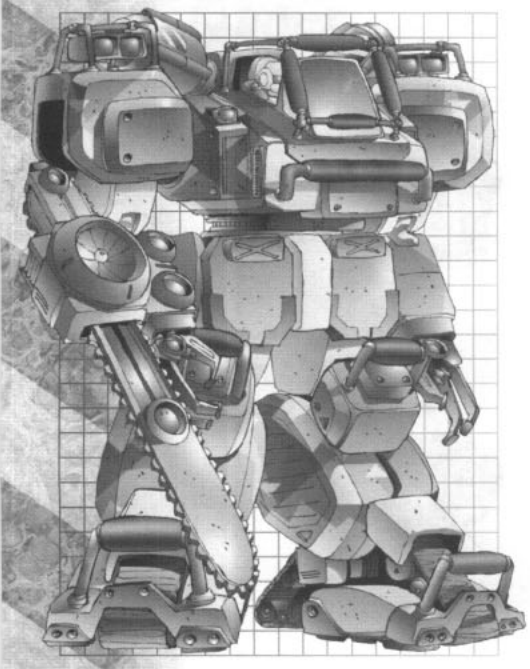
Silcore Stat Block

Size: 7 (Tall, 5.1 m), Width: 3.8 meters, Standard Operational Weight: 9205 kg, Cost: 480,857 marks								
*Defensive Threat Value (DTV); Movement: Walk 3/6 (40 kph) Ground 6/11 (65 kph), Maneuver: -1, Armor: 18/36/54								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot; Arms: 2 x Manipulator Arms (Rating 7, can punch); Armor Quality: Reinforced (Rating 2, Front); Communications (+1/15 km); Feature: High Towing Capacity (Double); Hostile Environment Protection (Desert); Reinforced System: Backups; Sensors (0/2 km); Negative Feature: Large Sensor Profile (Rating 1)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Bazooka	F	0	x20	2	0	Hand-Held, HEAT	30
2	Incendiary Rocket Pod/20	F	-1	x13	1	+2	HEAT, Indirect Fire, Slow Burn,	20 each
1	Heavy Machinegun	FF	0	x4	1	+3	Anti-Infantry	300
1	Deployable Pack Gun	F	-1	x8	2	+2	Hand-Held	30
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Huge (Tall, 6.5 m), Hit Points: 65 (MP: 90), Occupancy: 2 operators, no cargo (MP: 20), Armor Hardness: 23 (MP: 115), Defense: 8						
Strength: 30 (+10) (MP: 60), Speed: Land 108 kph (MP: 161), Tactical Speed: Land 180 m, Initiative: -2 (MP: 0), Maneuver: -2 (MP: 0)						
Special Abilities: Chobham Armor (MP: 23), Laser Designator (RI 150, MP: 4) GPS (MP: 2), NBC Filter (MP: 4), Radar (4 km, MP: 8), Tactical Radio (Secure, MP: 2), Long Range Radio (Secure, MP: 4), Infrared (2 km, MP: 6)						
Exotic Abilities: None, Mecha Defects: No Arms (MP: -30), Noisy (MP: -5), Reduced Endurance (14 hours, MP: -20), Start Up Time (1 minute, MP: -2)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Medium Bazooka*	8d12	SS	120m	30	-	Arc of Fire (Fr)
Inc Rocket Pack*	7d8	A	40m	20	Automatic, Burning, Indirect	Arc of Fire (Fr), Short Range
Inc Rocket Pack*	7d8	A	40m	20	Automatic, Burning, Indirect	Arc of Fire (Fr), Short Range
20mm Autocannon*	4d12	A	80m	50	Automatic, Extra Ammo	Arc of Fire (Fr)
Heavy Machinegun*	3d12	A	40m	200	Automatic, 2x Extra Ammo	Arc of Fire (Fr)
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapons.						

HACS-02HG-ENG ENGINEERING GRIZZLY



The Engineering Grizzly is a field engineering vehicle based on the basic frame and chassis of Northco's and Shaian's popular Grizzly fire support vehicle. Released in TN 1923, Northco wished to ensure that the two remained closely related and the Engineering Grizzly shares almost 80% of its components with the base model, allowing for easy repairs. The Engineering variant is one of the rare Grizzly models produced exclusively by Northco without the cooperation of Shaian Mechanics. A non-combat model with a lower overall weight, the Engineering did not require the same high-performance actuators and subsystems as the battlefield models. This move has been widely interpreted as the first step in Northco taking over complete production of the Grizzly line from Shaian. Shaian has done much to stop this move and the squabbling between the two corporations has slowed production on many of the line's variants, most notably the Thunder Grizzly artillery command unit.

The Engineering Grizzly does not feature the armored head unit of the combat vehicle, and many armor panels are thinner to save both weight and money. This exposes the pilot to environmental conditions and enemy fire, and some units have installed additional light armored plates. Like the civilian Prairie Dog, the Engineering Grizzly's tool arms are semi-modular: they can be exchanged for another pair through a relatively simple operation that only takes a few hours to perform. Common tools include specialized lift pads for heavy crates, powered cutters for logging operations and trenchers for digging. A standard issue Northco C-14 chainsaw is included with the Engineering Grizzly for forestry and light demolition work. Engineering Grizzlies are strong enough to defend themselves in combat (some have even been equipped with weaponry), but their real purpose is anything but battle. Their size and strength makes them ideal for large scale military construction and field engineering operations. When the military high command wishes to build an advanced base, up to a full engineering company can be sent to build the required installations.

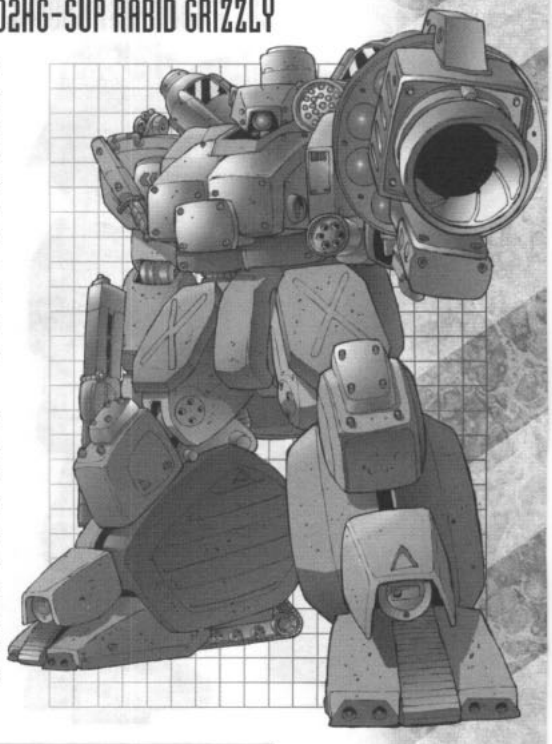
Silcore Stat Block

Size: 7 (Tall, 5.1 m), Width: 3.8 meters, Standard Operational Weight: 8940 kg, Cost: 36,158 marks								
*Defensive Threat Value (DTV); Movement: Walk 3/6 (36 kph) Ground 6/11 (65 kph), Maneuver: -1, Armor: 18/36/54								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Searchlight (50 m, FF); Arms: 2 x Tool Arms (Rating 7, cannot punch, Claws); Armor Quality: Reinforced (Rating 2, Front); Communications (-1/10 km); Feature: High Towing Capacity (Double); Hostile Environment Protection (Desert); Sensors (-2/2 km); Negative Feature: Large Sensor Profile (Rating 1), Exposed Crew								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Chainsaw	F	0	x9	0	0	Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 5.0 m), Hit Points: 48, Occupancy: 1 operator, no cargo, Armor Hardness: 18, Defense: 0, Strength: 49 (+17)						
Speed: Land 99 kph, Tactical Speed: Land 165 m/turn, Initiative: -2, Maneuver: -2						
Special Abilities: Chobham Armor, GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (1 km), Searchlight,						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Negative Feature: Large Sensor Profile.						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Chainsaw*	5d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: • Slashing Weapon.						

HACS-02HG-SUP RABID GRIZZLY



The second variation on the Grizzly model, the Rabid Grizzly entered service only a few weeks after the Assault Grizzly. It was developed as a defense line softening unit, as the Assault Grizzly soon proved to be a relatively easy target for the Colonial Expeditionary Force's GREL supersoldiers. What was needed was a heavy armored Gear that could get in at medium range and keep the supersoldiers' heads down while the assault Gears burst through the defense lines. As with the Assault Grizzly, the Rabid Grizzly keeps the basic structure of the standard machine with only a few add-ons and a different weapons layout. The armor was slightly upgraded with additional torso plates, while the weapons layout was heavily modified. The M225 heavy autocannon was replaced by an Ankerson G-60 grenade launcher, the TD-67 guided mortar unit by a UBM-100 unguided mortar unit and the two GH-8 rocket packs by a single GH-16 model carrying 36 rockets. An anti-personnel grenade launcher was installed for suppression fire. The GU-10 gatling machinegun, M25 pack gun and the vibroblade knife remained from the basic Grizzly model.

The Rabid Grizzly proved its worth during the anti-GREL operations that began in the middle of the second half of the War of the Alliance. Teamed with other Grizzlies, the Rabid Grizzly was part of the mopping operations that typified the last months of the war, when the invasion forces tried to escape the planet. Since the end of the conflict, the Rabid Grizzly has been slowly phased out because of the lack of its designated target in the arsenal of its enemies. The area coverage ability of its weapon load is still favored by some commanders and it is still used a s a covering unit for Assault Grizzlies. Overall, however, the Rabid becomes a rarer and rarer sight. It is still officially in service, but has not seen heavy use since the war. Some of them have even been switched back to the standard Grizzly configuration. Some commanders are also experimenting with using a heavier grenade launcher to give the Rabid Grizzly some anti-armor punch, essentially creating a machine that would treat Gears as the Rabid did GRELs..

Silcore Stat Block

Size: 7 (Tall, 5.1 m), Width: 3.8 meters, Standard Operational Weight: 9450 kg, Cost: 622,857 marks

*Defensive Threat Value (DTV); Movement: Walk 3/6 (40 kph) Ground 6/11 (65 kph), Maneuver: -1, Armor: 18/36/54

*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a

Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 7, can punch); Armor Quality: Reinforced (Rating 3, Front); Communications (+0/10 km); Feature: High Towing Capacity (Double); Hostile Environment Protection (Desert); Sensors (+0/2 km); Negative Feature: Large Sensor Profile (Rating 1)

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Grenade Launcher	F	-1	x15	1	+1	Hand-Held, HEAT, Indirect Fire	60
1	Medium Rocket Pod/36	F	-1	x18	2	+4	HEAT, Indirect Fire	36
1	Heavy Machinegun	FF	0	x4	1	+3	Anti-Infantry	300
1	Medium Field Mortar	F	-1	X20	5	0	Area Effect: 0, HEAT, Indirect Fire, Minimum Range: -1	12
1	Deployable Pack Gun	F	0	x8	2	+2	Hand-Held	30
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 5.0 m), Hit Points: 53, Occupancy: 1 operator, no cargo, Armor Hardness: 20, Defense: 0, Strength: 47 (+17)

Speed: Land 99 kph, Tactical Speed: Land 165 m/turn, Initiative: -2, Maneuver: -2

Special Abilities: Chobham Armor, GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (1 km),

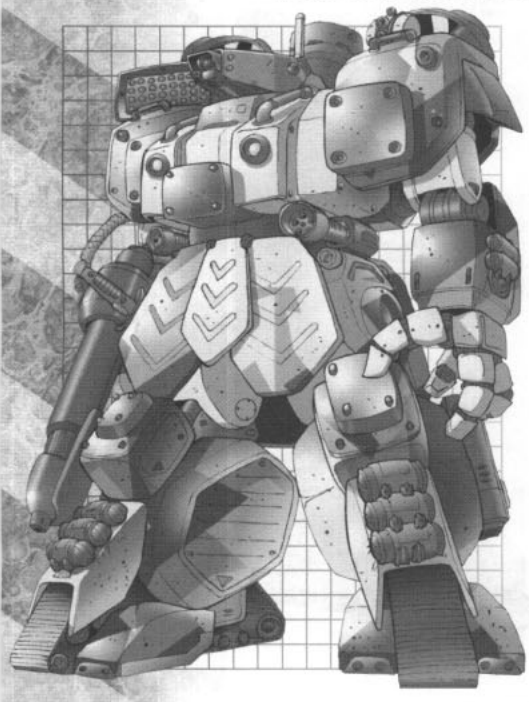
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Negative Feature: Large Sensor Profile.

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Lt Grenade Launcher**	6d12	A	25m	30	Automatic, Indirect Fire	2 x Short Range
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Heavy Machinegun*	3d12	A	40m	200	Automatic, 2x Extra Ammo	Arc of Fire (Fr)
Medium Field Mortar**	2d20	SS	40m	40	Blast, Extra Ammo, Indirect	Arc of Fire (Fr)
20mm Autocannon*	4d12	A	80m	30	Automatic, Extra Ammo	Arc of Fire (Fr)
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)

NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.

HACS-10HG-AST KODIAK



The War of the Alliance proved to be a test of ingenuity for many Terranovan engineers. They had to make do with the machines they had on hand, though sometimes they managed to come up with the unexpected. While most machines developed to take on the columns of hovertanks fielded by the Colonial Expeditionary Force were relatively simple variants of existing machines — such as the Assault Grizzly — the Kodiak was a completely reworked design. Introduced in the final two cycles of the war, the Kodiak was the sum of Northern engineering, concentrating massive firepower in a mobile package. The armor was considerably thickened, especially on the front, and the armor skirts were extended for additional protection. The engine and transmission were upgraded to help the Kodiak carry the nearly one and a half tons more of weapons and armor plating. The communication system was also upgraded, giving it more range, and a new laser sensor system was installed in a lengthened head housing. The new Gear was a massive beast, standing 5.2 meters tall and weighing in at a over ten tons.

The armament, which was already heavy on the standard Grizzly, became truly monstrous on the Kodiak. The experimental Northco XPA-001 8.2 mW Particle Accelerator, a weapon very similar to that carried by the Southern King Cobra assault Gear and in the same class as the main weaponry of light Terran hovertanks, is hand carried in a rifle mount. Power is provided directly from the Kodiak's generator, though the internal capacitors can only handle the energy for twelve shots before requiring a lengthy recharge. The XPA-001 did not become available until the last seasons of the war and the original configuration of the Kodiak featured the Grizzly's Riley M225 autocannon. The Kodiak's other main weapon is the proven Hammerstrike-II guided missile launcher. Originally a light Anti-Gear Missile and still carried in that capacity by the Rabid Badger armored fighting vehicle, the Hammerstrike-II proved extremely efficient against the lighter classes of CEF hovertanks.

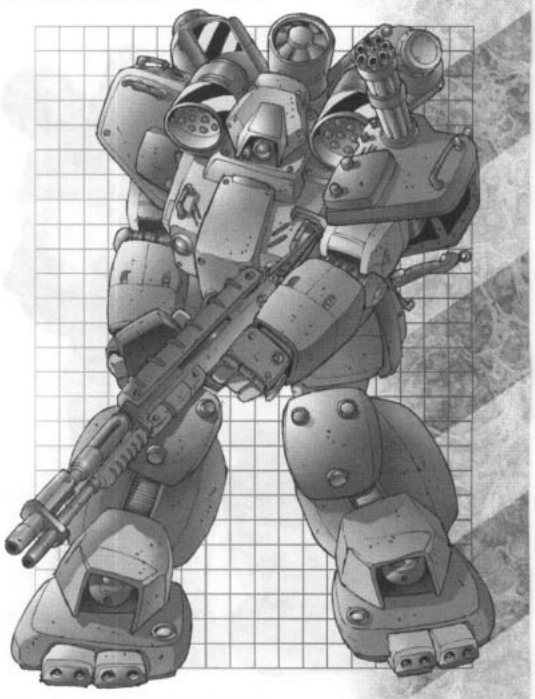
Silcore Stat Block

Size: 7 (Tall, 5.1 m), Width: 3.8 meters, Standard Operational Weight: 10,485 kg, Cost: 3,063,164 marks								
*Defensive Threat Value (DTV); Movement: Walk 3/6 (37 kph) Ground 6/11 (65 kph), Maneuver: -1, Armor: 20/40/60								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 7, can punch); Armor Quality: All-Around, Reinforced (Rating 3, Front); Communications (+1/15 km); Feature: High Towing Capacity (Double); Hostile Environment Protection (Desert); Sensors (+1/2 km); Negative Feature: Large Sensor Profile (Rating 1)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Particle Accelerator	F	+1	x10	3	+1	Attenuating Damage (1), Hand-Held, HEAT, Haywire	12
1	Medium Rocket Pod/36	F	-1	x36	2	+4	HEAT, Indirect Fire	36
1	Heavy Machinegun	FF	0	x4	1	+3	Anti-Infantry	300
1	Heavy Machinegun	FF	0	x4	1	+3	Anti-Infantry	300
1	Antipersonnel Grenade Launcher	F	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
1	Anti-Gear Missile Launcher	F	+1	x15	3	0	Guided, HEAT	12
6	Heavy Hand Grenade	F	-1	x25	0	0	HEAT	-
6	Hand Grenade	F	-1	x15	0	0	Anti-Infantry, HEAT, Hand-Held	1
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 5.2 m), Hit Points: 53, Occupancy: 1 operator, no cargo , Armor Hardness: 20, Defense: 0, Strength: 50 (+20)						
Speed: Land 88 kph, Tactical Speed: Land 146 m, Initiative: -1, Maneuver: -2						
Special Abilities:, Chobham Armor, GPS, NBC Filter, High Rez Radar (2 km), Tactical Radio (Secure), Long Range Radio (Secure), Infrared (1km)						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
WEAPONS:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Particle Accelerator*	5d12	SS	80m	12	2x Long Range, Increased Threat (18-20)	Arc of Fire (Fr), Less Ammo
Lt. Guided Missiles**	8d10	SS	40m	12	Blast, Indirect, Guided (LG)	Arc of Fire (Fr), Less Ammo
71mm Rocket Pack**	8d8	A	48m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Energy Weapons; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the Accelerator is handheld.						

HACS-01HG-FS BEAR



The Bear was the first Northern Gear designed to be a true fire support specialist unit from the onset. Previously, this function had been assumed by the Mad Dog, a Western-designed Gear made as an attempt to face the UMF's Hunter. The Mad Dog sported heavier weaponry and spread throughout the North in limited numbers in the early period of Gear development. The Mad Dog was never a superior design, however, and was withdrawn from service. The Northco Razorback was also supposedly assigned to limit fire-support duties, but its short-range, low-ammunition weaponry kept it as a tank-hunter above all else. In TN 1810 Northco announced that it would be finally filling the fire support niche appropriately and the Bear was released soon thereafter.

The Bear's designers based most of their drive train design on the lower body structure of the Razorback, a particularly tough system layout that had already proved its worth in combat. The upper body, however, was totally redesigned; the humpbacked frame of the Razorback's torso was replaced by a more humanoid one. The pilot's head was protected by the "head-in-head" configuration, similar to the one found on the Hunter. The arms were made large and strong, with hydraulic rotors instead of piston-like actuators. The S-V460T engine was replaced by a S-V790T rigged with a heavy duty radiator. The weaponry of the Bear was designed with short to medium range fire-support duties in mind, with assault mission profiles a secondary concern. Fire support duties were ensured by twin GH-10 rocket pods and a Harmon T-12 guided mortar unit. The rocket pods could be used as direct fire weapons during assaults as well, when their power was supplemented by a large Riley M225 autocannon. Anti-infantry defense was insured by a GU-4 machinegun mounted in the shoulder casing of the right manipulator arm. The GU-4 machinegun placement, although ingenious, caused problems because of the muzzle's proximity to the main omnicamera. When the gun was fired on full automatic, the bright muzzle flash has a tendency to blind the Gear's pilot. The problem was usually solved by makeshift flash suppressors.

Silcore Stat Block

Size: 7 (Tall, 4.8 m), Width: 3.7 meters, Standard Operational Weight: 8456 kg, Cost: 342,286 marks

***Defensive Threat Value (DTV); Movement: Walk 3/6 (36 kph) Ground 5/10 (60 kph), Maneuver: -1, Armor: 17/34/51**

***Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 380 km, Reaction Mass: n/a**

Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 7, can punch); Communications (0/10 km); Feature: High Towing Capacity (Double); Hostile Environment Protection (Desert); Sensors (0/2 km); Negative Feature: Large Sensor Profile (Rating 1)

***Offensive Threat Value (OTV)**

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Autocannon	F	0	x12	3	+1	Hand-Held	40
2	Medium Rocket Pod/36	F	-1	x18	2	+4	HEAT, Indirect Fire	36 each
1	Light Machinegun	FF	0	x4	1	+4	Anti-Infantry	200
1	Light Guided Mortar	F	-1	x15	5	0	HEAT, Indirect Fire, Guided, Minimum Range: -1	8
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 5.0 m), Hit Points: 47, Occupancy: 1 operator, no cargo, Armor Hardness: 17, Defense: 0, Strength: 47 (+17)

Speed: Land 90 kph, Tactical Speed: Land 150 m/turn, Initiative: -2, Maneuver: -2

Special Abilities: Chobham Armor, GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (1 km)

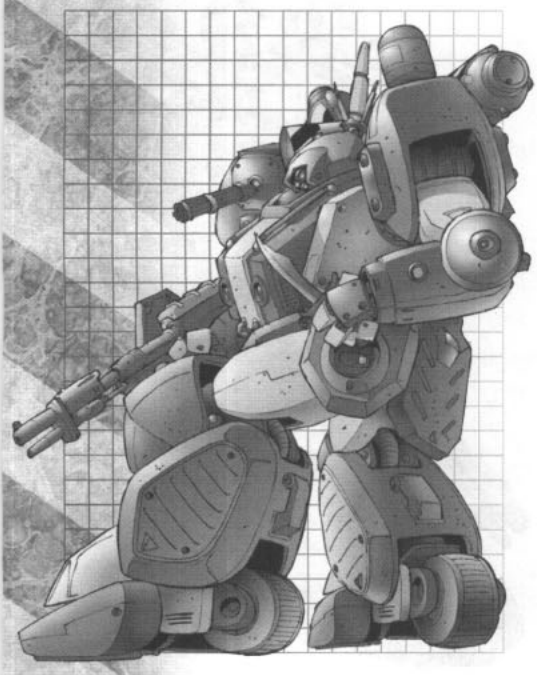
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Negative Feature: Large Sensor Profile.

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
30mm Autocannon*	6d12	A	120m	40	Automatic, Extra Ammo	Arc of Fire (Fr)	
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range	180
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range	180
Lt Machinegun*	2d10	A	60m	800	Automatic, 4x Extra Ammo	-	132
Lt Guided Mortar**	2d10	SS	30m	10	Blast, Guided (LG), Indirect	Arc of Fire (Fr), Less Ammo	66
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo	
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)	

NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.

HACS-01HG-ART DEN MOTHER



Produced at a time when new Gear chassis were designed every two or three cycles, the Den Mother was first a command-and-artillery control version of the Bear which evolved into its own design soon after. Modifications included the XVD-90A communication equipment (replacing the somewhat obsolete Rod-6 comm system), an MSU-010 satellite uplink, high resolution displays, long range camera sensors and a slightly higher performance secondary movement system (SMS), all of which necessitated significant internal reengineering. Several plates of armor were added, most of them to the front, but the armament remained identical to the Bear's. In some later models, the guided mortar was removed to get ride of some excess weight which was impairing the machine's speed and combat performance. Several of the already-existing engine problems remained, however, and although the application of 475 HP S-V900K was considered as a permanent solution, pilot complaints about that engine's excess vibrations were enough to discourage the engineers. The shoulder-mounted GU-4 machinegun also had a muzzle flash problem which was never truly resolved and eventually abandoned as the engineers were assigned other projects. It was finally agreed that an anti-flash nozzle cannot be installed on a gatling-type weapon and that was the end of that problem.

The latest version of the Den Mother is equipped with the treaded feet of the Grizzly, as this type of movement system has been judged more efficient for such large, lumbering machines. Most pilots have found the Den Mother a reliable if slow machine. Its performance as an artillery or command unit is often praised, even if the machine's sheer bulk and size make it more noticeable than would be preferable. It should be noted that Northco has ceased producing spare parts for the Den Mother, as it has for the Bear, and has sold the maintenance rights and responsibilities to Neil Motor Works. This transfer of responsabilites has made replacement parts for these models somewhat more difficult to obtain and more expensive.

Silcore Stat Block

Size: 7 (Tall, 4.8 m), Width: 3.8 meters, Standard Operational Weight: 8775 kg, Cost: 532,929 marks

*Defensive Threat Value (DTV); Movement: Walk 3/6 (35 kph) Ground 5/10 (67 kph), Maneuver: -1, Armor: 17/34/51

*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 360 km, Reaction Mass: n/a

Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 7, can punch); Armor Quality: Reinforced (Rating 1, Front Arc); Communications (+1/20 km), Satellite Uplink; Feature: High Towing Capacity (Double); Hostile Environment Protection (Desert); Sensors (0/2 km); Negative Feature: Large Sensor Profile (Rating 1)

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Autocannon	F	0	x12	3	+1	Hand-Held	40
2	Medium Rocket Pod/36	F	-1	x18	2	+4	HEAT, Indirect Fire	36 each
1	Light Machinegun	FF	0	x4	1	+4	Anti-Infantry	200
1	Light Guided Mortar	F	-1	x15	5	0	HEAT, Indirect Fire, Guided, Minimum Range: -1	8
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 47, Occupancy: 1 operator, no cargo, Armor Hardness: 17, Defense: 0, Strength: 47 (+17)

Speed: Land 99 kph, Tactical Speed: Land 43 m/turn, Initiative: -2, Maneuver: -2

Special Abilities: Chobham Armor, GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (1 km)

Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Negative Feature: Large Sensor Profile.

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
30mm Autocannon*	6d12	A	120m	40	Automatic, Extra Ammo	Arc of Fire (Fr)	
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range	180
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range	180
Lt Machinegun*	2d10	A	60m	800	Automatic, 4x Extra Ammo	-	132
Lt Guided Mortar**	2d10	SS	30m	10	Blast, Guided (LG), Indirect	Arc of Fire (Fr), Less Ammo	66
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)	

NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.

HACS-04HG-AST RAZORBACK

By its first hundred cycles of use, the Hunter had spawned dozens of different field variants to fill a great number of operational niches. One of the first totally original designs to come out was the Razorback. The Razorback was a heavily built machine, with a stock, blockish appearance. The Northco designers were conservative and used flat armor plating throughout. The main body was angled to deflect incoming rounds and the cockpit was completely sunken into the torso. Most of the sensor equipment was mounted in a small turreted head placed just in front of the pilot's compartment. The Razorback's weapon complement was no less impressive. Its main weapon was a potent Paxton LGPC 106 mm snub cannon, held in a rifle-like manner in the Gear's huge manipulators. Adding long-range firepower was a rocket launcher attached to a shoulder hardpoint, usually a 70 mm pod with nine rockets. Together, these weapons made the Razorback a devastating anti-armor unit. A 7 mm rapid-fire machinegun was mounted in the torso right next to the cockpit, although it was so close to the pilot's head that it is uncomfortable to fire for an extended period of time. Coupled with the standard APGL, the machinegun made the Razorback a superior anti-personnel vehicle. Finally, a pack gun was provided as a backup weapon and attached to a leg hardpoint. Some pilots used it regularly against opponents "unworthy" of the firepower of the snub cannon.

The Razorback did suffer from limited speed and maneuverability, often a crippling difficulty against fast moving targets. The design's thick steel alloy armor largely compensated for these drawbacks, however. More importantly was a serious flaw in the sensor pod of the Razorback which led to regular fluctuations in effectiveness. The Razorback was usually deployed against slow-moving and less-than-subtle armored columns, making its flaws less of a hindrance. The sensor difficulties of the Razorback were associated with the miniaturization involved in the use of a small head pod and led Northco developers to become dedicated to the "head-in-head" design of the Hunter, in which the pilot's head was within the sensor pod of the Gear.

Silcore Stat Block

Size: 7 (Tall, 4.7 m), Width: 3.2 meters, Standard Operational Weight: 8134 kg, Cost: 285,714 marks

*Defensive Threat Value (DTV); Movement: Walk 3/6 (37 kph) Ground 5/10 (61 kph), Maneuver: -1, Armor: 20/40/60

*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 350 km, Reaction Mass: n/a

Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 7, can punch); Communications (0/10 km); Feature: High Towing Capacity (Double); Hostile Environment Protection (Desert); Sensors (0/2 km); Defective Sensors(rating 1); Negative Feature: Large Sensor Profile (Rating 1)

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Snub Cannon	F	-1	x28	1	0	Hand-Held, HEAT	10
1	Medium Rocket Pod/9	F	-1	x18	2	+1	HEAT, Indirect Fire	9
1	Light Machinegun	FF	0	x4	1	+4	Anti-Infantry	100
1	Deployable Pack Gun	F	-1	x8	2	+2	Hand-Held	30
1	Antipersonnel Grenade Launcher	F	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.7 m), Hit Points: 30, Occupancy: 1 operator, no cargo, Armor Hardness: 20, Defense: 0, Strength: 47 (+17)

Speed: Land 92 kph, Tactical Speed: Land 152 m/turn, Initiative: -2, Maneuver: -2

Special Abilities: Chobham Armor, GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (1 km),

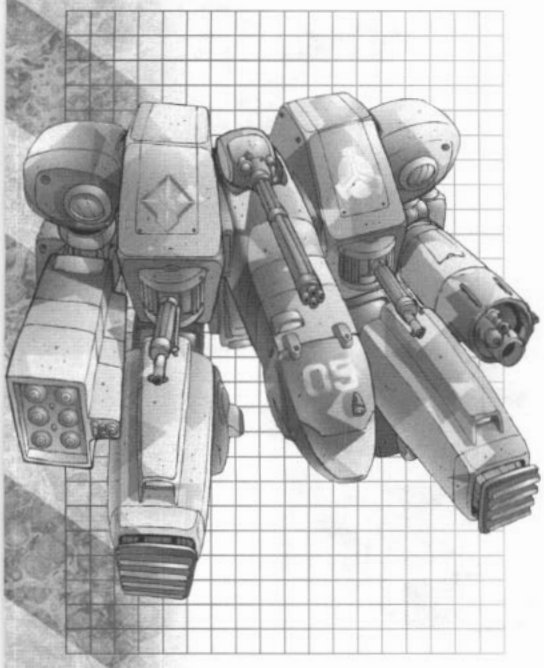
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Negative Feature: Large Sensor Profile, Defective Sensor

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
90mm Snub Cannon*	5d20	SS	75m	10	—	Arc of Fire (Fr), Short Rang	
71mm Rocket Pack**	8d8	A	48m	9	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range	180
Lt Machinegun*	2d10	A	60m	800	Automatic, 4x Extra Ammo	-	
APGL**	2d10	SS	40m	6	Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo	44

NOTE: *Ballistic Weapon; **Blast Weapons; All weapons are Hardpoint-mounted, the A/C is handheld.

WACS-01FS-AST MAMMOTH



The Mammoth is the most common strider unit used by the forces of the CNCS. There are two crewmen (one pilot and one system operator/gunner) who sit in a tandem configuration similar to the layout of a helicopter gunship. The Mammoth is sturdy and well armored, featuring heavy durasheet plates supplemented by additional ceramite layers designed to redirect shaped-charge ammunition and to burn off or deflect laser-fire. The armored casing of the crew compartment is broken only by very small vision slits (and even they are usually protected by reinforced shutters) forcing the crew to depend on the vehicle's AFLIC sensor pod for information. The weapon systems of the Mammoth are based on a mixed heavy-assault and fire-support mission profile. The primary fire-support weaponry is a Fireball-II guided missile launcher located in the right battle arm. The launcher carries a load of eight anti-tank missiles and features a side-mounted laser targeting device. This combination allows the Mammoth to paint its own targets for the Fireball missiles or to accept such information from a friendly forward observer. The left arm houses a devastating SB-90 Assault Gun with a 20-shot drum magazine. Light anti-armor capability is assured by a turreted GU-20 autocannon, while close defense and anti-infantry needs are met by a pair of KJ-16 miniguns capable of filling the air in front of the Mammoth with a sheet of small-caliber fire. Ammunition for both of these weapon system is stored within an armored compartment located at the rear of the vehicle.

The Mammoth began as a Norlight design and was used by the Norlight Armed Forces almost exclusively until TN 1855. Art that time, the Northern Guard decided to adopt the new weapons system after a NAF task force successfully suppressed a bandit army being raised outside Timmins. Since then the Mammoth has been a mainstay of almost all Northern Guard armored regiments. Like all Terranovan combat vehicles, the Mammoth was pressed into service during the War of the Alliance. The strider proved itself effective against hovertank columns when used in conjunction with fast moving scout units using target designators, or when it could take advantage of terrain. When fighting the fast-moving CEF hovertanks on open ground, however, the lumbering Mammoths fared poorly because they were consistently outmaneuvered by their enemies.

Silcore Stat Block

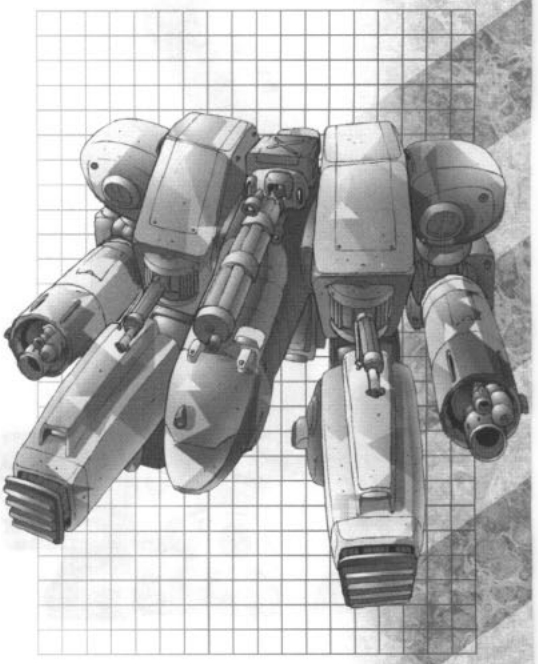
Size: 9 (Tall, 6.8 m), Width: 9.2 meters, Standard Operational Weight: 21,880 kg, Cost: 3,666,667 marks								
*Defensive Threat Value (DTV);Movement: Walk 3/5 (31 kph), Maneuver: -2,Armor: 25/50/75								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 320 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Life Support (Limited); Arms: 2 x Battle Arms (Rating 9, can punch); Armor Qualities: HEAT Resistant (Rating 5), Reinforced (Rating 2, Front); Communications (0/12 km); Feature: Off-Road Ability; Hostile Environment Protection (Desert); Reinforced Systems: Ammo/Fuel, Backups; Sensors (+1/3 km); Negative Features: Large Sensor Profile (Rating 2); Sensor Dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	T	0	x10	3	+1	-	200
1	Antitank Missile Launcher	F	+1	x25	3	0	Guided, HEAT	8
2	Light Machinegun	FF	0	x3	1	+4	Anti-Infantry	600 each
1	Snub Cannon	F	-1	x28	1	0	HEAT	20
1	Target Designator	F	0	x0	1	0	Target Designator	Unlimited

OGL Stat Block

Type: Giant Robot, Size: Huge (Tall, 6.5 m), Hit Points: 90 (MP: 140), Occupancy: 2 operators, no cargo (MP: 20), Armor Hardness: 25 (MP: 125), Defense: 8							
Strength: 30 (+10) (MP: 60), Speed: Land 46 kph (MP: 175), Tactical Speed: Land 76 m, Initiative: -3 (MP: -5), Maneuver: -2 (MP: 0)							
Special Abilities: Chobham Armor (MP: 23), Laser Designator (RI 150, MP: 4) GPS (MP: 2), NBC Filter (MP: 4), High Rez Radar (3 km, MP: 12), Tactical Radio (Secure, MP: 2), Long Range Radio (Secure, MP: 4), Infrared (2 km, MP: 6)							
Exotic Abilities: None							
Mecha Defects: No Hands (MP: -30), Noisy (MP: -5), Reduced Endurance (14 hours at combat speed, MP: -20), Start Up Time (1 minute, MP: -2)							
Weapons:							
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
30mm Autocannon*	5d12	A	80m	200	Automatic, 4x Extra Ammo	-	104
90mm Snub Cannon*	5d20	SS	75m	20	-	Arc of Fire (Fr), Short Range	(52
Guided Missile Pod**	10d10	SA	150m	8	Blast, Indirect, Guided (SARH, LG)	Arc of Fire (Fr), 2x Less Ammo	256
Light Machineguns	2d12	A	40m	600	Automatic, 12x Extra Ammo	Arc of Fire (Fr)	52
Light Machineguns	2d12	A	40m	600	Automatic, 12x Extra Ammo	Arc of Fire (Fr)	52
NOTE: *Ballistic Weapon; **Blast Weapons.							

WACS-01FS-HAST ASSAULT MAMMOTH

The Assault Mammoth is a close-combat variant of the standard model and is designed to fight in confined environments such as cities and canyons. To this end, the Assault Mammoth is even more sturdy and well armored than the standard Mammoth, with additional frontal armor. The crewmen, one pilot and one system operator/gunner, sit in a tandem configuration, with the pilot on the right and the gunner on the left, just above him. Some production runs reverse this set-up, although the machine's performance is unaffected. With the exception of the turret-mounted, 40 mm heavy autocannon, which has a decent range, the Assault Mammoth's armament is designed with brutal, short range combat in mind. Instead of the mixed missile/snub cannon payload of the basic Mammoth, the machine carries twin snub cannons, one in each battle arm. The awesome firepower of these virtually ensure that the Assault Mammoth will destroy anything placed in front of its barrels, even a heavy tank. Each gun draws its ammunition from a twenty-five-shot heavily armored magazine mounted right behind the barrel assembly. Like in the standard model, two swivel-mounted machineguns on either side of the body protect the vehicle by picking up any troublesome infantry units, hopefully before they can use a missile launcher, which remain dangerous despite the Assault Mammoth's heavy armor.



The Assault Mammoth is almost as old as the Mammoth design itself. Its time in the spotlight came during the vicious city-clearing fights of the War of the Alliance, where Assault Mammoths were extensively used against hovertanks and enemy infantry alike. Armed with anti-armor and canister ammunition, they were often the first to wade in and the last to come out. Assault Mammoths and their crews served especially valiantly during the Battle of Baja in TN 1916, when war-correspondent Konnor Garysson made them famous thanks to trideo reports from the front. While many Mammoths were switched to Assault configuration during the war, the proportion of Assaults has steadily dropped since then. In the Badlands operations more common to current strategy, the lack of ranged firepower is a critical weakness for the Assault, especially when deployed against missile or field-gun equipped Nagas.

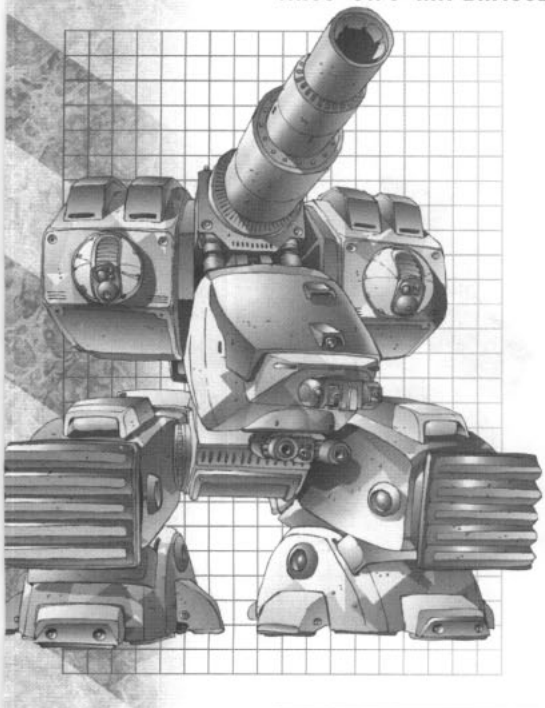
Silcore Stat Block

Size: 9 (Tall, 6.8 m), Width: 9.2 meters, Standard Operational Weight: 22,600 kg, Cost: 1,397,451 marks								
*Defensive Threat Value (DTV); Movement: Walk 3/5 (31 kph), Maneuver: -2, Armor: 25/50/75								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 320 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Life Support (Limited); Arms: 2 x Battle Arms (Rating 9, can punch); Armor Qualities: HEAT Resistant (Rating 5), Reinforced (Rating 4, Front); Communications (0/12 km); Feature: Off-Road Ability; Hostile Environment Protection (Desert); Reinforced Systems: Ammo/Fuel, Backups; Sensors (+1/3 km); Negative Features: Large Sensor Profile (Rating 2), Sensor Dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Autocannon	T	0	x12	3	+1	-	150
2	Light Machinegun	FF	0	x3	1	+4	Anti-Infantry	600 each
1	Snub Cannon	F	-1	x28	1	0	HEAT	20
1	Snub Cannon	F	-1	x28	1	0	HEAT	20
1	Target Designator	F	0	x0	1	0	Target Designator	Unlimited

OGL Stat Block

Type: Giant Robot, Size: Huge (Tall, 6.5 m), Hit Points: 90, Occupancy: 2 operators, no cargo, Armor Hardness: 25, Defense: 8, Strength: 30 (+10)							
Speed: Land 46 kph, Tactical Speed: Land 76 m, Initiative: -3, Maneuver: -2							
Special Abilities: Chobham Armor , Laser Designator (RI 150) GPS, NBC Filter, High Rez Radar (3 km), Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2 km)							
Exotic Abilities: None, Mecha Defects: No Hands, Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)							
Weapons:							
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
25mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	—	(104)
90mm Snub Cannon*	5d20	SS	75m	20	—	Arc of Fire (Fr), Short Range	(52)
90mm Snub Cannon*	5d20	SS	75m	20	—	Arc of Fire (Fr), Short Range	(52)
Heavy Machineguns	3d12	A	40m	200	Automatic, 2x Extra Ammo	Arc of Fire (Fr)	(52)
NOTE: *Ballistic Weapon; **Blast Weapons.							

WACS-01FS-ART DAMOCLES



The Damocles is a new artillery strider being developed by the engineers at Hartmore. Although based on the basic structural frame of the standard Mammoth strider, it features a more massive torso and sheds the two battle arms that normally carry the majority of the armament. The crewmen, one pilot and one system operator/gunner, still sit in the classic tandem configuration. The Damocles's armament is designed with long-range fire-support in mind. The rear body of the machine has been entirely reconfigured to house the large KLG-675 artillery gun. The gun draws its ammunition from a twenty-shot heavily armored clip magazine mounted underneath, where the auxiliary engine is normally located on the Mammoth. The shells are grouped in four salvoes of five, ready to be loaded into the gun. Reliable Sergon Optics laser turrets are placed on the shoulders to protect the unit against air strikes and counter-battery fire. Finally, two underslung machineguns protect the vehicle from any troublesome infantry units. The chassis does nots have the battle arms normally used by the standard Mammoth, which often cause problems to inexperienced pilots trying to get the machine back on its feet after a fall. The stabilizer pads of the original design are still present and are put to good use by the Damocles.

Although the Damocles is still a relatively new design, several test variants of the basic chassis have been designed and tested by the project's engineers. Among those, a command unit, equipped with a satellite uplink, seems to be the most promising, though the system interface has caused many problems that have yet to be solved. Ideally, each battery of Damocles would have at least one of these in its ranks, enabling them to answer fire mission requests from almost anywhere within firing range. A few artillery units of the Northern Guards are now fielding the Damocles for evaluation and combat trials. Unfortunately, all models currently in existence seem to suffer from some kind of flaw, not a few of them being directly related to the unorthodox body layout chosen for the machine. High Command hopes thse field trials will help the Hartmore engineers figure things out. For its part, Hartmore Motor Company has hired a team of third-party consultants to help solve the problems which seem to be plaguing their new machine.

Silcore Stat Block

Size: 9 (Tall, 6.8 m), Width: 6.7 meters, Standard Operational Weight: 23,450 kg, Cost: 719,708 marks

*Defensive Threat Value (DTV); Movement: Walk 3/5 (31 kph), Maneuver: -2, Armor: 25/50/75

*Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 320 km, Reaction Mass: n/a

Perks and Flaws: Accessory: Life Support (Limited); Arms: 2 x Battle Arms (Rating 9, can punch); Armor Qualities: HEAT Resistant (Rating 6), Reinforced (Rating 4, Front); Communications (0/10 km); Hostile Environment Protection (Desert); Reinforced Systems: Ammo/Fuel, Backups; Sensors (+1/2 km); Negative Features: Large Sensor Profile (Rating 1), Sensor Dependent

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Artillery Gun	FF	-2	x12	25	+1	Indirect Fire, Area Effect: 0, Min. Range: -1	4
1	Sniper Laser Cannon	F	+1	x12	5	0	HEAT, Attenuating Damage (1), Attack/Target: Land/Air	15
1	Sniper Laser Cannon	F	+1	x12	5	0	HEAT, Attenuating Damage (1)	15
1	Heavy Machinegun	F	0	x4	1	+3	Anti-Infantry	250
1	Heavy Machinegun	F	0	x4	1	+3	Anti-Infantry	250

OGL Stat Block

Type: Giant Robot, Size: Huge (Tall, 6.8 m), Hit Points: 90, Occupancy: 2 operators, no cargo, Armor Hardness: 25, Defense: 0, Strength: 30 (+10)

Speed: Land 46 kph (MP: 175), Tactical Speed: Land 76 m, Initiative: -3, Maneuver: -2

Special Abilities:

Chobham Armor, Laser Designator (RI 150) GPS, NBC Filter, High Rez Radar (3 km), Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2 km)

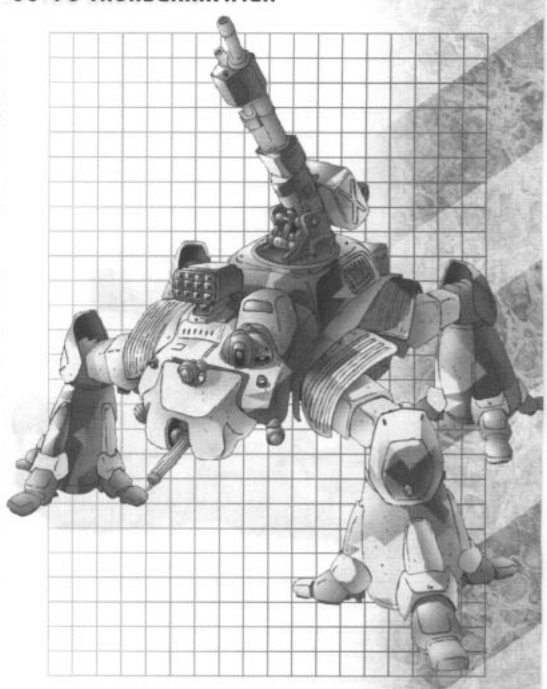
Exotic Abilities: None, Mecha Defects: No Hands, Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
Lt Artillery Gun*	7d8	SS	1250m	12	4x Blast, Indirect Fire, 4x Long Range	Less Ammo	462
Sniper Laser Cannon***	5d8	S	240m	20	2x Long Range	Space-Optimized	90
Sniper Laser Cannon***	5d8	S	240m	20	2x Long Range	Space-Optimized	90
Heavy Machineguns*	3d12	A	40m	200	Automatic, 2x Extra Ammo	Arc of Fire (Fr)	(52)

NOTE: *Ballistic Weapon; **Blast Weapons, ***Energy Weapon.

WACS-03-FS THUNDERHAMMER



The basic layout of the Thunderhammer is a rectangular chassis carried by four massive legs placed at each corner. Each leg ends in a stubby claw capable of finding purchase on the roughest ground. The entire vehicle is covered with thick armor plating that is evenly spread on all locations, front and back. The two crewmen, the commander/pilot and the system operator/gunner, ride in a fully enclosed armored cockpit located on top of the main hull. The sensor array is divided into several pods located at various points across the body, which makes the sensor equipment very hard to take out with just one shot. The Thunderhammer features an elaborate system of automatic loading and secondary systems that allow two crewmen to operate the massive strider with very little difficulty and allow the Thunderhammer to launch several shells in short order.

The main armament of the Thunderhammer is the large Northco Weapons Division 120 mm smoothbore gun carried on its back on a 360° mount. The 12 rounds of ammunition are carried within an armored box that moves with the gun, reducing damage to the main body should the ammunition be hit. The ammunition clip can be replaced very rapidly by a crane-equipped support vehicle, and the clip can accept a large variety of ammunition types. A 40 mm autocannon mounted in a small turret at the front and a 71 mm rocket launcher placed beside the cockpit act as backups and close-defense weapons. A small belly turret contains a 27 mm light grenade launcher for use against infantry and other soft targets that come too close. The armament of the Thunderhammer is designed for close fire-support duties rather than pure artillery duty, a function covered by the Damocles strider and tracked vehicles such as the Verder. The Thunderhammer is thus deployed near the cutting edge of a Northern advance and is usually accompanied by a shielding squadron of Gears to prevent tank-hunting units from taking advantage of the strider's low mobility. The Thunderhammer's close-defense weaponry is impressive enough, however, that the shielding squadron can be spared if strictly necessary. Whenever possible, Thunderhammer crews will also use rough terrain as a shield for their vehicle, taking advantage of its ability to move across broken ground with surprising ease.

Silcore Stat Block

Size: 12 (Tall, 6.8 m), Width: 6.7 meters, Standard Operational Weight: 43,720 kg, Cost: 5,014,930 marks

***Defensive Threat Value (DTV); Movement: Walk 3/5 (30 kph), Maneuver: -2, Armor: 35/70/105**

***Miscellaneous Threat Value (MTV); Crew: Living 2 Computer: 2 (Dumb), Deployment Range: 250 km, Reaction Mass: n/a**

Perks and Flaws: Accessory: Life Support (Limited); Armor Qualities: All Around; Communications (0/20 km); Feature: Off-Road Ability; Hostile Environment Protection (Desert); Reinforced Systems: Ammo/Fuel, Backups; Sensors (0/5 km); Negative Features: Large Sensor Profile (Rating 2), Sensor Dependent

***Offensive Threat Value (OTV)**

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Autocannon	F	+1	x12	3	+1	-	150
1	Light Field Gun	T	+1	x22	5	0	Indirect Fire	12
1	Medium Rocket Pod/36	F	0	x18	2	+4	HEAT, Indirect Fire	36
1	Antipersonnel Grenade Launcher	F	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6

OGL Stat Block

Type: Giant Robot, Size: Huge (Tall, 6.5 m), Hit Points: 95, Occupancy: 2 operators, no cargo, Armor Hardness: 30, Defense: 0, Strength: 40 (+10)

Speed: Land 45 kph, Tactical Speed: Land 76 m, Initiative: -3, Maneuver: -2

Special Abilities: Chobham Armor , Laser Designator (RI 150) GPS , NBC Filter, High Rez Radar (3 km), Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2 km)

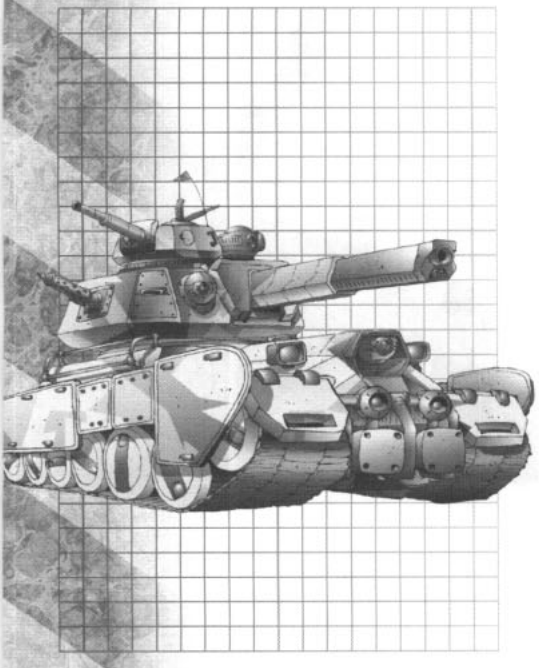
Exotic Abilities: None, Mecha Defects: No Hands (MP: -30), Noisy, Reduced Endurance (14 hours at combat speed, Start Up Time (1 minute), Negative Feature: Large Sensor Profile

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
50mm Autocannon*	6d12	A	120m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
Lt Field gun*	8d12	SS	640m	12	2x Extra Range	Arc of Fire (Fr), Less Ammo
Medium Rocket Pod**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
APGL**	2d10	SS	40m	6	Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo

NOTE: *Ballistic Weapon; **Blast Weapons. All weapons are Hardpoint-mounted.

NT-3 ALLER MAIN BATTLE TANK



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

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

Silcore Stat Block

Size: 14 (Tall, 3.8 m), Length: 8.3 meters, Standard Operational Weight: 67,880 kg, Cost: 1,411,500 marks

*Defensive Threat Value (DTV); Movement: Ground 5/10 (65 kph), Maneuver: -2, Armor: 40/80/120

*Miscellaneous Threat Value (MTV); Crew: Living 3 Computer: 2 (Dumb 2), Deployment Range: 580 km, Reaction Mass: n/a

Perks and Flaws: Accessory: Autopilot, Pintle Mount; Armor Quality: Heat Resistant (Rating 10), Reinforced (Rating 5, Front); Communications (0/20 km); Feature: High Towing Capacity (Double); Hostile Environment Protection (Desert); Reinforced System: Backups, Crew, Movement; Sensors (0/2 km); Negative Feature: Large Sensor Profile (Rating 2), Sensor Dependent

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Railgun	T	0	x35	10	0	Sniper	20
1	Light Pulse Laser Cannon	T	+1	x20	3	0	Attenuating Damage (3), HEAT	30
1	Medium Autocannon	T	0	x10	3	+1	-	60
1	Light Machinegun	T	0	x3	1	+4	Anti-Infantry	1200
1	Light Machinegun	T	0	x3	1	+4	Anti-Infantry	1200
1	Smoke Launchers	T	0	x0	0	0	Smoke	10

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 8.26 m), Hit Points: 55, Occupancy: 3 operators, no cargo, Armor Hardness: 30, Defense: 8

Strength: n/a, Speed: Land 90 kph, Tactical Speed: Land 150 m, Initiative: -4, Maneuver: -4

Special Abilities: Chobham Armor, Communications (Tactical Radio, Secure), Environmental Sys. (NBC Filter), Navigation Aid (GPS), Sensors (Infrared, Radar, 2 km)

Exotic Abilities: Artificial Intelligence (Limited, Dex 3, Int 3, Wis 1, Cha 1)

Mecha Defects: Front-Optimized Armor, Noisy, Reduced Endurance (6 hours at combat speed), Start-Up Time (one minute)

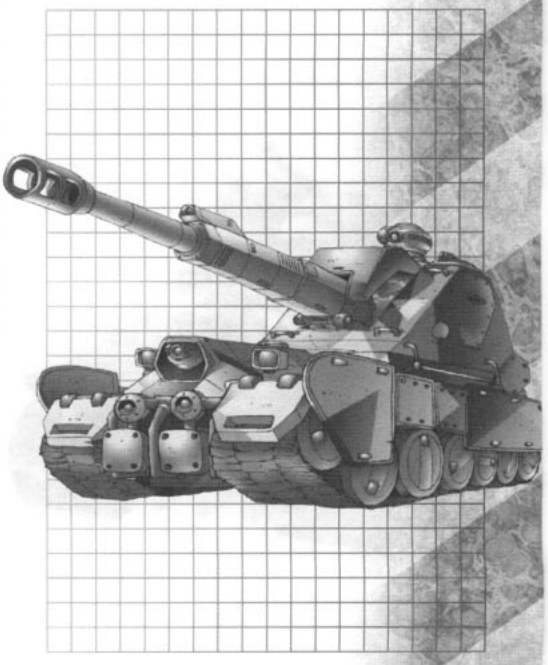
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Heavy Railgun	12d12	SS	480m	20	Hardpoint, Long Range	-
Light Pulse Laser Cann.*	10d8	S	120m	30	Hardpoint, Semiauto	Space-Optimized
Medium Autocannon	5d12	A	100m	60	Automatic, 2x Extra Ammo, Hardpoint	-
Light Machinegun	2d10	A	60m	1200	Automatic, 4x Extra Ammo, Hardpoint	-
Light Machinegun	2d10	A	60m	1200	Automatic, 4x Extra Ammo, Hardpoint	-

* Energy Weapon

NA-3 VERDER

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



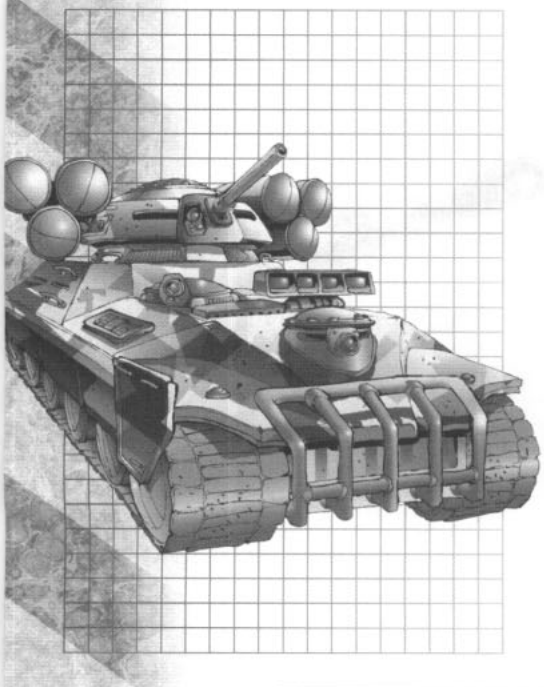
Silcore Stat Block

Size: 14 (Tall, 3.8 m), Length: 11.5 meters, Standard Operational Weight: 69,200 kg, Cost: 2,405,143 marks								
*Defensive Threat Value (DTV); Movement: Ground 5/9 (60 kph), Maneuver: -3, Armor: 42/84/126								
*Miscellaneous Threat Value (MTV); Crew: Living 3 Computer: 2 (Dumb2), Deployment Range: 540 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot, Pintle Mount; Armor Quality: Heat Resistant (Rating 10); Communications (0/20 km); Feature: High Towing Capacity (Double); Hostile Environment Protection (Desert); Reinforced System: Backups, Crew, Movement; Sensors (+1/5 km); Negative Feature: Large Sensor Profile (Rating 2), Sensor Dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Artillery Gun	FF	-2	x22	40	0	Area Effect: 2, Indirect Fire, Min. Range: -1, Recoil	1
1	Sniper Laser Cannon	T	+1	x12	5	0	Attenuating Damage (1), HEAT	20

OGL Stat Block

Type: Vehicle, Size: Gargantuan (Long, 11.5 m), Hit Points: 84, Occupancy: 3 operators, no cargo, Armor Hardness: 30, Defense: 0						
Strength: n/a, Speed: Land 80 kph , Tactical Speed: Land 133 m, Initiative: -6, Maneuver: -6						
Special Abilities: Chobham Armor, Communications (Tactical Radio, Secure), Environmental Systems (NBC Filter), Navigation Aid (GPS), Sensors (Infrared, Radar, 5 km)						
Exotic Abilities: Artificial Intelligence (Limited, Dex 3, Int 3, Wis 1, Cha 1)						
Mecha Defects: Noisy, Reduced Endurance (7 hours at combat speed,), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Heavy Artillery Gun	8d12	SS	2000m	1	5x Blast, Indirect Fire, Hardpoint, 4x Long Range	Arc of Fire (Fr), Static, 5x Less Ammo
Sniper Laser Cannon*	5d8	S	240m	20	Hardpoint, 2x Long Range	Space-Optimized
• Energy Weapon						

NT-9 KLEMM LIGHT BATTLE TANK



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

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

Silcore Stat Block

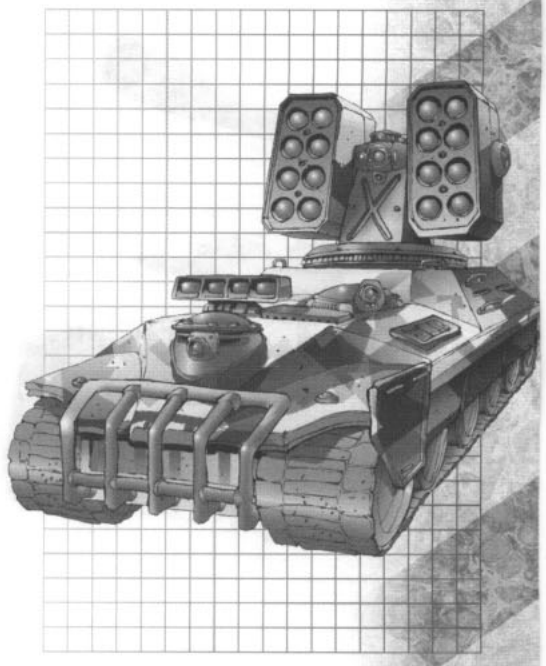
Size: 10 (Tall, 2.2 m), Length: 5.5 meters, Standard Operational Weight: 26,650 kg, Cost: 1,120,200 marks								
*Defensive Threat Value (DTV); Movement: Ground 6/11 (68 kph), Maneuver: -1, Armor: 25/50/75								
*Miscellaneous Threat Value (MTV); Crew: Living 2 Computer: 2 Dumb, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot; Armor Quality: Heat Resistant (Rating 5), Reinforced (Rating 5, Front); Communications (0/15 km); Feature: High Towing Capacity (Double); Hostile Environment Protection (Desert); Reinforced System: Backups; Sensors (0/1 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	T	0	x8	2	+2	-	200
1	Anti-Tank Missile	T	+1	x25	3	0	Guided, HEAT	6
1	Antipersonnel Grnade Launcher	T	0	x3	1	0	Anti-Infantry, Area Effect: 0, Indirect Fire	16

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 6.08 m), Hit Points: 55, Occupancy: 2 operators, no cargo, Armor Hardness: 30, Defense: 0						
Strength: n/a, Speed: Land 99 kph, Tactical Speed: Land 165 m, Initiative: -2, Maneuver: -2						
Special Abilities: Chobham Armor, Communications (Tactical Radio, Secure), Environmental Sys. (NBC Filter), Navigation Aid (GPS), Sensors (Infrared, Radar, 1 km)						
Exotic Abilities: Artificial Intelligence (Limited, Dex 3, Int 3, Wis 1, Cha 1)						
Mecha Defects: Front-Optimized Armor, Noisy, Reduced Endurance (5 hours at combat speed, MP: -25), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Antitank Missile Laun.	10d10	SA	150m	6	Blast, Guided (SARH, LG), Ind. Fire, Hardpoint, Semiauto	2x Less Ammo
Light Autocannon	4d12	A	80m	200	Automatic, 3x Extra Ammo, Hardpoint	-
Antipersonnel Gr. Laun.	2d10	SS	40m	16	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), Less Ammo

NT-12 JAXON SUPPORT TANK

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



Silcore Stat Block

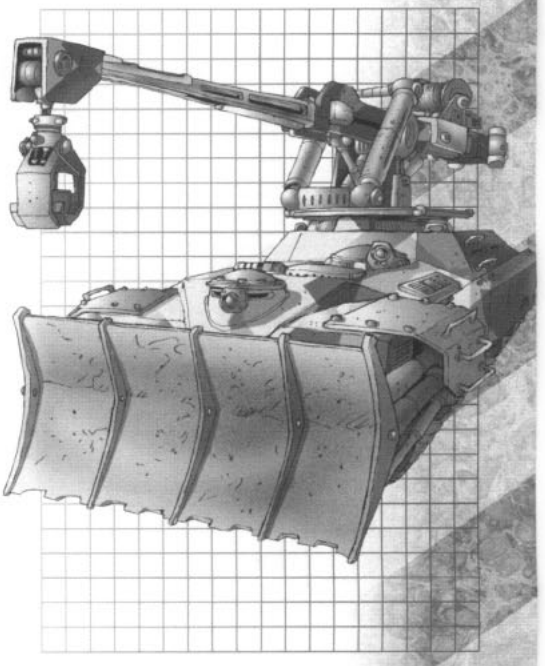
Size: 10 (Tall, 2.3 m), Length: 5.5 meters, Standard Operational Weight: 26,870 kg, Cost: 574, 200 marks								
*Defensive Threat Value (DTV); Movement: Ground 6/11 (68 kph), Maneuver: -1, Armor: 25/50/75								
*Miscellaneous Threat Value (MTV); Crew: Living 2 Computer: 2 Dumb, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot; Armor Quality: Heat Resistant (Rating 5), Reinforced (Rating 5, Front); Communications (0/15 km); Feature: High Towing Capacity (Double); Hostile Environment Protection (Desert); Reinforced System: Backups; Sensors (0/1 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Rocket Pod	T	-1	x20	3	+4	HEAT, indirect Fire	48
1	Heavy Rocket Pod	T	-1	x20	3	+4	HEAT, indirect Fire	48
1	Antipersonnel Grnade Launcher	T	0	x3	1	0	Anti-Infantry, Area Effect: 0, Indirect Fire	16

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 6.08 m), Hit Points: 55, Occupancy: 2 operators, no cargo, Armor Hardness: 30, Defense: 0						
Strength: n/a, Speed: Land 99 kph, Tactical Speed: Land 165 m, Initiative: -2, Maneuver: -2						
Total MP Cost: 1204, Total Money Cost:†2,899,232 marks						
Special Abilities: Chobham Armor, Communications (Tactical Radio, Secure), Environmental Systems (NBC Filter), Navigation Aid (GPS, MP: 2), Sensors (Infrared, Radar, 1 km)						
Exotic Abilities: Artificial Intelligence (Limited, Dex 3, Int 3, Wis 1, Cha 1)						
Mecha Defects: Front-Optimized Armor, Noisy, Reduced Endurance (5 hours at combat speed), Start-Up Time (one minute,)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Heavy Rocket Pack/48	10d8	A	120m	48	Automatic, Blast, Ex. Ammo, Ind. Fire, Hardpoint	Arc of Fire (Fr)
Heavy Rocket Pack/48	10d8	A	120m	48	Automatic, Blast, Ex. Ammo, Ind. Fire, Hardpoint	Arc of Fire (Fr)
Antipersonnel Gre. Laun.	2d10	SS	40m	16	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), Less Ammo

ENT-2 BAXTER

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



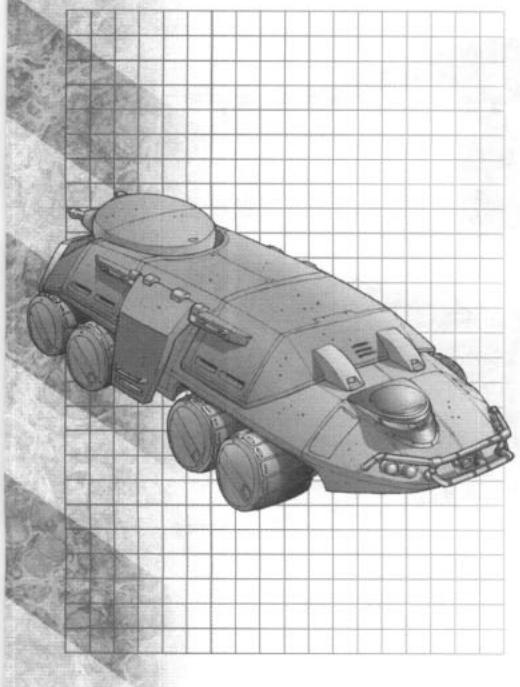
Silcore Stat Block

Size: 10 (Tall, 2.2 m), Length: 5.5 meters, Standard Operational Weight: 28,900 kg, Cost: 570,000 marks								
*Defensive Threat Value (DTV); Movement: Ground 5/9(62 kph), Maneuver: -2, Armor: 23/46/69								
*Miscellaneous Threat Value (MTV); Crew: Living 2 Computer: 2 (Dumb2), Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot, Light Mining Equipment, Searchlight (150 m, F); Arms: 1 x Tool Arm (Rating 12, Turret-Mounted Crane, Cannot Punch); Armor Quality: Heat Resistant (Rating 3), Location (Rating 1, Movement), Reinforced (Rating 5, Front); Communications (O/12 km); Feature: High Towing Capacity (Double); Hostile Environment Protection (Desert); Reinforced System: Backups; Sensors (-1/2 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Grapple Launcher	T	0	x12	0	0	Winch, Range	Inf

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 6.53 m), Hit Points: 53, Occupancy: 2 operators, no cargo, Armor Hardness: 28 , Defense: 0						
Strength: n/a, Speed: Land 81 kph, Tactical Speed: Land 135 m, Initiative: -5, Maneuver: -5						
Special Abilities: Accessories (earthmoving blade, grapple launcher with 650 m length cable and 52-ton towing capacity, crane arm with 52-ton towing capacity, MP: 3), Chobham Armor, Communications (Tactical Radio, Secure), Environmental Systems (NBC Filter), Navigation Aid (GPS), Searchlight, Sensors (Infrared, Radar, 2 km)						
Exotic Abilities: None						
Mecha Defects: Front-Optimized Armor, Noisy, Reduced Endurance (6 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

TTM-8/20 BADGER APC



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

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

Silcore Stat Block

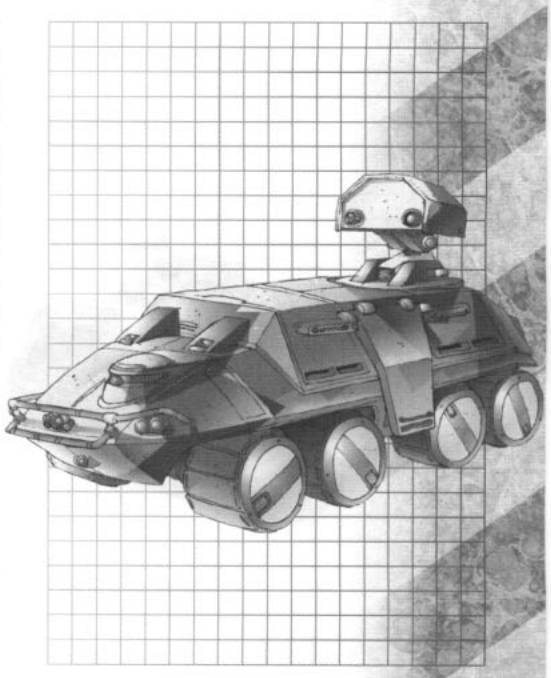
Size: 8 (Tall, 2.4 m), Length: 7.8 meters, Standard Operational Weight: 12,627 kg, Cost: 80,250 marks								
*Defensive Threat Value (DTV); Movement: Ground 10/20 (120 kph), Maneuver: -3, Armor: 12/24/36								
*Miscellaneous Threat Value (MTV); Crew: Living 2/ Passenger 20, Deployment Range: 560 km, Reaction Mass: n/a								
Perks and Flaws: Communications (0/10 km); Feature: Hostile Environment Protection (Desert); Reinforced System: Crew; Sensors (0/2 km), Exposed Systems								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	T	0	x8	2	+2	-	30
1	Light Autocannon	T	0	x8	2	+2	-	30

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 7.82 m), Hit Points: 42, Occupancy: 2 operators, 20 passengers, no cargo, Armor Hardness: 12, Defense: 0						
Strength: n/a, Speed: Land 180 kph, Tactical Speed: Land 300 m, Initiative: -5, Maneuver: -5,						
Special Abilities: Communications (Tactical Radio, Secure), Environmental Systems (NBC Filter), Navigation Aid (GPS), Sensors (Infrared, Radar, 2 km,)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (3 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Light Autocannon	4d12	A	80m	30	Automatic, Hardpoint	-
Light Autocannon	4d12	A	80m	30	Automatic, Hardpoint	-

MA-121 RABID BADGER APC

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



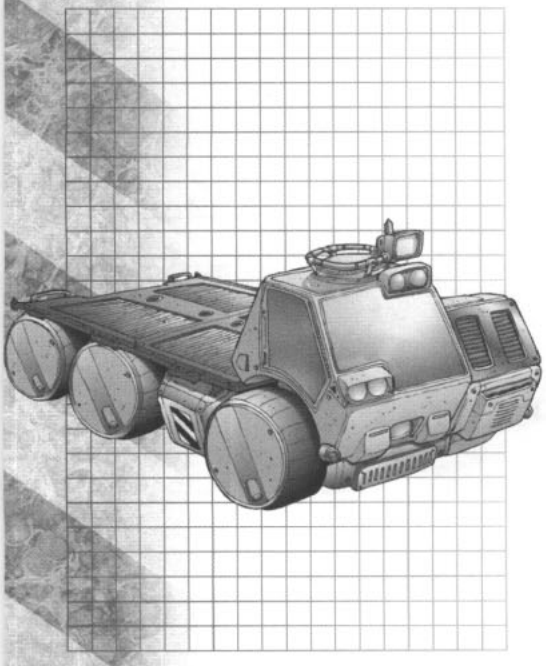
Silcore Stat Block

Size: 8 (Tall, 2.4 m), Length: 7.8 meters, Standard Operational Weight: 12,627 kg, Cost: 295,500 marks								
*Defensive Threat Value (DTV); Movement: Ground 10/19 (115 kph), Maneuver: -3, Armor: 12/24/36								
*Miscellaneous Threat Value (MTV); Crew: Living 2/ Passenger 20, Deployment Range: 550 km, Reaction Mass: n/a								
Perks and Flaws: Communications (0/10 km); Feature: Hostile Environment Protection (Desert); Reinforced System: Crew; Sensors (0/2 km), Exposed Systems								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Anti-Gear Missile	T	+1	x15	3	0	Guided, HEAT	12

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 7.82 m), Hit Points: 42, Occupancy: 2 operators, 20 passengers, no cargo, Armor Hardness: 12, Defense: 0						
Strength: n/a, Speed: Land 114 kph (MP: 84), Tactical Speed: Land 190 m, Initiative: -5, Maneuver: -5						
Total MP Cost: 761, Total Money Cost:†1,158,242 marks						
Special Abilities: Communications (Tactical Radio, Secure), Environmental Systems (NBC Filter), Navigation Aid (GPS), Sensors (Infrared, Radar, 2 km)						
Exotic Abilities: None						
Mecha Defects: Noisy (), Reduced Endurance (3 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Anti-Gear Missile	10d10	SS	150m	12	Blast, Indirect Fire, Guided (LG, SARH), Hardpoint	Less Ammo

M-6/5 CAMEL



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

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

Silcore Stat Block

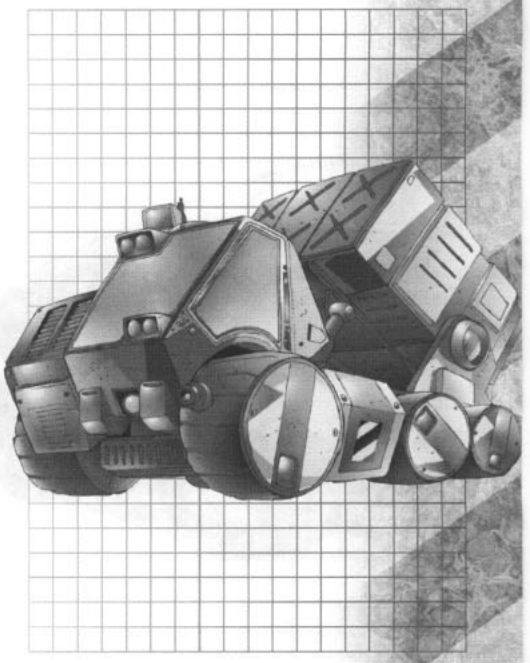
Size: 4 (Tall, 2.9 m), Length: 6.1 meters, Standard Operational Weight: 3276 kg, Cost: 37,500 marks								
*Defensive Threat Value (DTV); Movement: Ground 7/13 (115 kph), Maneuver: -3, Armor: 8/16/24								
*Miscellaneous Threat Value (MTV); Crew: Living 2/ Passenger 2, Deployment Range: 700 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Searchlight (100 m, F); Communications (-2/2 km); Feature: Cargo Bay (40 m3), High Towing Capacity (Double); Hostile Environment Protection (Desert); Negative Feature: Large Sensor Profile (Rating 1); Weakness: Exposed Movement System								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 6.09 m), Hit Points: 38, Occupancy: 1 operator, 2 passengers, 6500 kg cargo, Armor Hardness: 8, Defense: 0						
Strength: n/a, Speed: Land 117 kph, Tactical Speed: Land 195 m, Initiative: -5, Maneuver: -5						
Special Abilities: Communications (Tactical Radio, Secure), Navigation Aid (GPS), Searchlight						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (6 hours at combat speed,), Road Vehicle						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

MAP-6/5 STINGER

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



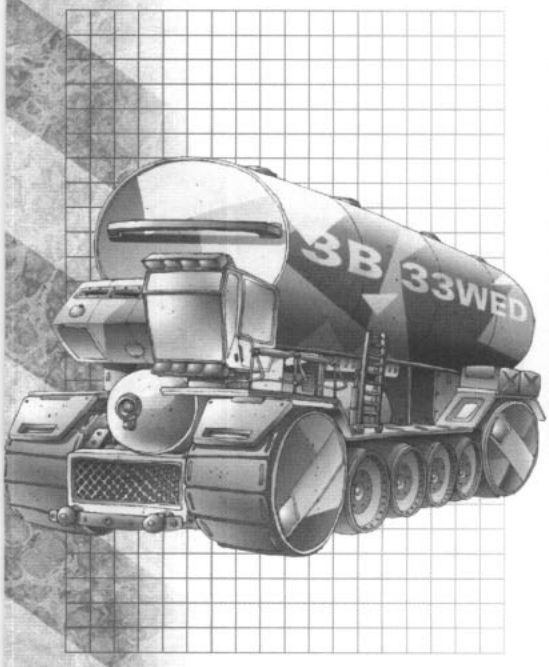
Silcore Stat Block

Size: 4 (Tall, 3.6 m), Length: 5.8 meters, Standard Operational Weight: 5120 kg, Cost: 1,009,938 marks								
*Defensive Threat Value (DTV); Movement: Ground 6/11 (65 kph), Maneuver: -3, Armor: 8/16/24								
*Miscellaneous Threat Value (MTV); Crew: Living 2/ Passenger 2, Deployment Range: 350 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Searchlight (100 m, F); Communications (0/20 km); Feature: Cargo Bay (40 m3), Hostile Environment Protection (Desert); Sensors: (0/4 km); Negative Feature: Large Sensor Profile (Rating 1); Weakness: Exposed Movement System								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
	Light Artillery Missiles	FF	-3	x12	50	0	Area Effect: 0, Guided, HEAT, Min. Range: -1, Recoil	16

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 6.09 m), Hit Points: 38 (MP: 36), Occupancy: 2 operators, 2 passengers, no cargo (MP: 28), Armor Hardness: 8 (MP: 40), Defense: 0							
Strength: n/a, Speed: Land 100 kph (MP: 56), Tactical Speed: Land 150 m, Initiative: -5 (MP: -15), Maneuver: -5 (MP: -15)							
Total MP Cost: 748, Total Money Cost:†1,119,008 marks							
Special Abilities: Communications (Tactical Radio, Secure, MP: 4), Navigation Aid (GPS, MP: 2), Sensors (Infrared, Radar, 4 km, MP: 20)							
Exotic Abilities: None							
Mecha Defects: Noisy (MP: -5), Reduced Endurance (3.5 hours at combat speed, MP: -25), Road Vehicle (MP: -8)							
Weapons:							
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
Light Artillery Missile	7d8	SS	2500m	16	4x Blast, Gu . Missile (SARH, LG), Ind. Fire, Hardpoint, 5x Lg Range	Less Ammo	630

TANKER



Fuel is a vital commodity for troops on the march. Although most military engines can gulp down almost any liquid that can burn, their performance usually suffers unless they run on properly refined fuel. Armored fuel trucks such as the Tanker can be seen on all military bases and in convoys.

This particular vehicle is based on a sturdy welded alloy chassis which is light but very strong. A hydraulic self-correcting suspension gives the vehicle a limited off-road capacity, allowing the truck to follow the troops in almost any terrain. Each of the smaller road wheel can be adjusted separately should the driver needs it. Even though the vehicle is not supposed to find itself under combat conditions, the sides of the truck are armored for protection against light weapon fire and shrapnel. The driver and up to two helpers ride in the forward cab, which contains an air conditioning system for long haul operations. The high position of the cab gives an excellent field of vision to the crew.

Several 50-meter long flexible fuel hoses are carried in compartments located under the chassis or are simply rolled on a drum mounted on the rear of the vehicle. Some trucks, notably on airbases, are also equipped with an extendable ladder for refueling tall aircraft and shuttles. A few rare models have robotic tool arms equipped with high pressure pumps for fast refueling.

Silcore Stat Block

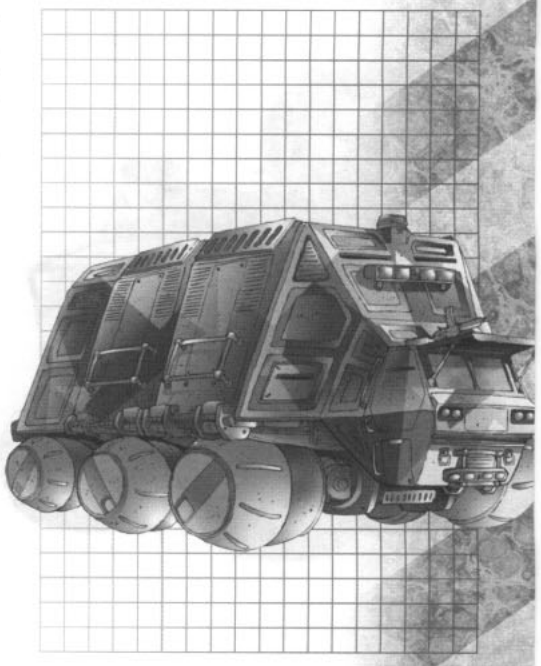
Size: 7 (Tall, 6.6 m), Length: 12.9 meters, Standard Operational Weight: 8200 kg, Cost: 9000 marks
*Defensive Threat Value (DTV); Movement: Ground 6/11 (68 kph), Maneuver: -4, Armor: 8/16/24
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a
Perks and Flaws: Communications (-2/10 km); Feature: Accomodation (2 seats for passengers), Cargo Bay (160 m3 Fuel Tank), High Towing Capacity (Double); Hostile Environment Protection (Desert)
*Offensive Threat Value (OTV)
Quantity Name Arc ACC DM BR ROF Perks & Flaws Ammo
None as Standard

OGL Stat Block

Type: Vehicle, Size: Gargantuan (Long, 12.9 m), Hit Points: 40, Occupancy: 1 operator, 2 passengers, 16 tons cargo, Armor Hardness: 8, Defense: 0
Strength: n/a, Speed: Land 102 kph, Tactical Speed: Land 170 m, Initiative: -7, Maneuver: -7
Special Abilities: Communications (Tactical Radio, Secure), Navigation Aid (GPS)
Exotic Abilities: None
Mecha Defects: Noisy, Reduced Endurance (5 hours at combat speed), Road Vehicle
Weapons:
Name Dam. ROF RI Ammo Qualities Restrictions
None as Standard

NV-225 BEHEMOTH

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



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

Silcore Stat Block

Size: 12 (Tall, 9.1 m), Length: 18.9 meters, Standard Operational Weight: 52,745 kg, Cost: 653,125 marks
*Defensive Threat Value (DTV); Movement: Ground 8/15 (89 kph), Maneuver: -2, Armor: 18/36/54
*Miscellaneous Threat Value (MTV); Crew: Living 2/ Passenger 5, Deployment Range: 1250 km, Reaction Mass: n/a
Perks and Flaws: Accessory: Pintle Mount, Searchlight (100 m, FF); Communications (0/20 km); 5 x Cargo Bay (10 tons of vehicles each); Hostile Environment Protection (Desert); Sensors: (0/2 km), Large Sensor Profile(2), Exposed Systems
*Offensive Threat Value (OTV)

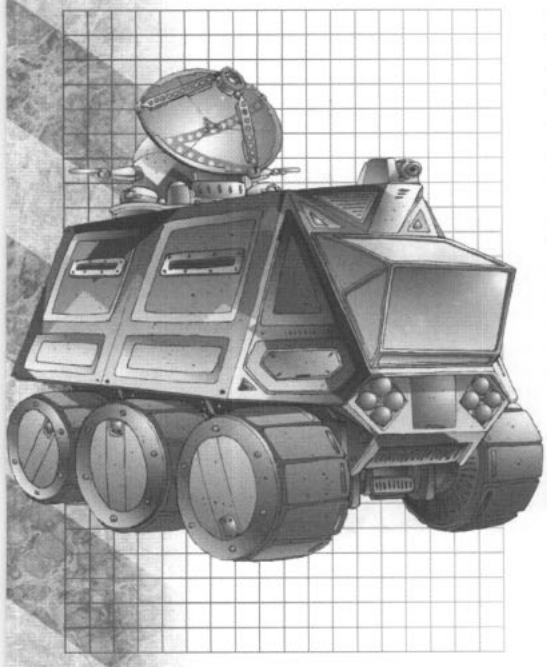
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Gargantuan (Long, 17.28 m), Hit Points: 48, Occupancy: 2 operators, 5 passengers, 50 tons cargo, Armor Hardness: 18, Defense: 0
Strength: n/a, Speed: Land 135 kph, Tactical Speed: Land 225 m, Initiative: -4, Maneuver: -4
Special Abilities: Communications (Tactical Radio, Secure), Environmental Systems (NBC Filter), Hangars (5 x 10 tons each, Large size), Navigation Aid (GPS), Sensors (Infrared, Radar, 2 km)
Exotic Abilities: None
Mecha Defects: Noisy, Reduced Endurance (10 hours at combat speed), Road Vehicle (MP: -9), Start-Up Time (one minute)
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

CV-3 MURDOCH



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

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

Silcore Stat Block

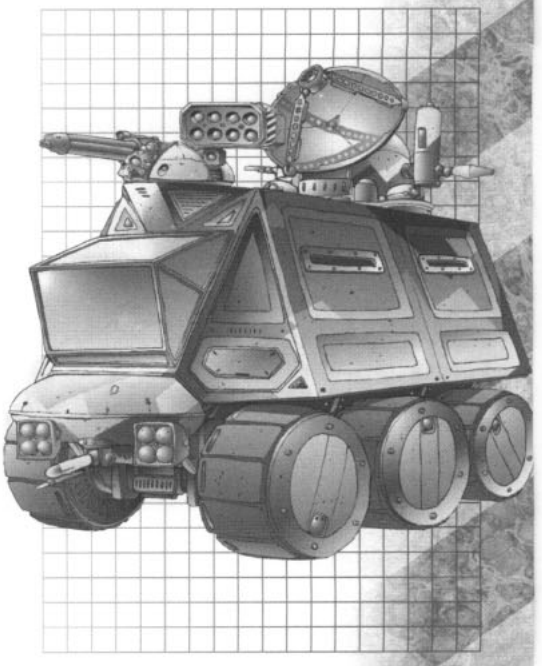
Size: 4 (Tall, 3.5 m), Length: 7.8 meters, Standard Operational Weight: 1670 kg, Cost: 274,750 marks								
*Defensive Threat Value (DTV); Movement: Ground 6/12 (73 kph), Maneuver: -2, Armor: 8/16/24								
*Miscellaneous Threat Value (MTV); Crew: Living 2 Officers/ Passenger 20, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Communications (+2/30 km), Satellite Uplink; Feature: Laboratory (Leadership, Rating 1); Hostile Environment Protection (Desert); Information Warfare: ECCM (Rating 3); Reinforced System: Backups; Sensors: (0/2 km); Negative Feature: Vulnerable to Haywire; Weakness: Exposed Auxiliaries, Exposed Systems								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
	Anti-Personnel Grenade Launcher	T	-1	x3	1	0	Anti-Infantry, Indirect Fire, Area Effect: 0	80

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 5.15 m), Hit Points: 38, Occupancy: 3 operators, 4 passengers, no cargo, Armor Hardness: 8, Defense: 0						
Strength: n/a, Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: 0, Maneuver: 0						
Special Abilities: Communications (Tactical Radio, Microwave Com, Secure), Environmental Systems (NBC Filter), Navigation Aid (GPS), Room (conference room, 4 people), Sensors (Infrared, Radar, 2 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (5 hours at combat speed), Start-Up Time (one minute), Weak Point						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Antipersonnel Grenade Launcher	2d10	SS	40m	80	Blast, 2x Extra Ammo, Indirect Fire, Hardpoint	-

EWV-7 SEEKER

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



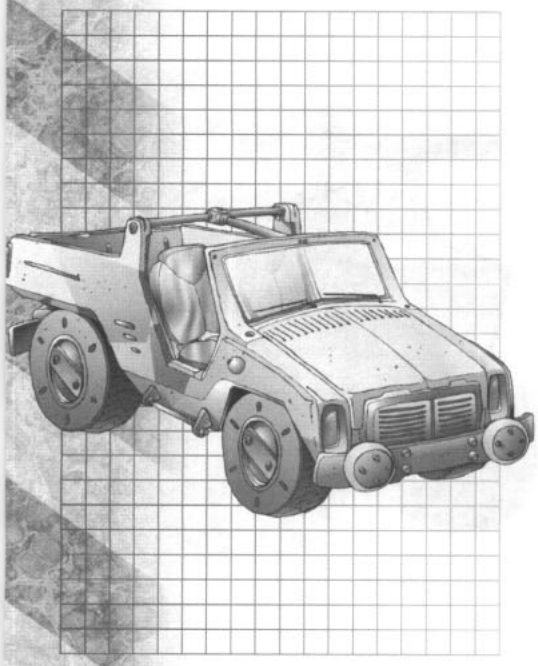
Silcore Stat Block

Size: 4 (Tall, 3.5 m), Length: 7.8 meters, Standard Operational Weight: 1670 kg, Cost: 520,000 marks								
*Defensive Threat Value (DTV); Movement: Ground 6/12 (73 kph), Maneuver: -2, Armor: 8/16/24								
*Miscellaneous Threat Value (MTV); Crew: Living 4, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Communications (+1/30 km), Satellite Uplink; Feature: Accomodation (2 couches for the technicians), Laboratory (Leadership, Rating 1); Hostile Environment Protection (Desert); Information Warfare: ECCM (Rating 2), ECCM (Rating 3); Reinforced System: Backups; Sensors: (+2/10 km); Negative Feature: Weakness: Exposed Auxiliaries								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
	Heavy Machinegun	F	0	x4	1	+3	Anti-Infantry	80
	Very Light Rocket Pod/8	F	-1	x8	1	+2	Indirect Fire	8

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 5.49 m), Hit Points: 38, Occupancy: 4 operators, no cargo, Armor Hardness: 8, Defense: 0						
Strength: n/a, Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: -4, Maneuver: -4						
Special Abilities: Communications (Tactical Radio, Microwave Com, Secure), Electronic Countermeasures (Radar Jammer +2, Radio Jammer +2), Environmental Systems (NBC Filter), Navigation Aid (GPS), Sensors (Infrared, Radar, 10 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (5 hours at combat speed), Start-Up Time (one minute), Weak Point						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Heavy Machinegun	2d12	A	80m	80	Automatic, 2x Ex. Ammo, Lg Range, Hardpoint	-
Very Light Rocket Pack/8	4d12	A	40m	8	Automatic, Blast, Hardpoint, Indirect Fire	Arc of Fire (Fr), 2x Less Ammo, Short Range

ANTELOPE



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

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

Silcore Stat Block

Size: 3 (Tall, 0.9 m), Length: 3.6 meters, Standard Operational Weight: 900 kg, Cost: 31,333 marks
*Defensive Threat Value (DTV); Movement: Ground 8/15 (92 kph), Maneuver: -1, Armor: 4/8/12
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 550 km, Reaction Mass: n/a
Perks and Flaws: Accessory: Pintle Mount; Communications (-2/10 km); Feature: Easy to Modify (all); Hostile Environment Protection (Desert); Negative Feature:Weakness: Exposed Crew
*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

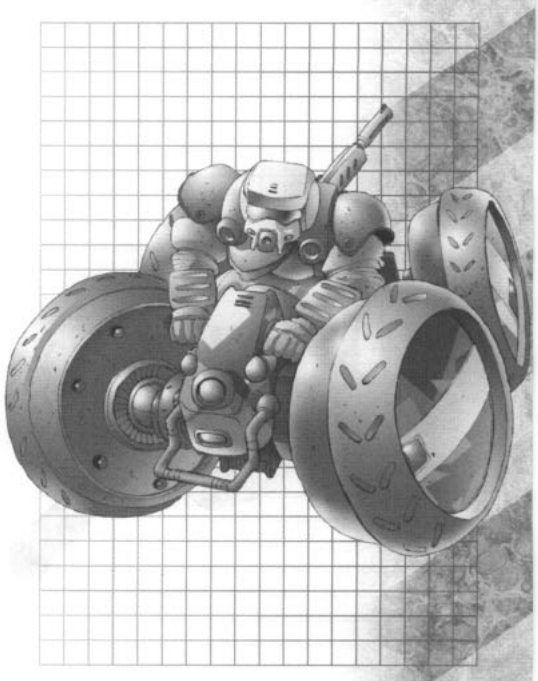
OGL Stat Block

Type: Vehicle, Size: Large (Long, 3.83 m), Hit Points: 34, Occupancy: 1 operator, 3 passengers, no cargo, Armor Hardness: 4, Defense: 0
Strength: n/a, Speed: Land 135 kph, Tactical Speed: Land 225 m, Initiative: -2, Maneuver: -2
Special Abilities: Communications (Tactical Radio, Secure), Navigation Aid (GPS)
Exotic Abilities: None
Mecha Defects: Noisy, Open, Reduced Endurance (4 hours at combat speed)
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

WALLABY

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



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

Silcore Stat Block

Size: 2 (Tall, 1.6 m), Length: 3.6 meters, Standard Operational Weight: 250 kg, Cost: 15,750 marks
*Defensive Threat Value (DTV); Movement: Ground 7/14 (84 kph), Maneuver: +1, Armor: 3/6/9
*Miscellaneous Threat Value (MTV); Crew: Living 1/Passemger 1, Deployment Range: 275 km, Reaction Mass: n/a
Perks and Flaws: Communications (-2/10 km); Cargo Bay (1 m3); Off Road Ability, Weakness: Exposed Crew
*Offensive Threat Value (OTV)

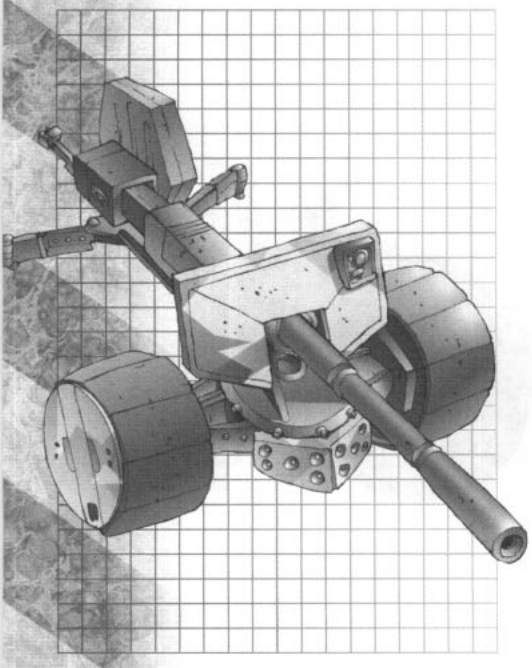
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Large (Long, 3.62 m), Hit Points: 22, Occupancy: 1 operator, 1 passenger, 1 ton cargo, Armor Hardness: 3, Defense: 0
Strength: n/a, Speed: Land 126 kph ,Tactical Speed: Land 210 m, Initiative: +2, Maneuver: +2
Special Abilities: Communications (Tactical Radio, Secure), Navigation Aid (GPS)
Exotic Abilities: None
Mecha Defects: Noisy, Open, Reduced Endurance (2 hours at combat speed)
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Stanadard						

NORTHERN FIELD ARTILLERY



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

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

Silcore Stat Block

Size: 5 (Tall, 4.7 m), Width: 1.9 meters, Standard Operational Weight: 3610 kg, Cost: 267,200 marks								
*Defensive Threat Value (DTV): Ground 0/0 (0 kph), Maneuver: -1, Armor: 8/16/24								
*Miscellaneous Threat Value (MTV): Crew: 2, Deployment Range: 0 km, Reaction Mass: n/a								
Perks and Flaws: Armor Quality: Reinforced (Rating 2, Front); Feature: Hostile Environment Protection (Desert); Reinforced System: Movement, Exposed System								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Field Gun	F	0	x22	5	0	Indirect Fire	12

OGL Stat Block

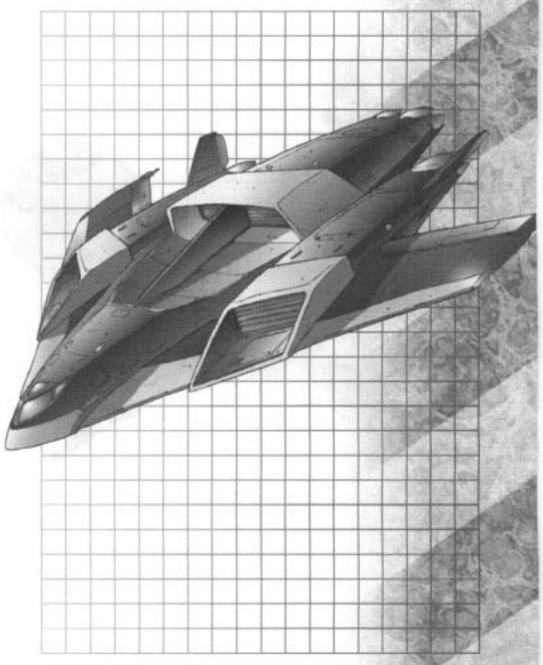
Type: Vehicle, Size: Large (Long, 4.7 m), Hit Points: 43, Occupancy: 2 operator:2, Passengers, No cargo, Armor Hardness: 8, Defense: 0, Strength: 20						
Speed: Land 0 kph, Tactical Speed: Land 0 m, Initiative: -2, Maneuver: -2, Special Abilities:, Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Negative Feature: Large Sensor Profile						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Lt Field Gun*	8d12	SS	640m	12	2x Extra Range	Arc of Fire (Fr), Less Ammo
NOTE: *Ballistic Weapon. All weapons are Hardpoint-mounted.						

B-3 BUZZARD

The Buzzard is the only heavy bomber currently in service with the forces of the CNCS. Because most of the targets requiring the use of such an imposing plane are heavily defended by ground-to-air missiles and laser turrets, the Buzzard rarely sees action.

The bomber has an extremely aerodynamic flying wing configuration and is powered by four turbofans. Two of the engines are mounted in the wings, while the remaining two are placed side by side on the "tail" of the plane. All exhaust ports are equipped with a cool air overflow generator, to reduce the IR signature, and thrust-vectoring plates for increased maneuverability.

The Buzzard carries its payload internally in one large ventral bomb bay. The most commonly used payload configuration consists of four racks of light M51 laser-guided freefall bombs and two smaller racks of the heavier M62 bombs. Although each bomb is not very powerful individually, the M51 has a good area effect; what's more, the sheer number of projectiles dropped in one run can devastate a large area.



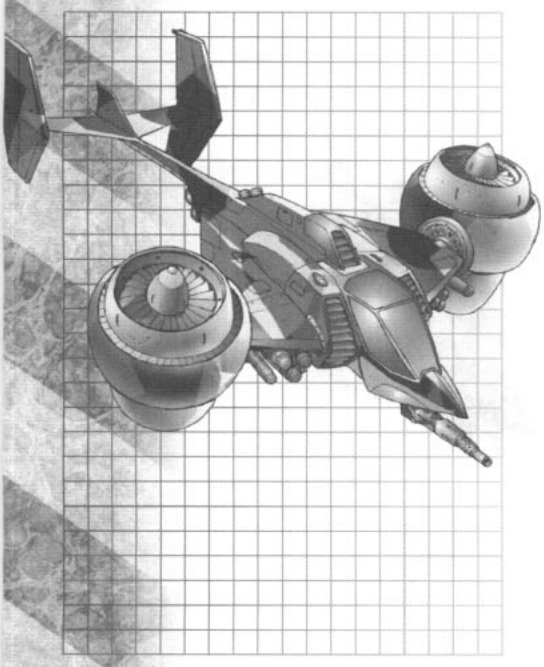
Silcore Stat Block

Size: 14, Width: 33.6 meters, Length: 33 meters, Standard operational weight: 76,000 kg, Cost: 843,465,00 marks								
*Defensive Threat Value (DTV): Movement: Flight 15/30 (900 kph) Stall 4 (120 kph) Ground 13/25 (150 kph)derived, Maneuver: -3, Armor: 18/36/54								
*Miscellaneous Threat Value (MTV): Crew: Living 3, Deployment Range: 3250 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot; Life Support (Limited); Communications (+1/100 km) airborne, Satellite Uplink; Informaton Warfare Device: Decoy (Rating 2, sensor only), ECM (Rating 1), Stealth (Rating 3); Reinforced System: Ammo/Fuel; Sensors (0/2 km), Airborne Sensors; Movement Flaw: Maximum Climbing Angle (Rating 2), Decreased Maneuverability (Rating 2, Ground), Requires Airstrip								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
4	Light Bomb Rack	F	-1	x10	0	+3	Area Effect: 0, Guided	10 each
2	Medium Bomb Rack	F	-1	x15	0	+2	Area Effect: 0, Guided	3 each
1	Target Designator	F	+1	x0	3	0	Target Designator	Unlimited

OGL Stat Block

Type: Vehicle, Size: Gargantuan (Long, 33.6 m), Hit Points: 48, Occupancy: 1 operator, no cargo, Armor Hardness: 18, Defense: 0, Strength: n/a						
Speed: Flight 900 kph, Tactical Speed: Flight 1500 m, Initiative: -4, Maneuver: -4						
Special Abilities: Environmental Controls (Life Support, NBC Filter), GPS, Radar (2 km), Tactical Radio (Secure), Infrared (2 km), Communicatons (Long Range Radio), Information Warfare Device: Stealth (Decoy), Elecronic Counter Measures, Stealth Laser Designator (RI 150m)						
Exotic Abilities: Limited A.I. (Dex3/Wis1/Cha1)						
Mecha Defects: Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute), Stall Speed (120 kph or 200 m/round)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Lt Bomb Rack*	8d12	A	n/a	10	3x Blast, Indirect, Guided (LG, SARH)	2x Less Ammo
Lt Bomb Rack*	8d12	A	n/a	10	3x Blast, Indirect, Guided (LG, SARH)	2x Less Ammo
Lt Bomb Rack*	8d12	A	n/a	10	3x Blast, Indirect, Guided (LG, SARH)	2x Less Ammo
Lt Bomb Rack*	8d12	A	n/a	10	4x Blast, Indirect, Guided (LG, SARH)	3x Less Ammo
Med Bomb Rack*	10d12	A	n/a	4	4x Blast, Indirect, Guided (LG, SARH)	3x Less Ammo
Med Bomb Rack*	10d12	A	n/a	4	4x Blast, Indirect, Guided (LG, SARH)	3x Less Ammo
NOTE: *Blast Weapons. All weapons are Hardpoint-mounted.						

H-16 DRAGONFLY



One of the most innovative military vehicles, hoppers (vectored thrust aerodynes) are as agile as helicopters, but tend to be sturdier and can achieve higher speeds. Paxton, Terra Nova's current leader in hopper technology, has long made it a policy to sell to both camps. So far, however, the Northern leagues show more interest in hopper technology than their Southern counterparts, especially for border operations.

The H-16 Dragonfly is representative of the many craft fielded by the various Northern air forces. It is used extensively onboard the Northern states' landships patrolling the periphery, mainly for aerial protection, but also for counter-insurgency and anti-bandit operations. A retractable belly-mounted minigun turret makes it especially deadly against infantry.

A battle-tested, reliable model, the H-16 is both fast and maneuverable, characteristics that make it perfect for anti-Gear operations. Its advanced electronics and heavy weapon arsenal make it a dangerous foe, even if it is lightly armored.

Silcore Stat Block

Size: 7, Width: 33.6 meters, Length: 13.1 meters, Standard operational weight: 8500 kg, Cost: 9,343,929 marks

*Defensive Threat Value (DTV); Movement: Flight 7/14 (420 kph) Stall 0 (0 kph) Ground 0/0 (0 kph)Derived, Maneuver: +1, Armor: 10/20/30

*Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 500 km, Reaction Mass: n/a

Perks and Flaws: Accessory: Autopilot; Escape System; Communications (+1/15 km); Hostile Environment Protection (Desert); Informaton Warfare Device: Decoy (Rating 1, sensors only); Reinforced System: Backups; Sensors (+1/2 km), Airborne Sensors; Movement Flaw: Cannot Glide, Maximum Ceiling (Rating 4); Negative Feature: Large Sensor Profile (Rating 1)

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	0	x10	3	+1	-	160
1	Light Machinegun	F	0	x3	1	+4	Anti-Infantry	1600
2	Anti-Tank Missile Launcher	F	+1	x25	3	0	Guided, HEAT	3 each
2	Anti-Aircraft Missile Launcher	F	+2	x10	8	0	Attack/Target: Ground/Air, Guided, HEAT, Min. Range: -2	1 each
1	Target Designator	F	+1	x0	4	0	Target Designator	Unlimited

OGL Stat Block

Type: Vehicle, Size: Large (Long, 13.1 m), Hit Points: 40, Occupancy: 1 operator, no cargo, Armor Hardness: 10, Defense: 0, Strength: n/a

Speed: Flight 420 kph, Tactical Speed: Flight 700 m, Initiative: -1, Maneuver: 0

Special Abilities: GPS, Radar (2 km), Tactical Radio (Secure), Infrared (2 km), Communicatons (Long Range Radio), Stealth (Decoy), Laser Designator (RI 200m)

Exotic Abilities: Limited A.I. (Dex3/Wis1/Cha1)

Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Stall Speed (0 kph or 0 m/round)

Weapons:

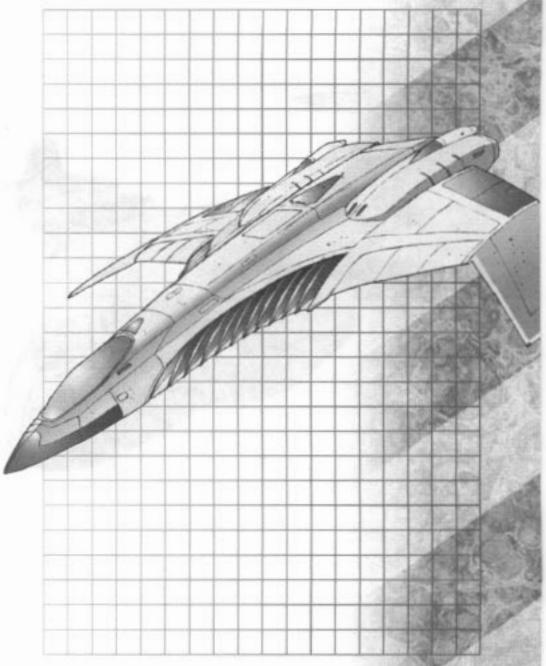
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Autocannon*	5d12	A	100m	130	Automatic, 2x Extra Ammo	Arc of Fire (Fr)
Light Machine Gun*	2d10	A	60m	1600	Automatic, 32x Extra Ammo	Arc of Fire (Fr)
Guided Mis. Launcher**	10d10	SS	150m	3	Semiauto, Blast, Indirect, Guided(LG, SARH)	Arc of Fire (Fr), 3x Less Ammo
Guided Mis. Launcher**	10d10	SS	150m	3	Semiauto, Blast, Indirect, Guided(LG, SARH)	Arc of Fire (Fr), 3x Less Ammo
Guided Mis. Launcher**	10d10	SS	150m	1	Semiauto, Blast, Indirect, Guided(LG, SARH)	Arc of Fire (Fr), 4x Less Ammo
Guided Mis. Launcher**	10d10	SS	150m	1	Semiauto, Blast, Indirect, Guided(LG, SARH)	Arc of Fire (Fr), 4x Less Ammo

NOTE: *Ballistic Weapon; **Blast Weapons. All weapons are Hardpoint-mounted.

P-119 EAGLE

A fast and agile plane, the P-119 has been adopted by the Northern Guard as its main Air Superiority aircraft, used mostly to defend larger aircraft or combat enemy fighters. It can also be used for ground attack missions where all of the Anti-Aircraft missiles are replaced by Anti-Gear, Anti-Tank or Heavy Anti-Tank missiles.

Highly maneuverable, the P-119 is known as a dangerous plane for beginners. Though Eagle is its official "nickname" (given by the Northern Guard's high command), pilots and air crew have dubbed it the "Widowmaker," the "Russian Roulette," the "Flying Coffin" or the "Final Frontier." Officials insist that the plane is at least as safe as the P-117 or the HF-12, two other fighter planes previously used by the Northern Guard, and that human error (i.e. the pilots' cocky overconfidence) has been responsible for the dozen or so accidents since its introduction.



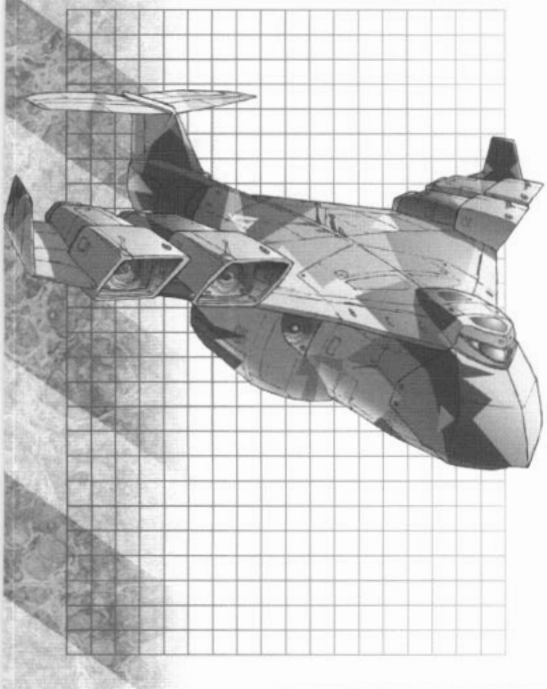
Silcore Stat Block

Size: 9, Width: 14.4 meters, Length: 15.0 meters, Standard operational weight: 17,000 kg, Cost: 93,912, marks								
*Defensive Threat Value (DTV): Movement: Flight 35/70 (2100 kph) Stall 10 (300 kph) Ground 26/52 (310 kph)derived, Maneuver: 0, Armor: 15/30/45								
*Miscellaneous Threat Value (MTV): Crew: Living 1, Deployment Range: 2000 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot, Escape System, Life Support (Limited); Communications (+1/22.5 km); Informaton Warfare Device: Decoy (Rating 2, sensors only), Stealth (Rating 2); Reinforced System: Backups, Ammo/Fuel; Sensors (+1/3 km), Airborne Sensors; Movement Flaw: Decreased Maneuverability (Rating 3, Ground), Requires Airstrip								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	+1	x8	2	+2	-	2560
2	Anti-Aircraft Missile Launcher	F	+3	x10	8	0	Attack/Target: Ground/Air, Guided, HEAT, Min. Range: -2	3 each
1	Target Designator	F	+1	x0	7	0	Target Designator	Unlimited

OGL Stat Block

Type: Vehicle, Size: Large (Long, 15 m), Hit Points: 45, Occupancy: 1 operator, no cargo, Armor Hardness: 15, Defense: 0, Strength: n/a						
Speed: Flight 2100 kph, Tactical Speed: Flight 3485 m, Initiative: -1, Maneuver: -1						
Special Abilities: Environmental Controls (Life Support), GPS, Radar (20 km), Tactical Radio (Secure), Infrared (2 km), Communicatons (Long Range Radio), Stealth (Decoy), Laser Designator (Ri 350m)						
Exotic Abilities: Limited A.I. (Dex3/Wis1/Cha1)						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Stall Speed (300 kph or 500m/round)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
20mm Autocannon*	4d12	A	80m	2560	Automatic, 1280x Extra Ammo	Arc of Fire (Fr)
Guided Mis. Launcher**	10d10	SS	150m	3	Semiauto, Blast, Indirect, Guided(LG, SARH)	Arc of Fire (Fr), 3x Less Ammo
Guided Mis. Launcher**	10d10	SS	150m	3	Semiauto, Blast, Indirect, Guided(LG, SARH)	Arc of Fire (Fr), 3x Less Ammo
NOTE: *Ballistic Weapon, **Blast Weapons, All weapons are Hardpoint-mounted.						

T-12 GOLIATH



The ubiquitous T-12 *Goliath* is the most commonly used aerial troop transport north of the Badlands. A sturdy, rather simple machine, it is often the textbook case for military mechanics-in-training in the North. It is relatively easy for someone with a little money to spare to buy an old, run-down *Goliath* and restore it with a couple of hired aeronautical engineers and mechanics. *Goliaths* are perfect for smuggling.

While designed to transport infantry, the *Goliath* can easily carry cargo or small vehicles (mostly jeeps and small- to mid-sized Gears) if the passenger seats are removed. There are many variants of the basic troop-transport model, including tanker, command & control, gunship, ground attack and electronic warfare, all with added equipment and/or weaponry. These aircraft often have different designations and nicknames, but under all the specialized hardware they are the same good ol' birds.

Silcore Stat block

Size: 14, Width: 33.6 meters, Length: 13.1 meters, Standard operational weight: 8500 kg, Cost: 9,343,929 marks
*Defensive Threat Value (DTV); Movement: Flight 17/34 (1020 kph) Stall 6 (180 kph) Ground 16/32 (194 kph)derived, Maneuver: -3, Armor: 22/44/66
*Miscellaneous Threat Value (MTV); Crew: Living 4/ Passenger 100, Deployment Range: 6000 km, Reaction Mass: n/a
Perks and Flaws: Accessory: Autopilot, Escape System (crew 4), Life Support (Limited); Communications (+1/30 km); Feature: Cargo Bay (25 m3), Easy to Modify; Hostile Environment Protection (Desert); Informaton Warfare Device: Decoy (Rating 1, sensors only); Reinforced System: Backups; Sensors (0/2 km), Airborne Sensors; Movement Flaw: Decreased Maneuverability (Rating 1, ground), Maximum Climbing Angle (Rating 1); Negative Feature: Large Sensor Profile (Rating 2); Weakness: Exposed Movement System
*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Gargantuan (Wide, 33.6 m), Hit Points: 52, Occupancy: 4 operators, 100 Passengers, cargo (25 cubic meters), Armor Hardness: 22, Defense: 0, Strength: n/a
Speed: Flight 1020 kph, Tactical Speed: Flight 1700 m, Initiative: -4, Maneuver: -4
Special Abilities: Environmental Controls (Life Support), GPS, Radar (2 km), Tactical Radio (Secure), Infrared (2 km), Communicatons (Long Range Radio, Secure), Stealth (Decoy), Laser Designator (RI 200m)
Exotic Abilities: Limited A.I. (Dex3/Wis1/Cha1)
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Weak Point, Stall Speed (180 kph or 300m)
Weapons:

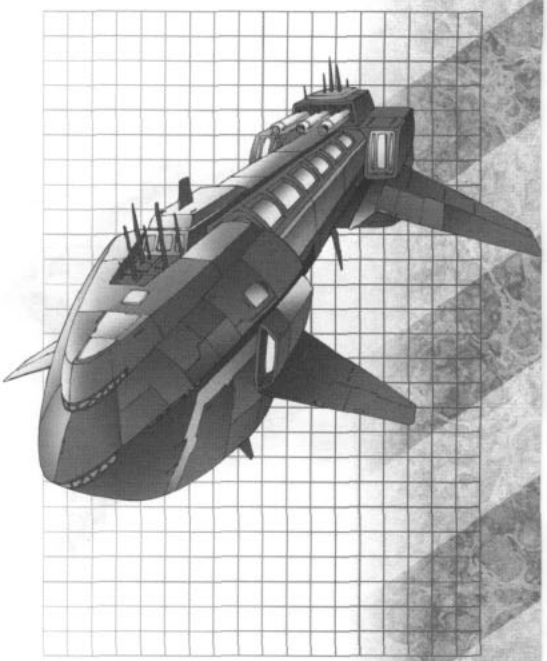
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

HAMMERHEAD

The Hammer assault shuttle is a transatmospheric assault vehicle capable of transporting two complete squadrons of Gears (or two heavy tanks) halfway across the planet. It is fairly representative of the type of shuttle vehicles deployed by the Terranovan armies, though it is more heavily armed than most.

The Hammer was designed by Virgo Aerospace, a manufacturer of spacecraft instruments located in the Norlight Confederacy, with offices in all the major city-states. Though they are not as well-known as corporations like Northco and Applefish, Virgo has been the main supplier for the Northern space fleet since the mid-17th century. The Hammer answered a call for submissions by the NAF, who were asking for a fast transport vessel capable of taking troops halfway across the planet or to low orbit.

The vehicle is made up of two main sections, which are connected together by a long "neck." The forward section contains the crew quarters and the sensor and electronic equipment. Small canard winglets are attached to either side to provide increased control during atmospheric flight. The rear section holds the flight systems, armament and the main vehicle bay. Two fusion tubes, backed up by plasma thrusters, supply thrust; the vehicle has sufficient reaction mass tankage to reach orbit if needed.



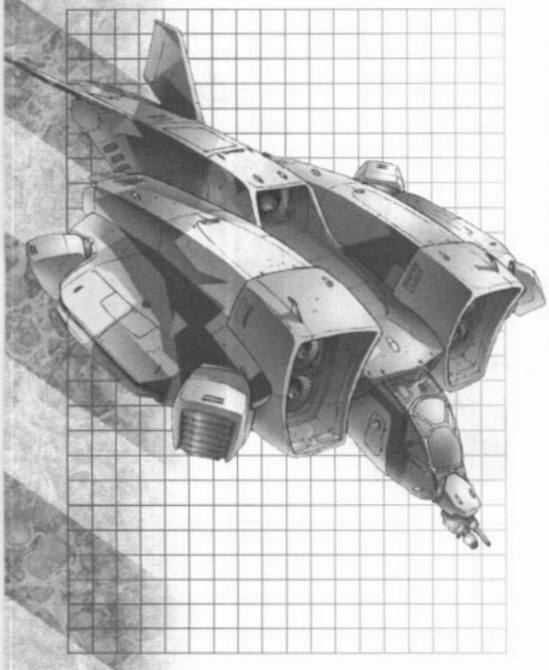
Silcore Stat block

Size: 22, Width: 50.0 meters, Length: 90.0 meters, Standard operational weight: 1000 tons, Cost: 2,859,000 marks								
*Defensive Threat Value (DTV); Movement: Flight 10/20 (600 kph) Stall 4 (120 kph) Space 10/20, Maneuver: -2, Armor: 60/120/180								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 800 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot, Escape System (all), 2 x Life Support (Limited), Reentry System; Communications (0/20 km) Space, Airborne; Feature: Cargo Bay (25 m3), Re-Entry System (permanent), Cargo Bay (100 tons of vehicles), Stratospheric Flight; Hostile Environment Protection (Desert, Extreme Cold, Vacuum, Radiation 2); Sensors (0/2 km), Airborne Sensors, Spaceborne Sensors; Movement Flaw: Decreased Maneuverability (Rating 1, Space); Negative Feature: Large Sensor Profile (Rating 1)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
3	Light Railgun	F	0	x14	5	+2	Armor Piercing	200

OGL Stat Block

Type: Vehicle, Size: Large (Long, 90 m), Hit Points: 112, Occupancy: 4 operators, 100 Passengers, cargo (25 cubic meters), Armor Hardness: 30. Defense: 0, Strength: n/a						
Speed: Realistic Space Flight: 3.0 g, G-Round 500, Flight: 600 kph (Stratospheric), Tactical Speed(Flight): 1000 m, Initiative: -3, Maneuver: -3						
Special Abilities: Environmental Contols (Life Support, NBC Filter), GPS, Radar (2 km), Tactical Radio (Secure), Infrared (2 km), Communicatons (Long Range Radio, Secure), Stealth (Decoy), Laser Designator (Ri 200m). Ejection Seat, Re-Entry Shield						
Exotic Abilities: Limited A.I. (Dex3/Wis1/Cha1)						
Mecha Defects: Noisy, Reduced Endurance (18 hours at combat speed), Start Up Time (1 minute), Stall Speed (120 kph or 200 m/round)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Light Railgun*	10d8	A	250m	200	Automatic, 4 x Extra Ammo, Long Range	-
Light Railgun*	10d8	A	250m	200	Automatic, 4 x Extra Ammo, Long Range	-
Light Railgun*	10d8	A	250m	200	Automatic, 4 x Extra Ammo, Long Range	-
NOTE: *Ballistic Weapons.						

T-626 ORCA GEAR TRANSPORT



The original *Orca* aerial transport (Mk 1), first built in TN 1589, was initially used for tank transport. With the advent of the Heavy Gear in TN 1678, it was slightly modified into its Mk 2 incarnation and became the most common Gear transport in the Northern Hemisphere. Despite its many limitations and high radar visibility, it was considered to be a "lucky" machine by most pilots and seldom broke down. Over time, it went though several upgrades and modifications, leading to the latest "Crusher" *Orca* (Mk 8), a more aggressive model designed and built during the War of the Alliance. The "Crusher" variant responded to a need for additional air support to fight the well-equipped colonial forces from Earth. While still primarily used for Gear transport, the *Orca* is occasionally used for tank or vehicle transport.

The greatest advantage of the *Orca* is its VTOL capability. Many Gear pilots would much rather be dropped by an *Orcal* than by any other transport (such as the bulkier *Dragonshark*, which requires an airstrip) simply because they feel more secure about being picked up.

Silcore Stat block

Size: 15, Width: 27.2 meters, Length: 32.4 meters, Standard operational weight: 100,5 tons, Cost: 9,544,533 marks								
*Defensive Threat Value (DTV); Movement: Flight 11/21 (628 kph) Stall 0 (0 kph) Ground 0/0 (0 kph), Maneuver: -3, Armor: 15/30/45								
*Miscellaneous Threat Value (MTV); Crew: Living 2/Passenger 12, Deployment Range: 3500 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot, Escape System (All Crew), Life Support (Limited), Searchlight (150 m, FF); Communications (0/4.5 km); Feature: Cargo Bay (50 m3), Cargo Bay (81 tons of vehicles); Informaton Warfare Device: Decoy (Rating 2, sensors only), ECM (Rating 2), Stealth (Rating 2); Sensors (+1/1 km), Airborne Sensors; Movement Flaw: Cannot Glide, Maximum Ceiling (Rating 2), Maximum Climbing Angle (Rating 1); Negative Feature: Large Sensor Profile (Rating 2)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	-1	x10	3	+1	-	300

OGL Stat Block

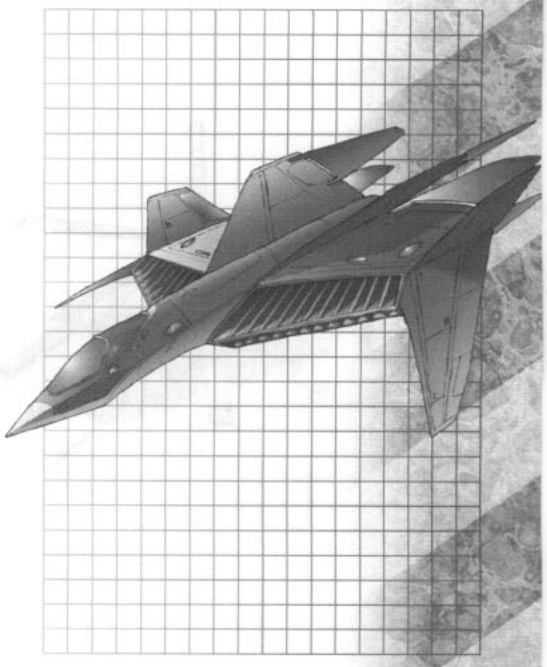
Type: Vehicle, Size: Large (Long, 32.4 m), Hit Points: 45, Occupancy: 2 operatosr, 12 Passengers, cargo (50 cubic meters), Armor Hardness: 15, Def: 0						
Speed: Flight 628 kph, Tactical Speed: Flight 1045 m, Initiative: -4, Maneuver: -4						
Special Abilities: Environmental Controls (Life Support, NBC Filter), GPS, Radar (2 km), Tactical Radio (Secure), Infrared (2 km), Communicatons (Long Range Radio, Secure), Stealth (Decoy), Searchlight, Hangar (81 tons of vehicles)						
Exotic Abilities: Limited A.I. (Dex3/Wis1/Cha1)						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Stall Speed (0 kph or 0 m/round)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Autocannon*	5d12	A	100m	300	Automatic, 6x Extra Ammo	-
NOTE: *Ballistic Weapon. All weapons are Hardpoint-mounted.						

G-7 REDJACKET

The *Redjacket* is built by the same industrial conglomerate that built the *Eagle*, the famous air superiority fighter of the Norlight air force. It is the North's most common ground-attack airplane, though it can hold its own in dogfights.

The *Redjacket* is crewed by one pilot and one system operator, both sitting in the narrow cockpit located in the nose of the plane. Most system operators are of small stature, as the rear station is extremely crowded. The two main physical characteristics of the plane are the large air intakes and the enlarged control surfaces. The latter give the plane increased maneuverability for its size, though they are damage-prone. They also gave the aircraft its name, as they remind many people of the wings of a redjacket.

The *Redjacket*'s armament is carried within three bomb bays located underneath the fuselage and the engine pods. The bays under the engine pods are more shallow than the one under the fuselage as the engines take up much of the available space. For this reason, only smaller projectiles, like Anti-Gear Missiles, can be carried there.



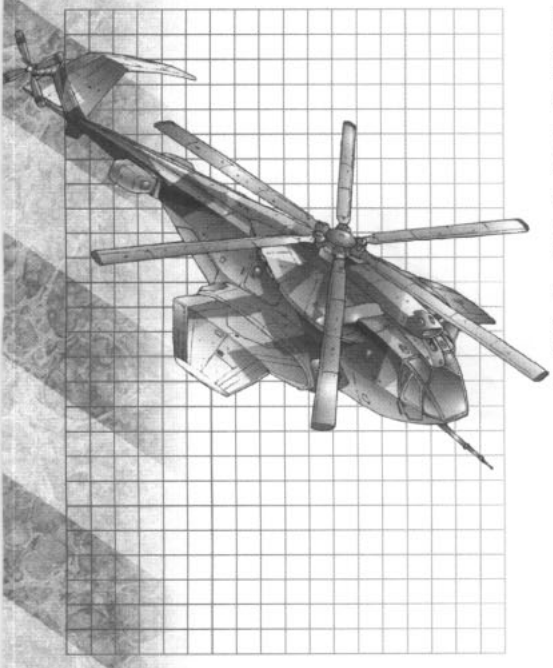
Silcore Stat block

Size: 9 Width: 15.8 meters, Length: 16.0 meters, Standard operational weight: 18,900 kg, Cost: 4,862,000 marks								
*Defensive Threat Value (DTV); Movement: Flight 20/39 (1170 kph) Stall 8 (240 kph) Ground 25/50 (300 kph), Maneuver: -2, Armor: 11/22/33								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 1800 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot, Escape System (All crew), Life Support (Limited); Communications (0/16 km); Informaton Warfare Device: Decoy (Rating 1, sensors only), ECM (Rating 1); Reinforced System: Ammo/Fuel; Sensors (0/1.2 km), Airborne Sensors; Movement Flaw: Decreased Maneuverability (Rating 3, Ground), Requires Airstrip								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	0	x8	2	+2	-	60
1	Anti-Aircraft Missile Launcher	F	+2	x10	8	0	Attack/Target: Ground/Air, Guided, HEAT, Min. Range: -2	2
1	Anti-Tank Missile Launcher	F	+1	x25	3	0	Guided, HEAT	2
1	Anti-Gear Missiles	F	+1	x15	3	0	Guided, HEAT	8
1	Target Designator	F	+1	x0	6	0	Target Designator	Unlimited

OGL Stat Block

Type: Vehicle, Size: Large (Long, 16 m), Hit Points: 41, Occupancy: 2 operators, no cargo, Armor Hardness: 11, Defense: 0, Strength:n/a						
Speed: Flight 1170 kph, Tactical Speed: Flight 1945 m, Initiative: -3, Maneuver: -3						
Special Abilities: Environmental Controls (Life Support), GPS, Radar (20 km), Tactical Radio (Secure), Infrared (2km), Communicatons (Long Range Radio, Secure), Stealth (Decoy), Searchlight, Ejection Seat, Laser Designator (RI 300m)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Stall Speed (240 kph or 400 m/round)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
20mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	-
Guided Mis. Launcher**	10d10	SS	150m	2	Semiauto, Blast, Indirect, Guided(LG, SARH)	Arc of Fire (Fr), 3x Less Ammo
Guided Mis. Launcher**	10d10	SS	150m	2	Semiauto, Blast, Indirect, Guided(LG, SARH)	Arc of Fire (Fr), 3x Less Ammo
Guided Mis. Launcher**	10d10	SS	150m	8	Semiauto, Blast, Indirect, Guided(LG, SARH)	Arc of Fire (Fr), 2x Less Ammo
NOTE: *Ballistic Weapon; **Blast Weapons. All weapons are Hardpoint-mounted.						

VT-56 ROCK BEETLE



The *Rock Beetle* is a sturdy transport helicopter manufactured by Skycorp Ltd., a well-known United Mercantile Federation helicopter manufacturer. Since the formation of the Confederated Northern City-States, the *Rock Beetle* has found its way into most northern armed forces, especially the Northern Guard, where it is used by most service battalions.

The *Rock Beetle* is powered by two gas turbines mounted above the fuselage on either side of the base of the rotor assembly. The helicopter's engines are geared for torque, not speed, which allows the *Rock Beetle* to carry an incredible amount of material. The rear cargo ramp is equipped with retractable roller pads to allow the easy loading of cargo pallets. The wheeled landing gear can be semi-retracted to allow easier access.

Many *Rock Beetles* have recently been upgraded to the so-called "Super Beetle" configuration. The airframe is extended by almost one full meter, adding another 7 cubic meters to the main cargo bay. Given the present rate of conversion at Skycorp's main plant, it is unlikely that the standard *Rock Beetle* will disappear from service any time soon.

Silcore Stat block

Size: 9, Width: 15.7 meters, Length: 24.0 meters, Standard operational weight: 21,000 kg, Cost: 317,000 marks
*Defensive Threat Value (DTV); Movement: Flight 4/7 (210 kph) Stall 0 (0 kph) Ground 0/0 (0 kph), Maneuver: -3, Armor: 12/24/36
*Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 1650 km, Reaction Mass: n/a
Perks and Flaws: Accessory: Airlift Winch (rating 6), Autopilot, Escape System (2 crew); Communications (-2/6 km); Feature: Cargo Bay (75 m3), High Towing Capacity (Double); Hostile Environment Protection (Desert); Sensors (-1/1 km), Airborne Sensors; Movement Flaw: Cannot Glide, Maximum Ceiling (Rating 6); Negative Feature: Large Sensor Profile (Rating 2)
*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

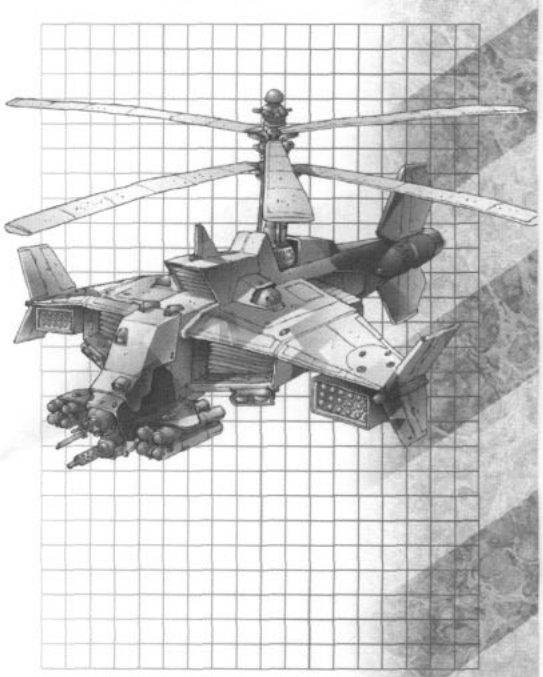
Type: Vehicle, Size: Huge (Long, 24 m), Hit Points: 42, Occupancy: 2 operators, Cargo (75 cubic meters), Armor Hardness: 12, Defense: 0, Strength: n/a
Speed: Flight 210 kph (6 km ceiling), Tactical Speed: Flight 350 m, Initiative: -4, Maneuver: -4
Special Abilities: GPS, Radar (20 km), Tactical Radio (Secure), Infrared (2km), Infrared (2 km), Communicatons (Long Range Radio, Secure), Stealth (Decoy), Searchlight, Ejection Seat, Airlift Winch
Exotic Abilities: Limited A.I. (Dex3/Wis1/Cha1)
Mecha Defects: Noisy, Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute), Stall Speed (0 kph or 0 m/round)
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

A-22 SCORPION

The Northco-Applefish A-22 *Scorpion* is probably the North's number one attack helicopter, often referred to in the South as the "Gear's Nightmare." Pilot folklore says that Heavy Gears that survive fights with an A-22 will start to tremble and shake when they hear recordings of the helicopter's characteristic low-key "whup-whup-whup." The kill ratio of A-22s versus Gears is often as high as 25 to 1. Its only drawbacks seem to be the high cost of fuel and the time-consuming maintenance involved with such an advanced and complex aircraft.

Armed with deadly anti-tank missiles and rocket pods, the A-22 can also be fitted with a wide assortment of anti-vehicular and anti-infantry weapons (anti-aircraft missiles, incendiary rockets, airburst missiles, etc.). Some versions also have enhanced ECM capabilities, as well as ECCM pods, but these are rather uncommon.



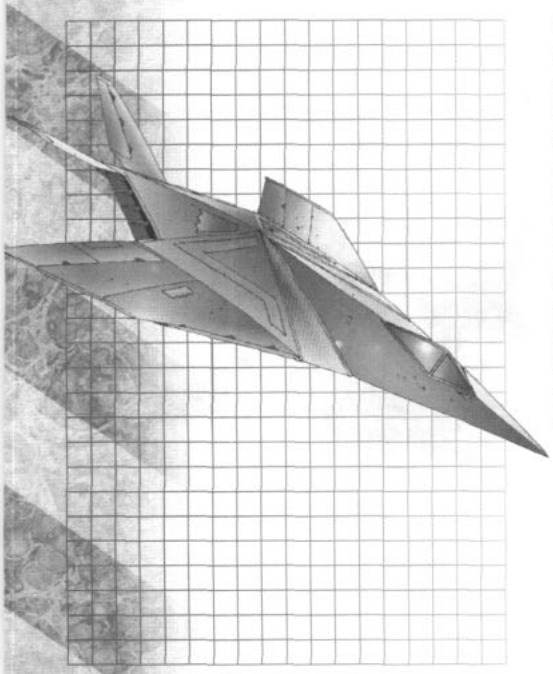
Silcore Stat block

Size: 7, Width: 13.0 meters, Length: 12.5 meters, Standard operational weight: 10,000 kg, Cost: 14,437,500 marks								
*Defensive Threat Value (DTV); Movement: Flight 7/13 (390 kph) Stall 0 (0 kph) Ground 0/0 (0 kph), Maneuver: +1, Armor: 11/22/33								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot, Searchlight (300 m, F); Communications (+1/20 km); Feature: NOE Flyer; Hostile Environment Protection (Desert); Informaton Warfare Device: ECM (Rating 1), Decoy (Rating 1, sensors only); Reinforced System: Backups; Sensors (+1/3 km), Airborne Sensors; Movement Flaw: Cannot Glide, Maximum Ceiling (Rating 6)								
*Offensive Threat Value (OTV)								
Quantity	**Name**	**Arc**	**ACC**	**DM**	**BR**	**ROF**	**Perks & Flaws**	**Ammo**
1	Medium Autocannon	F	+1	x10	3	+1	-	320
2	Anti-Tank Missile Launcher	F	+2	x25	3	0	Guided, HEAT	4 each
2	Medium Rocket Pod/18	F	0	x18	2	0	HEAT, Indirect Fire	18 each
1	Target Designator	F	+1	x0	4	0	Target Designator	Unlimited

OGL Stat Block

Type: Vehicle, Size: Large (Long, 12.5 m), Hit Points: 41, Occupancy: 2 operators, 0 Passengers, no cargo, Armor Hardness: 11, Def: 0, Strength: n/a						
Speed: Flight 390 kph (6 km ceiling), Tactical Speed: Flight 260 m, Initiative: 0, Maneuver: 1						
Special Abilities: GPS, NBC Filter, Radar (20 km), Tactical Radio (Secure), Infrared (2 km), Communicatons (Long Range Radio, Secure), Stealth (Decoy), Searchlight, Targeting Computer (+1 to all weapons), Laser Designator (RI 200m)						
Exotic Abilities: Limited A.I. (Dex3/Wis1/Cha1)						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Stall Speed (0 kph or 0 m/round)						
Weapons:						
Name	**Dam.**	**ROF**	**RI**	**Ammo**	**Qualities**	**Restrictions**
30mm Autocannon*	5d12	A	100m	320	Automatic, 6x Extra Ammo	-
Guided Missile Pod**	10d10	SA	150m	4	Blast, Indirect, Guided (SARH, LG)	Arc of Fire (Fr), 3x Less Ammo
Guided Missile Pod**	10d10	SA	150m	4	Blast, Indirect, Guided (SARH, LG)	Arc of Fire (Fr), 3x Less Ammo
71mm Rocket Pack**	8d8	A	48m	18	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range, Less Ammo
71mm Rocket Pack**	8d8	A	48m	18	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range, Less Ammo
NOTE: *Ballistic Weapon; **Blast Weapon. All weapons are Hardpoint-mounted.						

X-9 SHADOWFOX



The *Shadowfox* is the newest stealth aircraft fielded by the armies of the North. What makes it remarkable is that all the member-leagues of the CNCS have contributed in some way to the program, and the plane is to be assigned to the Northern Guard. The *Shadowfox* has been designed to fullfill a number of different missions, all of them involving either stealth or secrety. Most, if not all, of these missions will be directed against the leagues of the Allied Southern Republic. From deep recon to surgical strikes, there is nothing the *Shadowfox* cannot do, or so claim its designers. Extra large fuel tanks and high efficiency engines give the aircraft an extremely long deployment range, allowing it to take off from advanced CNCS bases in the Badlands, fly to the southern border and return. The aircraft's landing gear is rugged enough not to require specially prepared airstrips, a boon to many advanced base commanders. The *Shadowfox* has no built-in armament. The payload pallet, be it weapons, a camera pod or a sophisticated electronic jammer, is carried within a spacious (if thin) bay placed in the center of the fuselage. The bay is completely enclosed to avoid radar echoes caused by the payload and is only opened when ready to fire. Space precludes the description of all currently available mission pallets, but nearly ten different weapon and equipment combinations have been tested up to now, with more coming.

Silcore Stat block

Size: 10, Width: 13.0 meters, Length: 15.2 meters, Standard operational weight: 24,000 kg, Cost: 26,619,000 marks								
*Defensive Threat Value (DTV): Movement: Flight 13/26 (780 kph) Stall 3 (90 kph) Ground 10/20 (120 kph), Maneuver: -2, Armor: 12/24/36								
*Miscellaneous Threat Value (MTV): Crew: Living 2, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot, Searchlight (100 m, F); Communications (O/1.6 km); Feature: NOE Flyer; Informaton Warfare Device: Decoy (Rating 2, sensors only), Stealth (Rating 5); Sensors (+1/2 km), Airborne Sensors; Fuel efficient (1.5), Movement Flaw: Decreased Maneuverability (Rating 1, *Ground*); Negative Feature: Difficult to Modify (All), Poor Towing Capacity, Vulnerable to Haywire								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Light Bomb Rack	FF	-2	x10	0	+2	*Guided*	4 each
1	Target Designator	F	+1	x0	4	0	Target Designator	Unlimited

OGL Stat Block

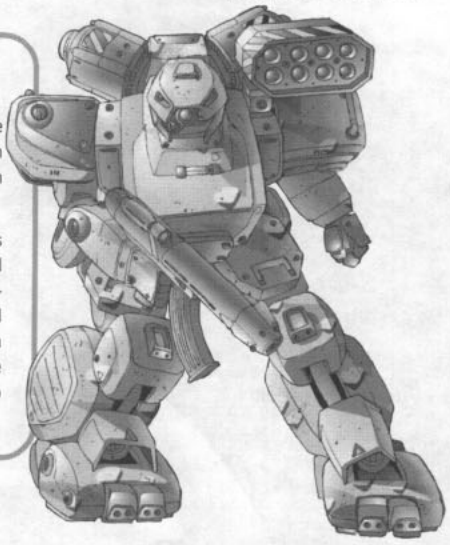
Type: Vehicle, Size: Large (Long, 15.2 m), Hit Points: 42, Occupancy: 2 operators, 0 Passengers, no cargo, Armor Hardness: 12, Defense: 0, Strength: n/a						
Speed: Flight 780 kph, Tactical Speed: Flight 1295 m, Initiative: -2, Maneuver: -4						
Special Abilities: GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (2 km), Communicatons (Long Range Radio), Reflective Coating, Searchlight, Laser Designator (RI 200m)						
Exotic Abilities: Limited A.I. (Dex3/Wis1/Cha1)						
Mecha Defects: Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Stall Speed (90 kph or 150 m/round)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Lt Bomb Rack*	8d12	A	n/a	4	3x Blast, Indirect, Guided (LG, SARH)	3x Less Ammo
Lt Bomb Rack*	8d12	A	n/a	4	3x Blast, Indirect, Guided (LG, SARH)	3x Less Ammo
NOTE: *Blast Weapons. All weapons are Hardpoint-mounted.						

VEHICLE OVERVIEW

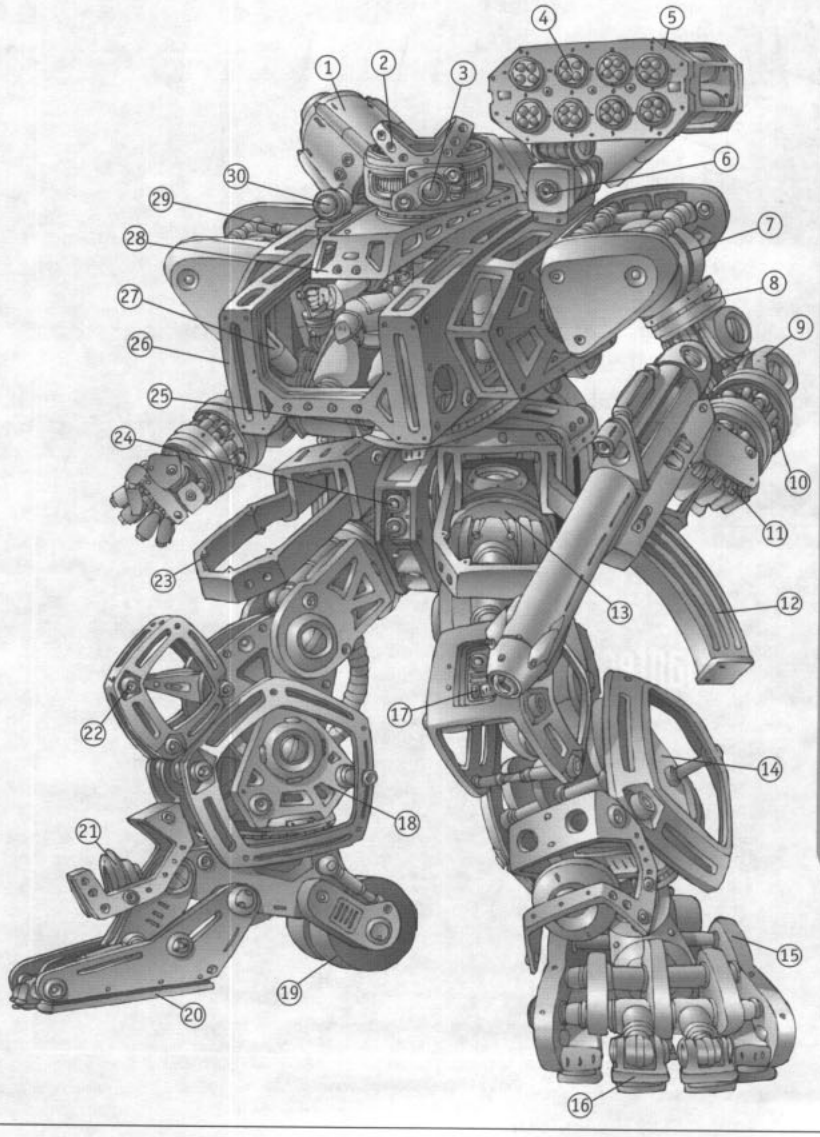
HACS-02MG-MPS JAGUAR

As the *Hunter* design began to be outpaced by the other Gears on the battlefield, the United Mercantile Federation leaders commisioned a new design to help re-establish Northern supremacy in the Gear market. The result was the *Jaguar* design which ended up being an instrumental tool in defeating the CEF invasion forces.

More than just an upgrade of its predecessor, the *Jaguar* is an entirely new chassis which is capable of greater maneuverability. The new S-V1110 V-Engine has helped to increase the new machine's speed by nine kilometers per hour over the old *Hunter's*. The weapons load was upgraded slightly with a larger rocket launcher and heavier autocannon for greater punch than the standard trooper's machine. As a final touch to counter the newer ECM suites found on several Southern designs, the communication package of the *Jaguar* was increased both in range and power to help keep the trooper in touch with allies on the battlefield.



MECHANICAL READOUT



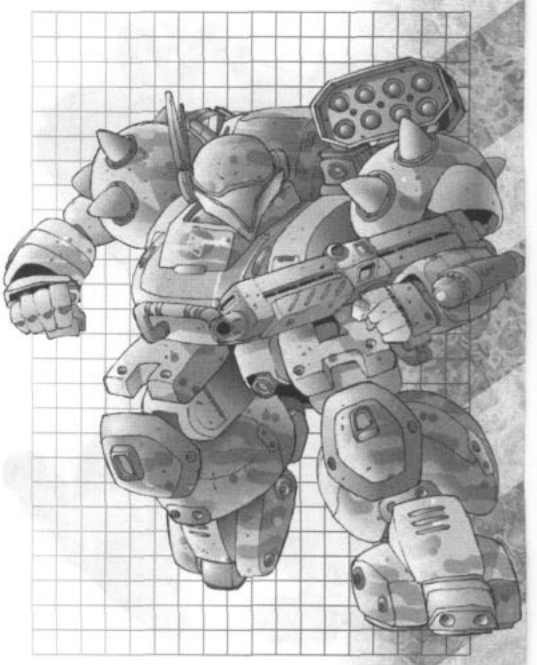
Jaguar Internal Structure

1 ..... Generator/Pump Housing
2 ..... Head Mainframe
3 ..... Sensor Plate
4 ..... Rocket Cluster
5 ..... RP-111 Pepperbox II Launcher
6 ..... Modular Hardpoint
7 ..... Arm Elevation Rotor
8 ..... Lower Arm Rotation Assembly
9 ..... Elbow Mechanism Housing
10 ..... Forearm Shock Absorbers
11 ..... Digit Rotor
12 ..... MR 25 Machinecannon Rifle
13 ..... Upper Leg Rotation Assembly
14 ... Booster Pumps and Heat Sink (not shown)
15 ..... Foot Structural Member
16 ..... Support and Balance Mechanisms
17 ..... Short Range Forward Scanner Assembly
18 ..... Pressure Fluid Tanks (not shown)
19 ..... SMS Wheel Assembly
20 ..... Shock-Absorbing Footplate
21 ..... Short Range Ground Scanner
22 ..... Knee Block Structural Frame
23 ..... Forward Hip Armor Frame
24 ..... Lower Forward Scanners
25 ..... Cockpit Foot Plate
26 ..... Torso Mainframe
27 ..... Torso Suspension Actuator
28 ..... Upper Hatch Assembly
29 ..... Arm Elevation Actuator
30 ..... Modular Headlight

Wiring and Internal Systems have been removed for clarity.

Chapter 2: South

OACS-01L/SC IGUANA



The basic scout and reconnaissance Gear of the Southern armies, the Iguana was designed to replace the older Basilisk trooper Gears that had been pressed into these duties in the past. Unlike the Northern Cheetah, which features light armor and high maneuverability, the Iguana had to be effective as a light general-purpose trooper as well as a scout model. The Iguana manages to couple speed and armor as few other machines have been able to do. While the Iguana can achieve a running speed of 52 kph, a rolling one of over 84 kph and an impressive degree of maneuverability, it nonetheless carries almost as much armored protection as the Jäger trooper Gear. The Iguana also features a top-of-the-line Obelisk MERIT 1000 electronics package, designed especially for the model. The Obelisk package provides long-range, precision sensor and communications equipment, supplemented by a battlefield electronic counter-measures (ECM) suite. The Iguana's main direct fire weapon is a simple MPGU-22 pack gun, supplemented by a Vogel-7 rocket pod and a simple vibroknife. The Iguana's weapons load is lighter than the Basilisk's or the Jäger's, but maintains a close approximation of their firepower. In line with its duties as a forward observer unit, the Iguana is also equipped with an arm-mounted Elite-15 laser target designator, allowing it to lead guided munitions to their targets.

Since its introduction in TN 1879, the Iguana has been a very successful design. Appreciated by its pilots for its combination of speed and armored protection, the "Iggy" can be found in all but the most disfavored of front-line units. The Iguana is so popular that Territorial Arms, in order to meet requirements, has subcontracted out much of the production to Skavara Heavy Industries. Over its career, the Iguana has proven itself an adept light trooper/commando machine as well, and is in use by elite forces in this function. Indeed, the speed of the machine, combined with its offensive and defensive capabilities, make it almost ideal for close-quarters rapid strike operations against lightly armored targets. The Iguana has also spawned a family of variants, many of which build on its strength as a commando unit.

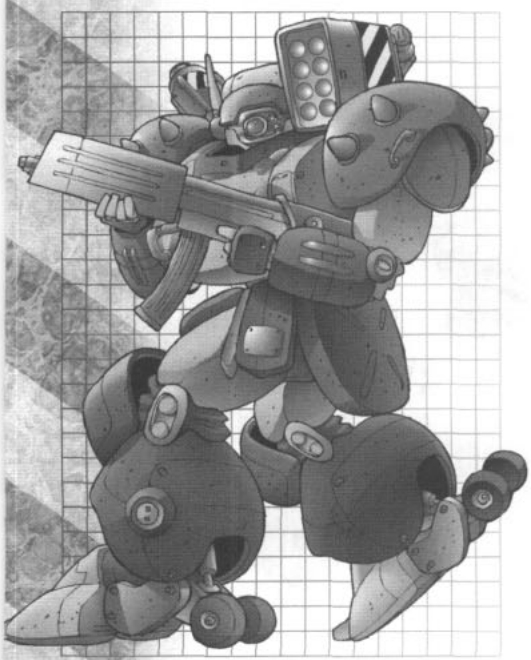
Silcore Stat block

Size: 6 (Tall, 4.1 m), Width: 3.4 meters, Standard operational weight: 5100 kg, Cost: 389,333 dinars								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (52 kph) Ground 7/14 (84.2 kph), Maneuver: +1, Armor: 14/28/42								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 700 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (+2/30 km); Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 2); Reinforced System: Backups; Sensors (+1/4 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Deployable Pack Gun	F	-1	x8	2	+2	Hand-Held	30
1	Light Rocket Pod/24	F	-1	x12	1	+3	HEAT, Indirect Fire	24
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-
1	Target Designator	F	0	x0	3	0	Target Designator	Unlimited

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 44, Occupancy: 1 operator, no cargo, Armor Hardness: 14, Defense: 0, Strength: 40 (+15)						
Speed: Land 126 kph, Tactical Speed: Land 225 m, Initiative: 0, Maneuver: 0						
Special Abilities: ECM (Comm +2, Radar +2), Laser Designator (RI: 150m), GPS, NBC Filter, High Rez Radar (4 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (3 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
25mm Autocannon*	4d12	A	80m	30	Automatic	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

OACS-01L/AS BLITZ IGUANA



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

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

Silcore Stat Block

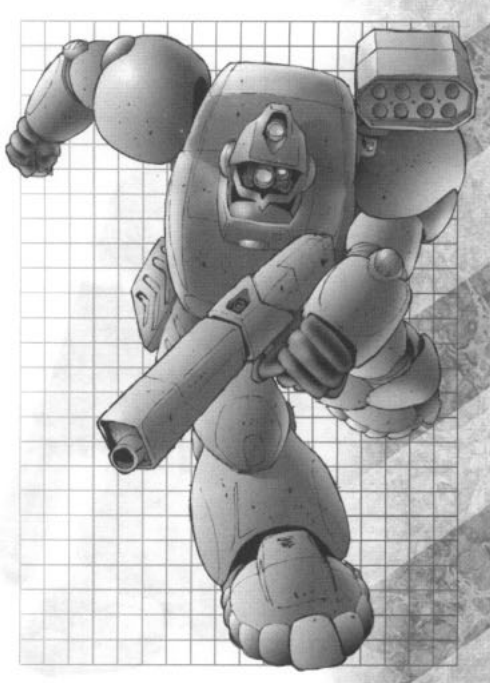
Size: 6 (Tall, 4.1 m), Width: 3.4 meters, Standard operational weight: 5205 kg, Cost: 296,000 dinars								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (52 kph) Ground 7/14 (84 kph), Maneuver: +1, Armor: 14/28/42								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 700 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 6, can punch); Armor Quality: Reinforced (Rating 1, Front Arc), Communications (+1/20 km); Hostile Environment Protection (Desert); Reinforced System: Backups; Sensors (+1/4 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	0	x8	2	+2	Hand-Held	40
1	Light Rocket Pod/32	F	-1	x12	1	+4	HEAT, Indirect Fire	32
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.1 m), Hit Points: 44, Occupancy: 1 operator, no cargo, Armor Hardness: 16, Defense: 0, Strength: 40 (+15)						
Speed: Land 126 kph, Tactical Speed: Land 225 m, Initiative: 0, Maneuver: 0						
Special Abilities: GPS, NBC Filter, High Rez Radar (4 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (3 km)						
Exotic Abilities: None						
Mecha Defects: Optimized Armor, Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Autocannon*	5d12	A	100m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
*Vibroknife****	*4d6*	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

OACS-01L/STL CHAMELEON

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



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

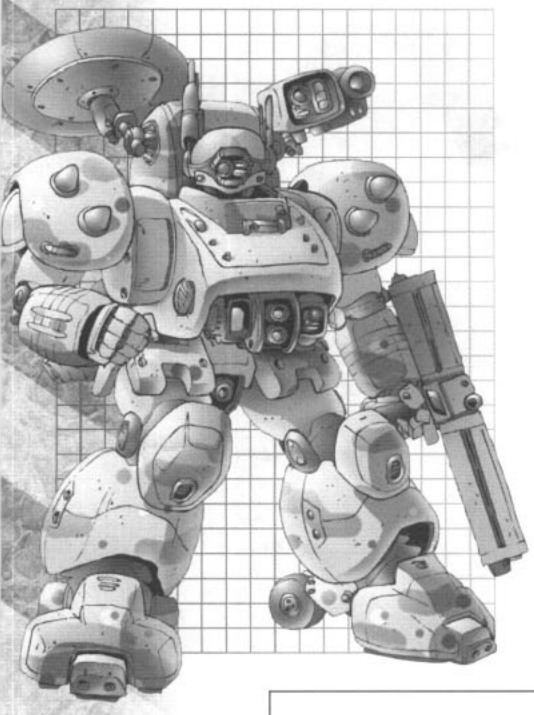
Silcore Stat Block

Size: 6 (Tall, 3.9 m), Width: 3.3 meters, Standard operational weight: 5010 kg, Cost: 1,605,333 dinars								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (52 kph) Ground 7/14 (84 kph), Maneuver: +1, Armor: 14/28/42								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 700 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (+2/30 km); Hostile Environment Protection (Desert); Information Warfare Device: Stealth (Rating 5); Sensors (+1/4 km); Weakness: Exposed Auxiliaries								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Deployable Pack Gun	F	-1	x8	2	+2	Hand-Held	30
1	Light Rocket Pod/24	F	-1	x12	1	+3	HEAT, Indirect Fire	24
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-
1	Target Designator	F	0	x0	3	0	Target Designator	Unlimited

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 3.9 m), Hit Points: 44, Occupancy: 1 operator, no cargo, Armor Hardness: 14, Defense: 0, Strength: 40 (+15)						
Speed: Land 126 kph, Tactical Speed: Land 225 m, Initiative: 0, Maneuver: 0						
Special Abilities: Reflective Coating, Laser Designator (RI: 150m), GPS, NBC Filter, High Rez Radar (4 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (3 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
25mm Autocannon*	4d12	A	80m	30	Automatic	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

OACS-01L/COM CHATTERBOX



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

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

Silcore Stat Block

Size: 6 (Tall, 4.1 m), Width: 3.4 meters, Standard operational weight: 5115 kg, Cost: 1,863,000 dinars								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (52 kph) Ground 7/14 (83 kph), Maneuver: +1, Armor: 14/28/42								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 600 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (+2/50 km), Satellite Uplink; Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 3), ECCM (Rating 2); Reinforced System: Backups; Sensors (+2/4 km); Negative Feature: Vulnerable to Haywire								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Deployable Pack Gun	F	-1	x8	2	+2	Hand-Held	30
1	Anti-Personnel Grenade Launcher	F	-1	x3	1	o	Anti-Infantry, Area Effect: 0, Indirect Fire	6
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

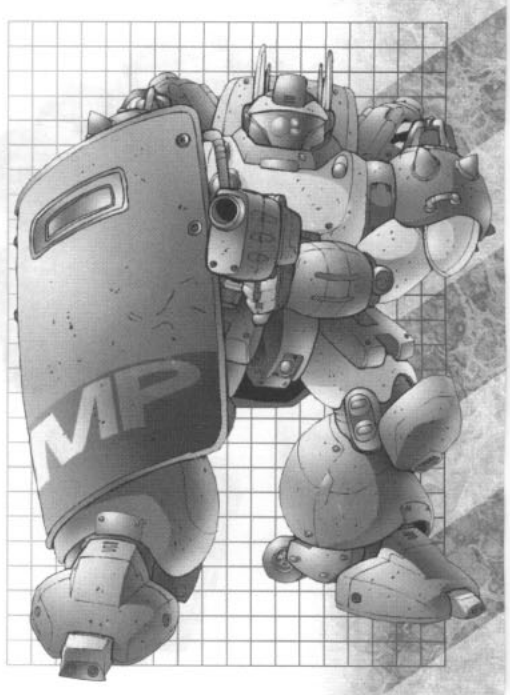
OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 44, Occupancy: 1 operator, no cargo, Armor Hardness: 14, Defense: 0, Strength: 40 (+15)						
Speed: Land 126 kph, Tactical Speed: Land 225 m, Initiative: 0, Maneuver: 0						
Special Abilities: ECM (Comm +3, Radar +3), ECCM (Comm +2, Radar +2), Laser Designator (RI: 150m), GPS, NBC Filter, High Rez Radar (4 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (3 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
25mm Autocannon*	4d12	A	80m	30	Automatic	Arc of Fire (Fr)
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

OACS-01L/MP IGUANA MP

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

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



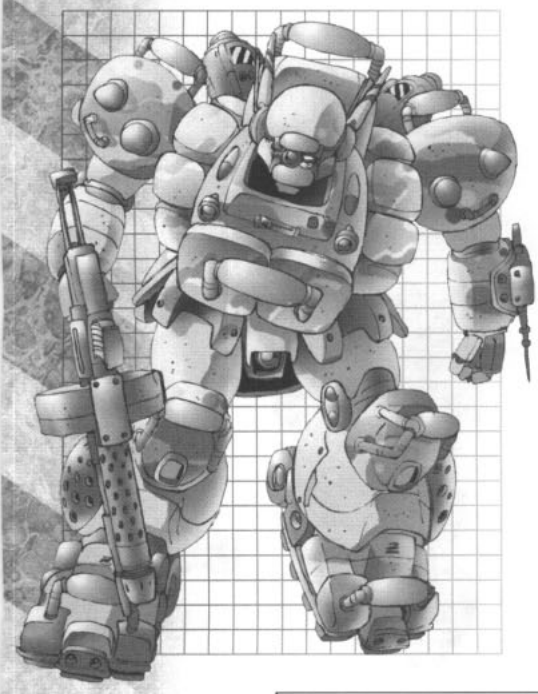
Silcore Stat Block

Size: 6 (Tall, 4.1 m), Width: 3.4 meters, Standard operational weight: 5236 kg, Cost: 1,152,000 dinars								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (52 kph) Ground 7/14 (83 kph), Maneuver: +1, Armor: 14/28/42								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 700 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (+1/20 km); Hostile Environment Protection (Desert); Reinforced System: Backups; Sensors (0/3 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Frag Cannon	F	+1	x7	1	0	Anti-Infantry, Area Effect: 0, Hand-Held, Scatter	20
1	Anti-Personnel Grenade Launcher	F	-1	x3	1	0	Anti-Infantry, Area Effect: 0, Indirect Fire	12
1	Riot Shield	F	0	x6	0	0	Hand-Held, Shield	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 44, Occupancy: 1 operator, no cargo, Armor Hardness: 14, Defense: 4, Strength: 40 (+15)						
Speed: Land 126 kph, Tactical Speed: Land 225 m, Initiative: 0, Maneuver: 0						
Special Abilities: GPS, NBC Filter, High Rez Radar (4 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (3 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Frag Cannon*	3d12	SA	40m	60	Blast, Extra Ammo	Arc of Fire (Fr)
Anti-pers. Gren. Laun.*	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
NOTE: *Blast Weapons. All weapons are Hardpoint-mounted, the Fragcannon is handheld.						

OACS-01L/PT IGUANA PARATROOPER



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

The Iguana Paratrooper has been in service since TN 1894 and has proven its worth in the toughest commando and extraction missions, demonstrating that even a small machine can do the most dangerous jobs. This success can also be traced to the skill of its pilots; to be accepted into a paratrooper Gear team, a pilot must have at least 1000 hours of practice (airdrops and commando drills) before he can even hope to be considered for the post.

Silcore Stat Block

Size: 6 (Tall, 4.15 m), Width: 3.4 meters, Standard operational weight: 5310 kg, Cost: 363,333 dinars

*Defensive Threat Value (DTV); Movement: Walk 5/9 (52 kph) Ground 7/14 (83 kph), Maneuver: +1, Armor: 14/28/42

*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 600 km, Reaction Mass: n/a

Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (+2/30 km); Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 2); Reinforced System: Movement; Sensors: (+1/4 km)

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	0	x8	2	+2	Hand-Held	30
1	Light Grenade Launcher	F	-1	x15	1	+2	Hand-Held, HEAT, Indirect Fire	10
1	Chassis Reinforcement	F	0	x7	0	0	Armor-Piercing, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 59, Occupancy: 1 operator, no cargo, Armor Hardness: 14, Defense: 0, Strength: 40 (+15)

Speed: Land 126 kph, Tactical Speed: Land 225 m, Initiative: 0, Maneuver: 0

Special Abilities: ECM (Comm +2, Radar +2), GPS, NBC Filter, High Rez Radar (4 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (3 km), Parachute

Exotic Abilities: None

Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)

Weapons:

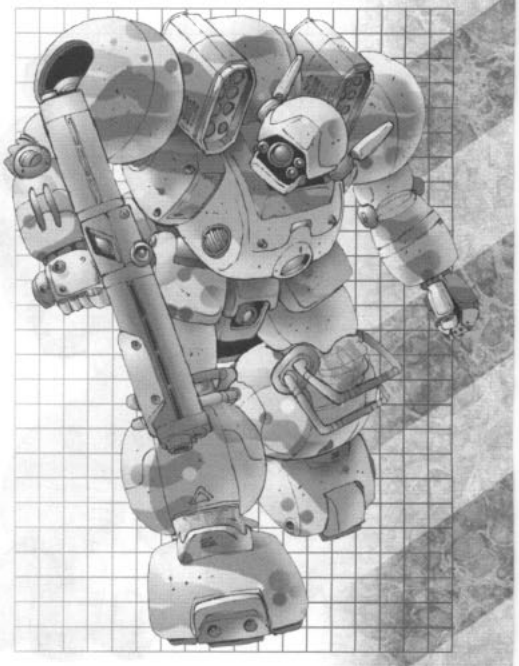
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
25mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
Light Grenade Launch.**	6d12	A	25m	20	Automatic, Indirect Fire	2 x Short Range
Chassis Reinforce.***	3d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)

NOTE: *Ballistic Weapon; **Blast Weapons; ***Piercing Weapon. All weapons are Hardpoint-mounted, the A/C & G/L are handheld.

OACS-03L/SC ANOLIS

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

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



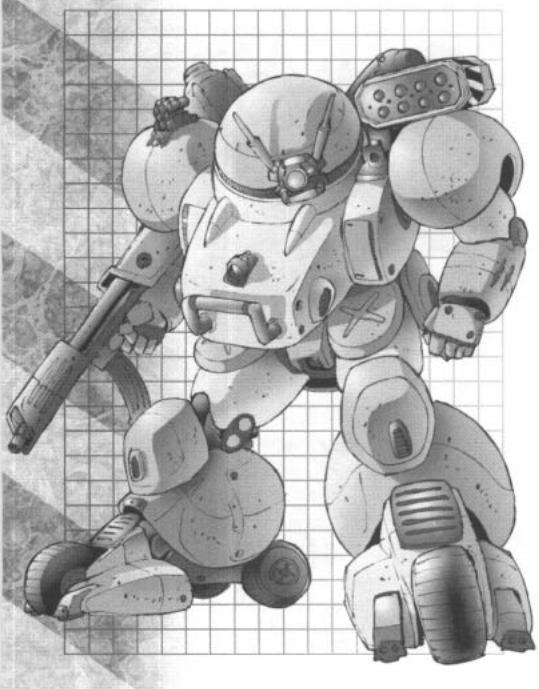
Silcore Stat Block

Size: 6 (Tall, 3.9 m), Width: 3.1 meters, Standard operational weight: 5238 kg, Cost: 232,167 dinars								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (52 kph) Ground 7/13 (76 kph), Maneuver: +1, Armor: 11/22/33								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 800 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (+1/20 km); Hostile Environment Protection (Desert); Sensors: (+1/4 km), Defective Sensors (Rating 1); Negative Feature: Random Shutdown (Rating 2)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Deployable Pack Gun	F	-1	x8	2	+2	Hand-Held	40
2	Light Rocket Pod/ 8	F	-1	x12	1	+1	HEAT, Indirect Fire	8 each
1	Hand Grenades	F	-1	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Target Designator	F	0	x0	2	0	Target Designator	Unlimited

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 3.9 m), Hit Points: 41, Occupancy: 1 operator, no cargo, Armor Hardness: 11, Defense: 0, Strength: 40 (+15)						
Speed: Land 122 kph, Tactical Speed: Land 203 m, Initiative: 0, Maneuver: 0						
Special Abilities: Laser Designator (RI: 150m), GPS, NBC Filter, High Rez Radar (4 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (3 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
25mm Autocannon*	4d12	A	80m	30	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	8	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
52mm Rocket Pack**	7d8	A	40m	8	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

OACS-03M/SU BASILISK



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

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

Silcore Stat Block

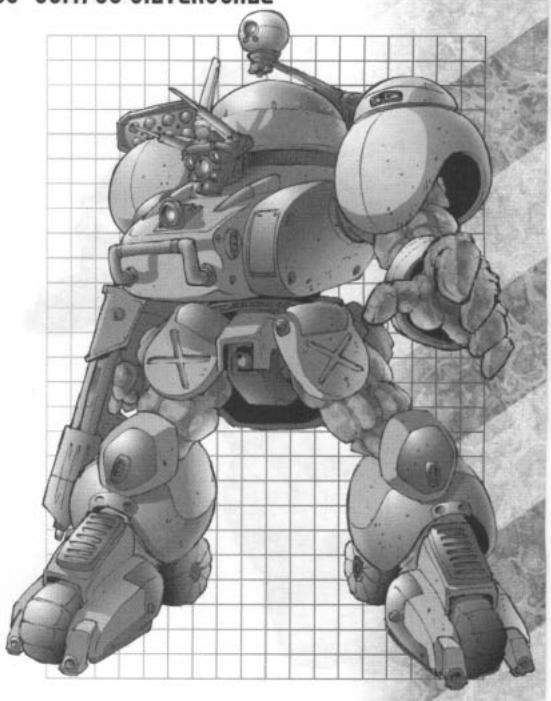
Size: 6 (Tall, 4.2 m), Width: 3.0 meters, Standard operational weight: 5210 kg, Cost: 174,417 dinars								
*Defensive Threat Value (DTV); Movement: Walk 4/7 (43 kph) Ground 7/13 (74 kph), Maneuver: 0, Armor: 15/30/45								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (0/15 km); Hostile Environment Protection (Desert); Sensors (-1/3 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocanon	F	0	x8	2	+2	Hand-Held	60
1	Light Rocket Pod/24	F	-1	x12	1	+3	HEAT, Indirect Fire	24
1	Anti-Personnel Grenade Launcher	F	-1	x3	1	0	Anti-Infantry, Area Effect: 0, Indirect Fire	6
3	Hand Grenades	F	-1	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.2 m), Hit Points: 45, Occupancy: 1 operator, no cargo, Armor Hardness: 15, Defense: 0, Strength: 40 (+15)						
Speed: Land 122 kph, Tactical Speed: Land 203 m, Initiative: 0, Maneuver: 0						
Special Abilities: GPS, NBC Filter, Hi- Rez Radar (3 km), Long Range Radio(Secure), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
25mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Anti-pers. Gren. Laun.*	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

ORCS-03M/SC SILVERSCALE

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



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

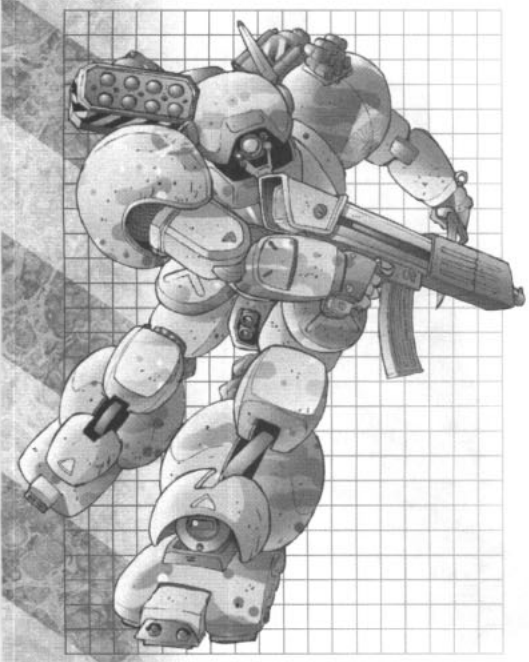
Silcore Stat Block

Size: 6 (Tall, 4.2 m), Width: 3.0 meters, Standard operational weight: 5210 kg, Cost: 296,000 dinars								
*Defensive Threat Value (DTV); Movement: Walk 4/7 (43 kph) Ground 7/13 (75 kph), Maneuver: 0, Armor: 14/28/42								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 730 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 6, can punch); 1 x Tool Arm (Rating 1, camera, cannot punch); Communications (+1/20 km); Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 2); Sensors (+1/5 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocanon	F	0	x8	2	+2	Hand-Held	60
1	Light Rocket Pod/8	F	-1	x12	1	+1	HEAT, Indirect Fire	8
1	Anti-Personnel Grenade Launcher	F	-1	x3	1	0	Anti-Infantry, Area Effect: 0, Indirect Fire	6
3	Hand Grenades	F	-1	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-
1	Target Designator	F	0	x0	2	0	Target Designator	Unlimited

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.2 m), Hit Points: 44, Occupancy: 1 operator, no cargo, Armor Hardness: 14, Defense: 0, Strength: 40 (+15)						
Speed: Land 122 kph, Tactical Speed: Land 203 m, Initiative: 0, Maneuver: 0						
Special Abilities: ECM (Comm +2, Radar +2), Laser Designator (RI 100m), GPS, NBC Filter, Hi- Rez Radar (5 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (3 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
25mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	8	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Anti-pers. Gren. Laun.*	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

OACS-01M/SU JAGER



The oldest and most basic of the Gears fielded by Southern forces, the Jäger started its existence as a shameless copy of the United Mercantile Federation's Hunter. Over the years, the two "cousins" have remained signposts of military competition between the poles and are locked in an arms race of their own. Indeed, with every minor adjustment made to the Hunter, Southern engineers are ordered to make a matching change in the Jäger, and vice versa. The most evident example of this came in the TN 1850s when the Jäger was overhauled into its "Alpha" configuration, leading to a similar redesign of the Hunter, which was dubbed the Mark II. The Jäger's weaponry is a nearly identical match to that of the Northern Hunter. The main armament is a PR-25 autocannon supplemented by a Vogel-6 rocket pod. An HLB-16 grenade launcher provides anti-infantry defense, while hand grenades and an HHVB-3 vibroknife provide close-combat punch. The internal systems of the Jäger were originally designed by the engineers of the Republican Army's Anthropomorphic Battle Vehicle Center and were purchased outright by Territorial Arms in TN 1703. The standard sensor package developed for the Alpha refit (and still in use) is a TA-StarSight integrated omnicamera system featuring automatic target tracking, layered light amplification and thermographics as well as picture-in-picture zoom and identification overlay.

The Jäger has seen action in the Southern War that subjugated the vassal-states of the AST, in the Merchant war against the UMF, in St.-Vincent's War against the CNCS and in any number of border conflicts and Badlands skirmishes. It has faced competition from newer machines over its two-and-a-half centuries of existence, but none of the machines that have been designed to supplant it have been able to match its simplicity and ease of production, guaranteeing that the Jäger will outlast most of its so-called replacements. The durability of the Jäger was proven during the dark cycles of the War of the Alliance when Southern production facilities were crippled by orbital bombing. It proved far more efficient to use the remaining factories to produce large numbers of Jägers.

Silcore Stat Block

Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard operational weight: 6637 kg, Cost: 221,667 dinars								
*Defensive Threat Value (DTV); Movement: Walk 4/7 (41 kph) Ground 6/12 (74 kph), Maneuver: 0, Armor: 15/30/45								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+0/10 km); Feature: Easy to Modify (All); Hostile Environment Protection (Desert); Sensors (+0/2km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	0	x8	2	+2	Hand-Held	60
1	Light Rocket Pod/24	F	-1	x12	1	+3	HEAT, Indirect Fire	24
1	Antipersonnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	-1	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

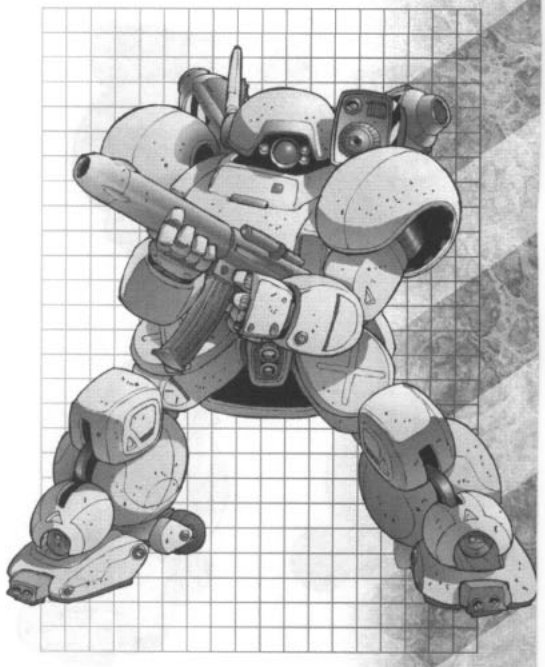
OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 45, Occupancy: 1 operator, no cargo, Armor Hardness: 15, Defense: 0, Strength: 40 (+15)						
Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: -1, Maneuver: -1						
Special Abilities: GPS, NBC Filter, Radar (2 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
25mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

OACS-01M/AS BLITZ JAGER

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

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



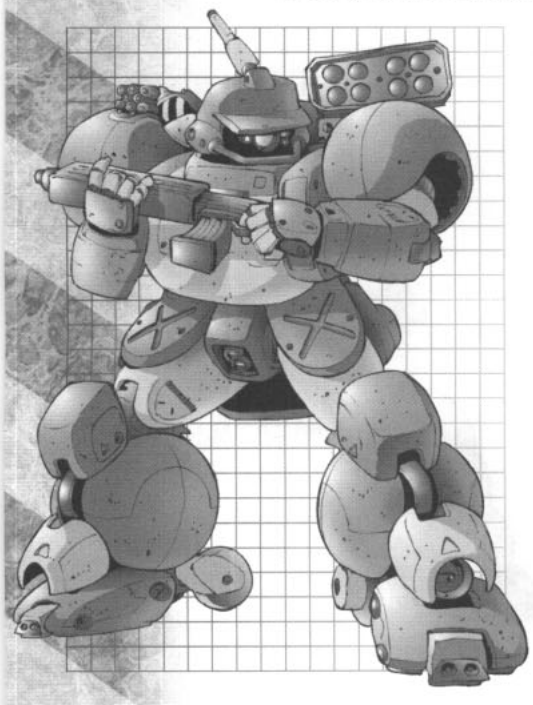
Silcore Stat Block

Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard operational weight: 9270 kg, Cost: 819,167 dinars								
*Defensive Threat Value (DTV); Movement: Walk 4/7 (41 kph) Ground 6/12 (71 kph), Maneuver: 0, Armor: 15/30/45								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+0/10 km); Feature: Easy to Modify (All); Hostile Environment Protection (Desert); Sensors (+0/2km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	0	x10	3	+1	Hand-Held	40
1	Anti-Tank Missile Launcher	F	+1	x25	3	0	Guided, HEAT, Indirect Fire	1
1	Antipersonnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	-1	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 45, Occupancy: 1 operator, no cargo, Armor Hardness: 15, Defense: 0, Strength: 40 (+15)						
Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: -1, Maneuver: -1						
Special Abilities: GPS, NBC Filter, Radar (2 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Autocannon*	5d12	A	100m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
Guided Missile**	10d10	SS	150m	1	Blast, Indirect Fire, Guided (LG, SARH)	Less Ammo, 4x Less Ammo
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

OACS-01M/OU JÄGER COMMAND



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

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

Silcore Stat Block

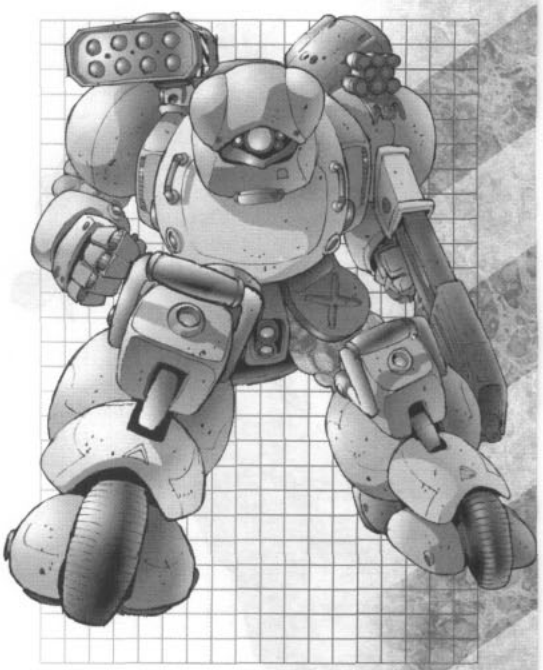
Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard operational weight: 6635 kg, Cost: 228,667 dinars								
*Defensive Threat Value (DTV); Movement: Walk 4/7 (41 kph) Ground 6/12 (74 kph), Maneuver: 0, Armor: 15/30/45								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+1/15 km); Feature: Easy to Modify (All); Hostile Environment Protection (Desert); Sensors (+0/2km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	0	x8	2	+2	Hand-Held	60
1	Light Rocket Pod/24	F	-1	x12	1	+3	HEAT, Indirect Fire	24
1	Antipersonnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	-1	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 50, Occupancy: 1 operator, no cargo, Armor Hardness: 15, Defense: 0, Strength: 40 (+15)						
Speed: Land 110 kph, Tactical Speed: Land 185 m, Initiative: -1, Maneuver: -1						
Special Abilities: GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Autocannon*	5d12	A	100m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	32	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

OACS-01M/RRV DARTJAGER

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



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

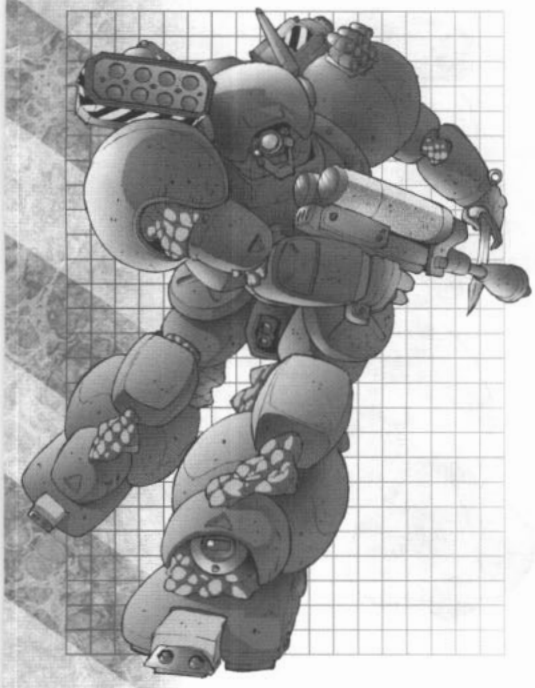
Silcore Stat Block

Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard operational weight: 6120 kg, Cost: 213,500 dinars								
*Defensive Threat Value (DTV); Movement: Walk 4/8 (48 kph) Ground 7/14 (84 kph), Maneuver: 0, Armor: 12/24/36								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 520 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (0/10 km); Feature: Easy to Modify (All), Off-Road Ability; Hostile Environment Protection (Desert); Sensors (0/2km); Weakness: Exposed Movement System								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	0	x8	2	+2	Hand-Held	60
1	Light Rocket Pod/16	F	-1	x12	1	+2	HEAT, Indirect Fire	16
1	Antipersonnel Grenade Launcher	F	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
1	Hand Grenade	F	-1	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 42, Occupancy: 1 operator, no cargo, Armor Hardness: 12, Defense: 0, Strength: 40 (+15)						
Speed: Land 126 kph, Tactical Speed: Land 203 m, Initiative: -1, Maneuver: -1						
Special Abilities: GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Weakness						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
25mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	16	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

OWCS-01M/FLM FLAMMJAGER



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

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

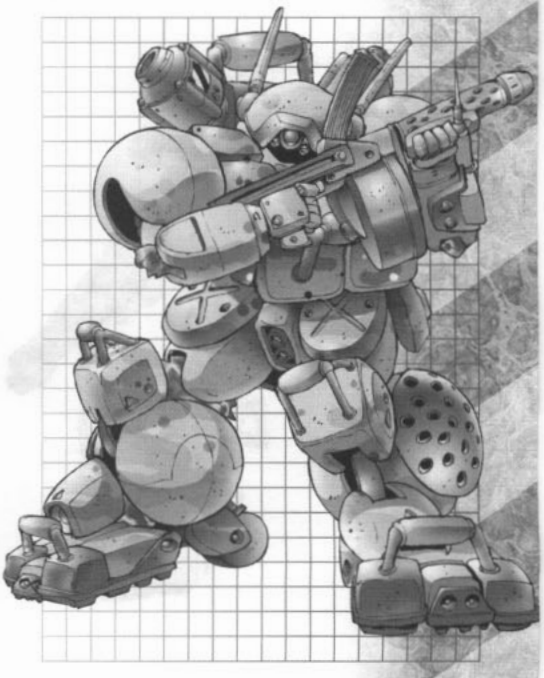
Silcore Stat Block

Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard operational weight: 6690 kg, Cost: 348,000 dinars								
*Defensive Threat Value (DTV); Movement: Walk 4/7 (41 kph) Ground 6/12 (74 kph), Maneuver: 0, Armor: 15/30/45								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (0/10 km); Feature: Easy to Modify (All), Fire Resistant; Hostile Environment Protection (Desert); Sensors (+0/2km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Flamer	F	+1	x7	0(	+1	Handheld, HEAT, Incendiary, Indirect Fire, Persistent, Ex. Range: 1	20
1	Incendiary Rocket Pod/20	F	-1	x13	1	+2	HEAT, Indirect Fire, , Incendiary, Persistent	20
1	Antipersonnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	-1	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 45, Occupancy: 1 operator, no cargo, Armor Hardness: 15, Defense: 0, Strength: 40 (+15)						
Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: -1, Maneuver: -1						
Special Abilities: GPS, NBC Filter, Radar (2 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Medium Flamer	4d12	S	25m	120	Burning, 2x Ex. Ammo, Ind. Fire, Stream	2x Short Range
Incendiary Rocket Pack**	7d8	A	40m	20	Automatic, Burning, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the Flamer is handheld.						

ORCS-01M/PT JAGER PARATROOPER



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

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

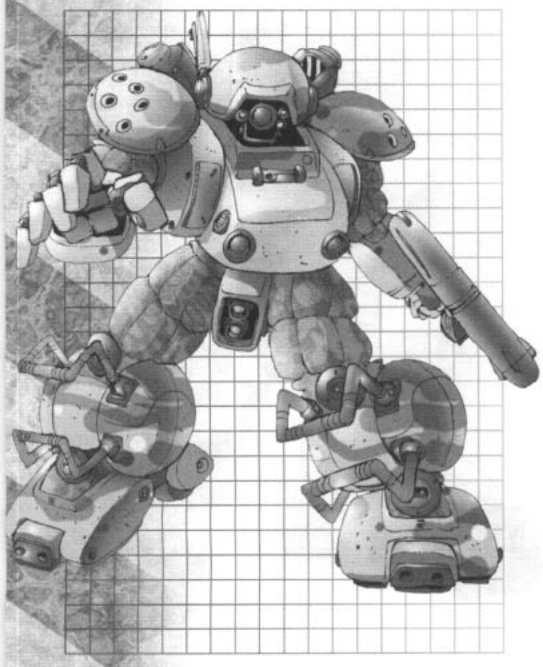
Silcore Stat Block

Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard operational weight: 6700 kg, Cost: 350,667 dinars								
*Defensive Threat Value (DTV); Movement: Walk 4/7 (41 kph) Ground 6/12 (74 kph), Maneuver: 0, Armor: 15/30/45								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (0/10 km); Feature: Airdroppable, Easy to Modify (All); Hostile Environment Protection (Desert); Reinforced System: Movement; Sensors (+0/2km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	0	x8	2	+2	Hand-Held	30
1	Light Grenade Launcher	F	-1	x15	1	+2	Hand-Held, HEAT, Indirect Fire	10
1	Antipersonnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
1	Antipersonnel Grenade Launcher	FR	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
1	Chassis Reinforcement	F	0	x7	0	0	Armor-Piercing, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 50, Occupancy: 1 operator, no cargo, Armor Hardness: 15, Defense: 0, Strength: 40 (+15)						
Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: -1, Maneuver: -1						
Special Abilities: GPS, NBC Filter, Radar (2 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km), Parachute						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
25mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
Light Grenade Launch.**	6d12	A	25m	20	Automatic, Indirect Fire	2 x Short Range, Arc of Fire (Fr)
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Chassis Reinforce.***	3d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Piercing Weapon. All weapons are Hardpoint-mounted, the A/C & G/L are handheld.						

ORCS-01M/SC JAGER RECON



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

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

Silcore Stat Block

Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard operational weight: 5600 kg, Cost: 121,000 dinars

*Defensive Threat Value (DTV); Movement: Walk 4/8 (47 kph) Ground 7/13 (77 kph), Maneuver: 0, Armor: 14/28/42

*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 600 km, Reaction Mass: n/a

Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (0/10 km); Feature: Airdroppable, Easy to Modify (All); Hostile Environment Protection (Desert); Sensors (+0/2km); Weakness: Exposed Movement System

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	0	x10	3	+1	Hand-Held	40
1	Light Panzerfaust	F	-1	x10	1	0	Disposable, Hand-Held, HEAT	2

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 44, Occupancy: 1 operator, no cargo, Armor Hardness: 14, Defense: 0, Strength: 40 (+15)

Speed: Land 122 kph, Tactical Speed: Land 203 m, Initiative: -1, Maneuver: -1

Special Abilities: GPS, NBC Filter, Radar (2 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km)

Exotic Abilities: None

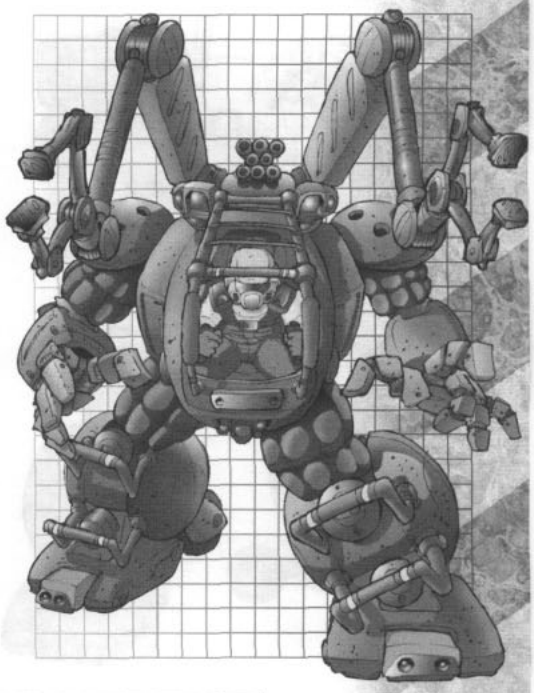
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Weak Point

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Autocannon*	5d12	A	100m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
Hand Grenades**	6d10	SS	40m	2	2x Blast	Arc of Fire (Fr), 3x Less Ammo

NOTE: *Ballistic Weapon; **Blast Weapons. All weapons are Hardpoint-mounted, the A/C is handheld.

ORCS-01M/ENG STONE MASSON



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

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

Silcore Stat Block

Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard operational weight: 7160 kg, Cost: 49,167 dinars
*Defensive Threat Value (DTV); Movement: Walk 4/7 (41 kph) Ground 6/11 (67 kph), Maneuver: 0, Armor: 12/24/36
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 320 km, Reaction Mass: n/a
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); 2 x Tool Arms ((Rating 4, pincers, cannot punch); Communications (-1/5 km); Feature: Easy to Modify (All); Hostile Environment Protection (Desert); Sensors (-1/1km); Negative Feature: Large Sensor Profile (Rating 1); Weakness: Exposed Crew
*Offensive Threat Value (OTV)

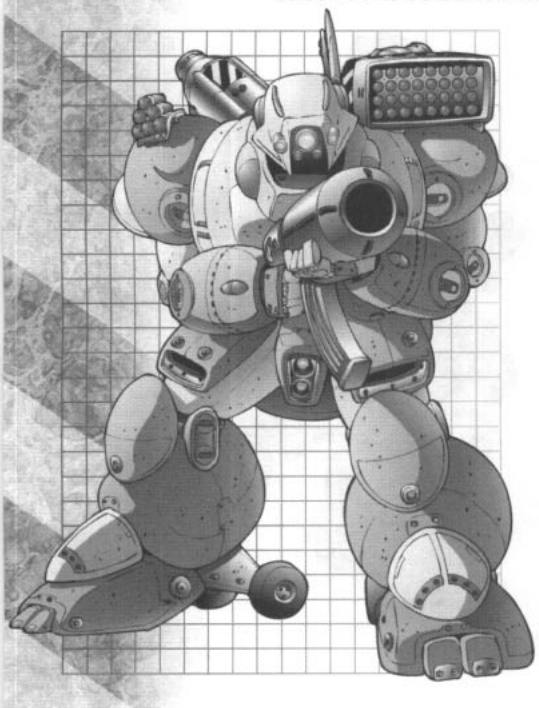
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Anti-Personnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect: 0, Indirect Fire	6

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 42, Occupancy: 1 operator, no cargo, Armor Hardness: 12, Defense: 0, Strength: 40 (+15)
Speed: Land 99 kph, Tactical Speed: Land 43 m/turn, Initiative: -1, Maneuver: -1
Special Abilities: GPS, Radar (1 km), Tactical Radio (Secure), Infrared (1 km)
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Open
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

ORCS-05M/SU BLACK MAMBA



The current cutting edge in Southern Gear design, the Black Mamba is a relatively recent model that has nonetheless had a serious impact on the Terranovan military scene. Contracted to surpass the Northco Jaguar, the designers at Territorial Arms were not satisfied with copying their Northern counterparts and produced a machine that could stand on its own. Using lessons learned from the older Desert Viper and Sidewinder Gears, TA developed a whole new concept. The design incorporates a carbon composite in the Mamba's internal frame to reduce weight and increase flexibility, making paratrooper operations possible. The reduced weight also enables the Gear to achieve high speed and improved maneuverability. To maintain dense armor on most of the machine, the designers reduced the plating on the WV-930TC V-engine and the thickness of the armor on the rear of the Mamba's legs. An advanced Obelisk Electronics sensor suite and communications package, a newly updated virtual reality control system and an automated piloting computer complete the basic package of the Black Mamba. Offensive power comes in the form of a PR-55 autocannon and a Vogel-8 rocket pod, while forward and rear mounted GL-01 grenade launchers assure anti-infantry cover. Three HG-C4 hand grenades provide close range punch, along with a VU-11 vibromachete, which can also cut through dense jungle vegetation.

The first Black Mambas came off the Territorial Arms factory in TN 1911. Damage to the assembly lines cut production during the early cycles of the War of the Alliance, but since then distribution has followed standard Southern policy with the lion's share of the new models going to the Southern Republican Army, a lesser number to the MILICIA and very few to the peacekeeping/local defense forces of the Republic's vassal states. The units that have received it, however, have given the Black Mamba rave reviews. A truly advanced machine, it has proven suitable for a wide variety of mission profiles, most especially commando operations. Despite complaints about the reduced rear armor, only a few variants have incorporated makeshift solutions to the problem.

Silcore Stat Block

Size: 6 (Tall, 4.6 m), Width: 3.5 meters, Standard operational weight: 6230 kg, Cost: 503,250 dinars

*Defensive Threat Value (DTV); Movement: Walk 5/9 (55.4 kph) Ground 7/14 (84 kph), Maneuver: +1, Armor: 17/34/51

*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a

Perks and Flaws: Accessory: Autopilot; Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+1/12 km); Feature: Airdroppable; Hostile Environment Protection (Desert); Sensors (+1/3 km); Weakness: Weak Facing (Rear)

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	+1	x10	3	+1	Hand-Held	40
1	Light Rocket Pod/32	F	0	x12	1	+4	HEAT, Indirect Fire	32
1	Antipersonnel Grenade Launcher	FF	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
1	Antipersonnel Grenade Launcher	FRr	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	0	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 47, Occupancy: 1 operator, no cargo, Armor Hardness: 17, Defense: 0, Strength: 40 (+15)

Speed: Land 126 kph, Tactical Speed: Land 203 m, Initiative: -1, Maneuver: 0

Special Abilities: GPS, NBC Filter, Radar (3 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km), Parachute, Targeting System (+1, all weapons)

Exotic Abilities: Limited A.I. (Dex3/Wis1/Cha1)

Mecha Defects: Noisy, Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute), Weak Spot

Weapons:

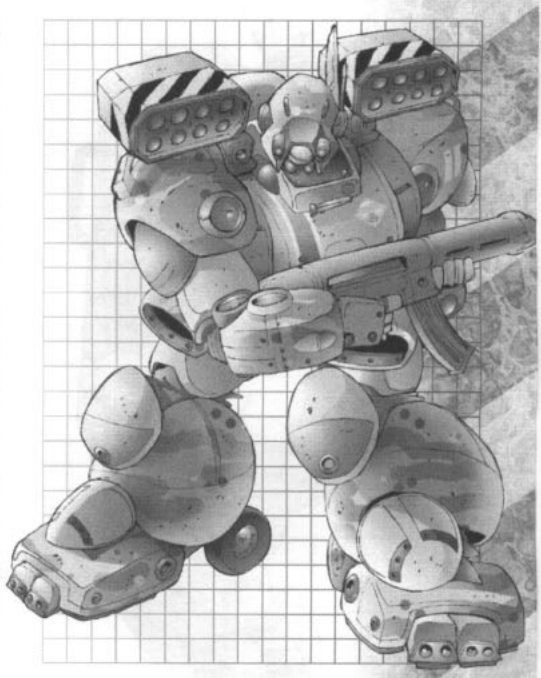
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Autocannon*	5d12	A	100m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Rr), 2x Less Ammo
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)

NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.

OACS-05M/FS LONG FANG BLACK MAMBA

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

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



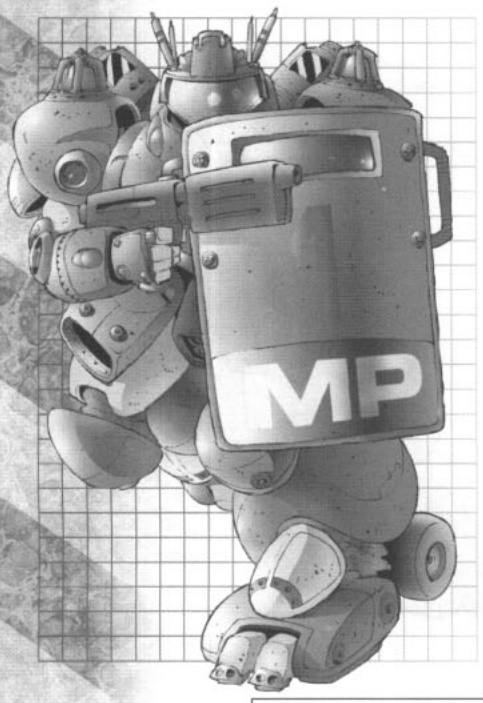
Silcore Stat Block

Size: 6 (Tall, 4.6 m), Width: 3.5 meters, Standard operational weight: 6840 kg, Cost: 1,089,000 dinars								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (54 kph) Ground 7/14 (82 kph), Maneuver: +1, Armor: 17/34/51								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 480 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot; Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+1/12 km); Feature: Airdroppable; Hostile Environment Protection (Desert); Sensors (+1/3 km); Weakness: Weak Facing (Rear)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	+1	x10	3	+1	Hand-Held	40
2	Medium Rocket Pod/36	F	0	x18	1	+4	HEAT, Indirect Fire	36
3	Hand Grenade	F	0	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 47, Occupancy: 1 operator, no cargo, Armor Hardness: 17, Defense: 0, Strength: 40 (+15)						
Speed: Land 126 kph, Tactical Speed: Land 203 m, Initiative: -1, Maneuver: 0						
Special Abilities: GPS, NBC Filter, Radar (3 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km), Parachute, Targeting System (+1, all weapons)						
Exotic Abilities: Limited A.I. (Dex3/Wis1/Cha1)						
Mecha Defects: Noisy, Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute), Weak Spot						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Autocannon*	5d12	A	100m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

OACS-05M/MP BLACK MAMBA MP



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

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

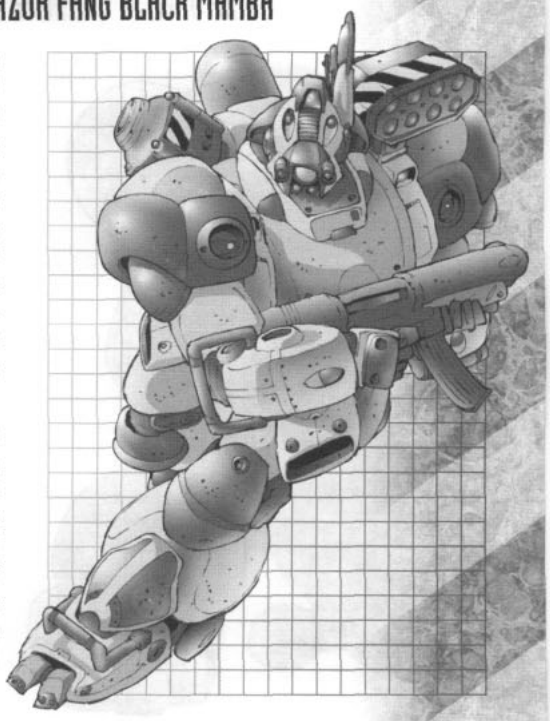
Silcore Stat Block

Size: 6 (Tall, 4.6 m), Width: 3.5 meters, Standard operational weight: 7430 kg, Cost: 1,568,000 dinars								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (53 kph) Ground 7/14 (81 kph), Maneuver: +1, Armor: 17/34/51								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot; Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+1/12 km); Feature: Airdroppable; Hostile Environment Protection (Desert); Reinforced System: Backups; Sensors (0/3 km); Weakness: Weak Facing (Rear)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Frag Cannon	F	+1	x7	1	0	Anti-Infantry, Area Effect: 0, Hand-Held, Scatter	20
1	Anti-Personnel Grenade Launcher	F	0	x3	1	0	Anti-Infantry, Area Effect: 0, Indirect Fire	12
1	Riot Shield	F	+1	x6	0	0	Hand-Held, Shield	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 47, Occupancy: 1 operator, no cargo, Armor Hardness: 17, Defense: 4, Strength: 40 (+15)						
Speed: Land 126 kph, Tactical Speed: Land 203 m, Initiative: -1, Maneuver: 0						
Special Abilities: GPS, NBC Filter, Radar (3 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km), Parachute, Targeting System (+1, all weapons)						
Exotic Abilities: Limited A.I. (Dex3/Wis1/Cha1)						
Mecha Defects: Noisy, Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute), Weak Spot						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Frag Cannon*	3d12	SA	40m	60	Blast, Extra Ammo	Arc of Fire (Fr)
Anti-pers. Gren. Laun.*	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Vibroknife**	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Blast Weapons; **Slashing Weapon. All weapons are Hardpoint-mounted, the Frag Cannon is handheld.						

ORCS-05M/OU RAZOR FANG BLACK MAMBA



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

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

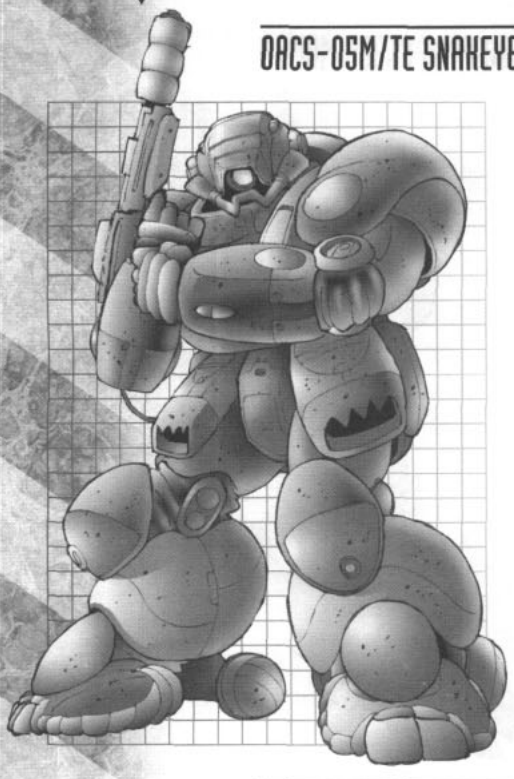
Silcore Stat Block

Size: 6 (Tall, 4.6 m), Width: 3.5 meters, Standard operational weight: 6280 kg, Cost: 597,750 dinars								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (55 kph) Ground 7/14 (83 kph), Maneuver: +1, Armor: 17/34/51								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot; Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+1/20 km), Satellite Uplink; Feature: Airdroppable; Hostile Environment Protection (Desert); Sensors (+1/3 km); Weakness: Weak Facing (Rear)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	+1	x10	3	+1	Hand-Held	40
1	Light Rocket Pod/32	F	0	x12	1	+4	HEAT, Indirect Fire	32
1	Antipersonnel Grenade Launcher	FF	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
1	Antipersonnel Grenade Launcher	FRr	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	0	x15	0	0	Anti-Infantry, HEAT	-
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 52, Occupancy: 1 operator, no cargo, Armor Hardness: 17, Defense: 0, Strength: 40 (+15)						
Speed: Land 126 kph, Tactical Speed: Land 203 m, Initiative: -1, Maneuver: 0						
Special Abilities: GPS, NBC Filter, Radar (3 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km), Parachute, Targeting System (+1, all weapons)						
Exotic Abilities: Limited A.I. (Dex3/Wis1/Cha1)						
Mecha Defects: Noisy, Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
40mm Autocannon*	6d12	A	120m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Rr), 2x Less Ammo
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

OACS-05M/TE SNAKEYE BLACK MAMBA



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

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

Silcore Stat block

Size: 6 (Tall, 4.6 m), Width: 3.5 meters, Standard operational weight: 6230 kg, Cost: 2,571,000 dinars

*Defensive Threat Value (DTV); Movement: Walk 5/9 (55 kph) Ground 7/14 (84 kph), Maneuver: +1, Armor: 17/34/51

*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a

Perks and Flaws: Accessory: Autopilot; Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+1/10 km); Feature: Airdroppable; Hostile Environment Protection (Desert); Information Warfare Device: Stealth (Rating 5); Sensors (+1/2 km); Weakness: Exposed Auxiliaries

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Sniper Laser Cannon	F	+1	x12	5	0	Attenuating Damage (1), Hand-Held, HEAT	40
1	Antipersonnel Grenade Launcher	FF	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
1	Antipersonnel Grenade Launcher	FRr	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	0	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 47, Occupancy: 1 operator, no cargo, Armor Hardness: 17, Defense: 0, Strength: 40 (+15)

Speed: Land 126 kph, Tactical Speed: Land 203 m, Initiative: -1, Maneuver: 0

Special Abilities: Reflective Coating, GPS, NBC Filter, Radar (3 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km), Parachute, Targeting System (+1, all weapons)

Exotic Abilities: Limited A.I. (Dex3/Wis1/Cha1)

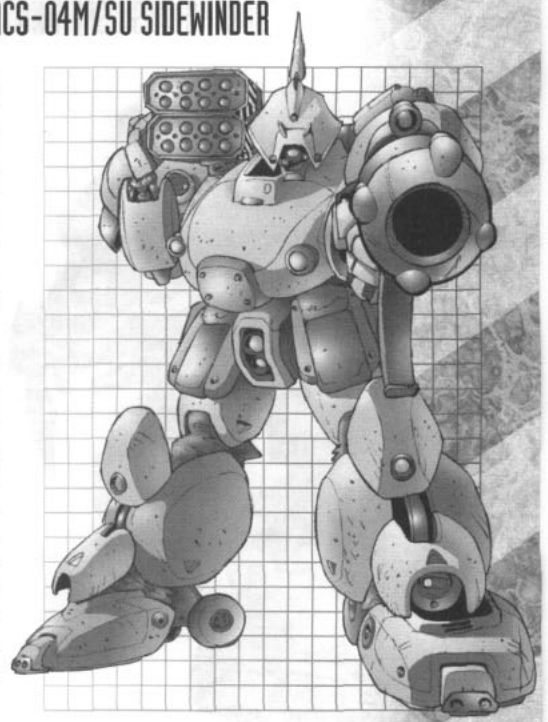
Mecha Defects: Noisy, Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute), Weak Spot

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Defensive Laser Canon*	5d8	S	240m	20	2x Long Range	Space-Optimized
*Anti-pers. Gren. Laun.***	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Rr), 2x Less Ammo
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)

*NOTE: *Energy Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.*

ORCS-04M/SU SIDEWINDER



The TN 1880s were a period of impressive achievements for Territorial Arms. Long thought of as maintaining their dominance of the Gear market through sheer political might TA finally proved that it had the design skills to match its size and power. The release of the Iguana in TN 1879 and the Spitting Cobra a few cycles later secured the industrial giant a place of prominence in the scout and fire-support Gear markets, areas where it had floundered in the past. TA's next step was to consolidate its hold on the general purpose market and a new soldier-model was called for. In TN 1887, TA signed an agreement with Dynamic Systems to design a new model; the engineers resurrected the venerable Rattlesnake and its flaws, which had been nearly insoluble a hundred cycles before, were corrected. By the end of the design process, the new Gear bore only a passing resemblance to its forefather, but they shared many internal design concepts.

The Sidewinder was designed during the so-called "safety minded" period, when the survival of its carefully trained Gear pilots was deemed vital to an understaffed Republican military force. The torso and head armor was thicker around the cockpit, forming a heavily protected "box" that surrounded the pilot. In the event of a cockpit breach, an automated medical pack ensured that the pilot not only survived the wound but remained conscious and able to fight. Using molecular steel alloys and a powerful WV-733TC/d engine, the new Gear was able to have both increased armored protection and excellent speed. Like the Rattlesnake, the Sidewinder was given heavier weapons than the Jäger, including a PR-50 autocannon and a FSRP-42N rocket pod. The FSRP-42N, developed by the Rucker Group, was a low-maintenance system using one 18-rocket pod on top of another. This configuration made replacement parts easier to find, although it did require a tighter firing angle. A HLB-16 anti-personnel grenade launcher was also included in the Sidewinder design for infantry defense. The new Gear's electronics were also improved as compared to other general-purpose Gears, with the principle sensors and communications array fitted into a head with a distinctive crest.

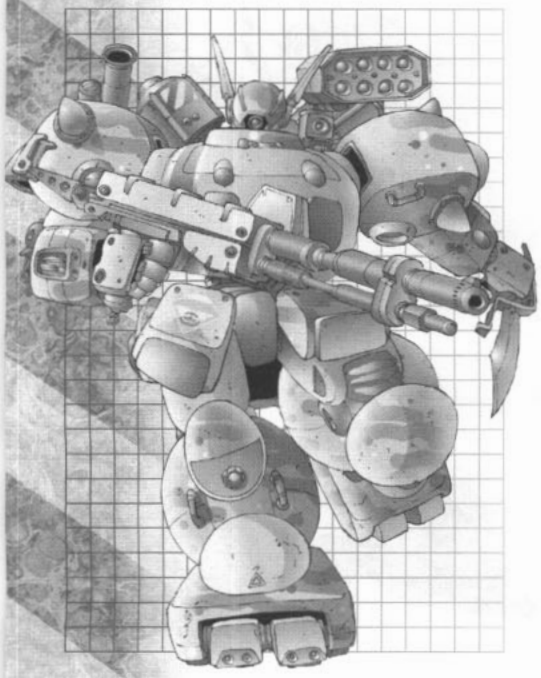
Silcore Stat block

Size: 6 (Tall, 4.4 m), Width: 3.0 meters, Standard operational weight: 6950 kg, Cost: 225,750 dinars								
*Defensive Threat Value (DTV); Movement: Walk 4/8 (47 kph) Ground 7/13 (77 kph), Maneuver: 0, Armor: 16/32/54								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 550 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Emergency Medical; Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (0/12 km); Hostile Environment Protection (Desert); Reinforced System: Crew Compartment; Sensors (0/3 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	0	x10	3	+1	Hand-Held	40
1	Medium Rocket Pod/36	F	-1	x18	2	+4	HEAT, Indirect Fire	36
1	Antipersonnel Grenade Launcher	FF	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 51, Occupancy: 1 operator, no cargo, Armor Hardness: 16, Defense: 0, Strength: 40 (+15)						
Speed: Land 122 kph, Tactical Speed: Land 203 m,, Initiative: -1, Maneuver: -1						
Special Abilities: GPS, NBC Filter, Radar (3 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km), Room (Emergency Medical)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute), Weak Spot						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Autocannon*	5d12	A	100m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

OACS-01H/SU SPITTING COBRA



The Spitting Cobra is the heaviest mass-produced Gear chassis currently in service with the Southern MILICIA and Republican Army. Designed to fill the operational role of a heavy weapons platform, the Spit (as its crews invariably call it) is designed to wield devastating medium to long-range firepower on the modern battlefield. The Spitting Cobra's main fire-support weapon is a massive SCRP-98 back-mounted rocket pod. More precise is the secondary fire-support weapon, a shoulder-mounted Vogel-H series guided mortar. Although less powerful than the SCRP-98 rockets, the Vogel-H fires guided munitions, allowing the Spitting Cobra to make full use of laser-designator data provided by forward observers such as infantry or scout Gears. Short to medium-range firepower is provided by weapons more typical of a general purpose Gear: a MR60 autocannon and a shoulder-mounted FSRP-36 rocket pod. Close defense capabilities are provided by a MGU-77 minigun fixed to the Cobra's upper torso, allowing the Gear to fend off marauding infantry. Territorial Arms built the Spit with pilot safety in mind: it features a heavily armored cockpit, allowing the Gear to shrug off many attacks.

The Spitting Cobra has performed very well since its introduction in the TN 1880s, and by the time of the War of the Alliance, many of the units facing the initial Colonial Expeditionary Force assaults on the South could field Cobras. As the superiority of the CEF's combination of speed and armor became obvious, many commanders pressed Cobras into assault and anti-armor units, roles in which they performed well, but that resulted in heavy losses in the early days of the war. The Spitting Cobra became a valuable commodity after these initial losses and the crippling of Southern production facilities, but was nevertheless involved in many critical wartime battles. In the postwar period, the Spit has continued to perform well and has inspired a series of useful variants.

Silcore Stat Bblock

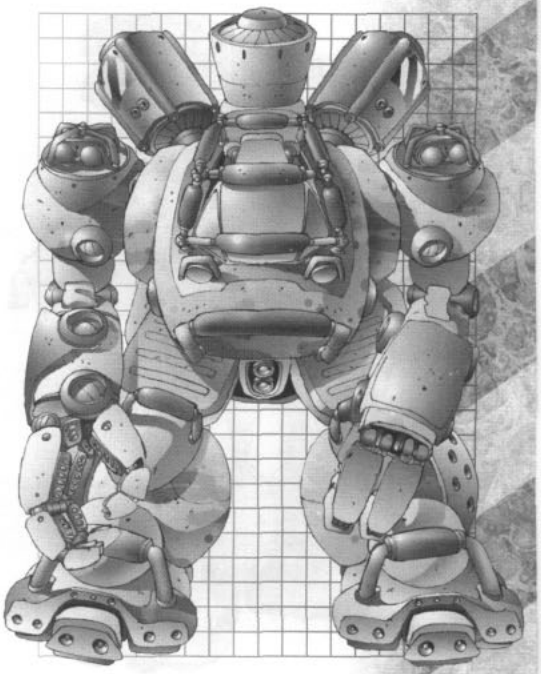
Size: 7 (Tall, 5.0 m), Width: 4.0 meters, Standard operational weight: 8990 kg, Cost: 525,857 dinars								
*Defensive Threat Value (DTV); Movement: Walk 3/6 (35 kph) Ground 5/10 (62 kph), Maneuver: -1, Armor: 21/42/63								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 7, can punch); Communications (0/10 km); Hostile Environment Protection (Desert); Reinforced System: Crew; Sensors (0/2 km); Negative Feature: Large Sensor Profile (Rating 1)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Autocannon	F	0	x12	3	+1	Hand-Held	30
1	Medium Rocket Pod/18	F	-1	x18	2	+3	HEAT, Indirect Fire	18
1	Heavy Rocket Pod/48	F	-1	x20	3	+4	HEAT, Indirect Fire	48
1	Light Machinegun	FF	0	x3	1	+4	Anti-Infantry	400
1	Light Guided Mortar	F	-1	x15	3	0	Guided, HEAT, Minimum Range: -1	10
6	Hand Grenade	F	0	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 5.0 m), Hit Points: 56, Occupancy: 1 operator, no cargo, Armor Hardness: 21, Defense: 0, Strength: 45 (+17)						
Speed: Land 95 kph, Tactical Speed: Land 155 m/turn, Initiative: -2, Maneuver: -2						
Special Abilities: Chobham Armor, GPS, NBC Filter, Radar (2 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (1 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
40mm Autocannon*	6d12	A	120m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack**	8d8	A	48m	18	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Lt. Guided Mortar**	2d10	SS	30m	10	Blast, Guided (LG), Indirect	Arc of Fire (Fr), Less Ammo
Heavy Rocket Pack**	10d8	A	120m	48	Automatic, Blast, 8x Ex. Ammo, Ind. Fire, Hardpoint	Arc of Fire (Fr)
Light Machinegun*	2d10	A	60m	400	Automatic, 8x Extra Ammo	Arc of Fire (Fr)
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Lrg. wpn)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

ORCS-01H/ENG ENGINEERING COBRA

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



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

Silcore Stat Block

Size: 7 (Tall, 5.0 m), Width: 4.0 meters, Standard operational weight: 8760 kg, Cost: 40,714 dinars								
*Defensive Threat Value (DTV); Movement: Walk 3/6 (36 kph) Ground 5/10 (61 kph), Maneuver: -1, Armor: 19/38/57								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Searchlight (50m, FF); Arms: 2 x Tool Arms (Rating 8, cannot punch); Communications (-1/10 km); Hostile Environment Protection (Desert); Sensors (-2/2 km); Negative Feature: Large Sensor Profile (Rating 1); Weakness: Exposed Crew								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 5.0 m), Hit Points: 49, Occupancy: 1 operator, no cargo, Armor Hardness: 19, Defense: 0, Strength: 50 (+19)						
Speed: Land 95 kph, Tactical Speed: Land 155 m/turn, Initiative: -2, Maneuver: -2						
Special Abilities: Headlights, GPS, NBC Filter, Radar (2 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (1 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Windows						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

OACS-01H/AS STRIKING COBRA

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

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

Silcore Stat Block

Size: 7 (Tall, 5.0 m), Width: 4.0 meters, Standard operational weight: 8868 kg, Cost: 305,143 dinars

*Defensive Threat Value (DTV); Movement: Walk 3/6 (35 kph) Ground 5/10 (62 kph), Maneuver: -1, Armor: 21/42/63

*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a

Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 7, can punch); Communications (0/10 km); Hostile Environment Protection (Desert); Reinforced System: Crew; Sensors (0/2 km); Negative Feature: Large Sensor Profile (Rating 1)

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Bazooka	F	0	x20	2	0	Hand-Held, HEAT	30
1	Medium Rocket Pod/18	F	-1	x18	2	+3	HEAT, Indirect Fire	18
1	Light Machinegun	FF	0	x3	1	+4	Anti-Infantry	400
6	Hand Grenade	F	0	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 5.0 m), Hit Points: 56, Occupancy: 1 operator, no cargo, Armor Hardness: 21, Defense: 0, Strength: 45 (+17)

Speed: Land 95 kph, Tactical Speed: Land 155 m/turn, Initiative: -2, Maneuver: -2

Special Abilities: Chobham Armor, GPS, NBC Filter, Radar (2 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (1 km)

Exotic Abilities: None

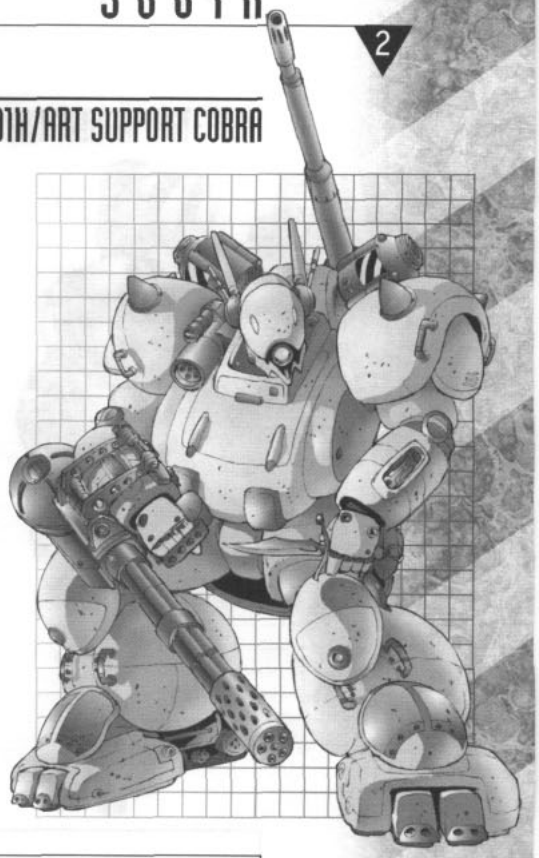
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Medium Bazooka*	8d12	SS	120m	60	Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack**	8d8	A	48m	18	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Light Machinegun	2d10	A	60m	400	Automatic, 8x Extra Ammo	Arc of Fire (Fr)
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Lrg. wpn)

NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.

OACS-01H/ART SUPPORT COBRA



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

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

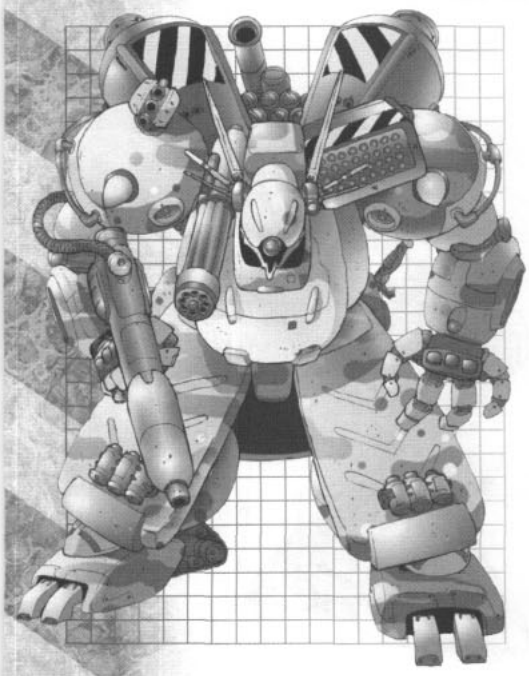
Silcore Stat block

Size: 7 (Tall, 5.0 m), Width: 4.0 meters, Standard operational weight: 8990 kg, Cost: 258,286 dinars								
*Defensive Threat Value (DTV); Movement: Walk 3/6 (35 kph) Ground 5/10 (62 kph), Maneuver: -1, Armor: 21/42/63								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 7, can punch); Communications (0/10 km); Hostile Environment Protection (Desert); Reinforced System: Crew; Sensors (0/2 km); Negative Feature: Large Sensor Profile (Rating 1)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Very Heavy Autocannon	F	0	x15	3	0	Hand-Held	40
1	Very Light Field Gun	FF	-1	x20	5	0	Indirect Fire	12
1	Light Machinegun	FF	0	x3	1	+4	Anti-Infantry	400
6	Hand Grenade	F	0	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 5.0 m), Hit Points: 56, Occupancy: 1 operator, no cargo, Armor Hardness: 21, Defense: 0, Strength: 45 (+17)						
Speed: Land 95 kph, Tactical Speed: Land 155 m/turn, Initiative: -2, Maneuver: -2						
Special Abilities: Chobham Armor, GPS, NBC Filter, Radar (2 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (1 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
55mm Autocannon*	7d12	A	120m	80	Automatic, Extra Ammo	Arc of Fire (Fr)
Very Light Field Gun**	7d12	SS	480m	12	Extra Range	Arc of Fire (Fr), Less Ammo
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Lrg. wpn)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

OACS-12H/AS KING COBRA



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

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

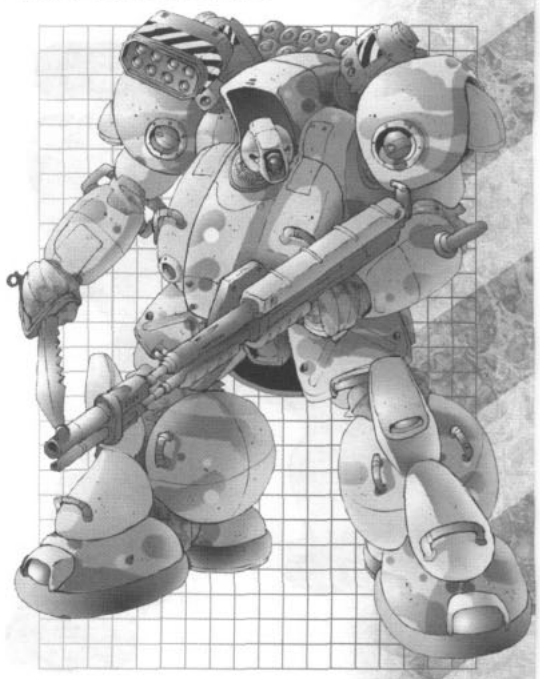
Silcore Stat block

Size: 7 (Tall, 5.0 m), Width: 4.0 meters, Standard operational weight: 10,120 kg, Cost: 3,142,857 dinars								
*Defensive Threat Value (DTV); Movement: Walk 3/6 (36 kph) Ground 6/11 (67 kph), Maneuver: -1, Armor: 21/42/63								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 7, can punch); Armor Quality: All Around, Reinforced Armor (Rating 2, Front Arc), Heat-Resistant (Rating 6); Communications (+1/18 km); Hostile Environment Protection (Desert); Reinforced System: Crew; Sensors (0/2 km); Negative Feature: Large Sensor Profile (Rating 1)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Particle Accelerator	F	+1	x10	3	0	Attenuating Damage (1), Hand-Held, Haywire, HEAT	12
1	Medium Rocket Pod/36	F	-1	x18	2	+4	HEAT, Indirect Fire	36
1	Heavy Rocket Pod/24	F	-1	x20	3	+3	HEAT, Indirect Fire	24
1	Light Autocannon	FF	0	x8	2	+2	-	120
1	Light Guided Mortar	F	-1	x15	3	0	Guided, HEAT, Minimum Range: -1	10
1	Antipersonnel Grenade Launcher	FF	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
6	Hand Grenade	F	0	x15	0	0	Anti-Infantry, Hand-Held, HEAT	6
1	Vibromachete	F	0	x8	0	0	Armor-Piercing, Physical Attack	-
1	Chassis Reinforcement	F	0	x7	0	0	Armor-Piercing, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 5.0 m), Hit Points: 56, Occupancy: 1 operator, no cargo, Armor Hardness: 28, Defense: 0, Strength: 45 (+17)						
Speed: Land 100 kph, Tactical Speed: Land 170 m/turn, Initiative: -2, Maneuver: -2, Spec. Abil.: Chobham Armor, GPS, NBC Filter, Radar(2 km), Tact. Radio (Secure), Infrared(1 km)						
Exotic Abilities: None, Mecha Defects: Optimized Armor, Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Light Particle acceler.*	5d12	SS	80m	12	2x Lg Range, Inc. Threat (18-20)	Arc of Fire (Fr), Less Ammo
25mm Autocannon*	4d12	A	80m	120	Automatic, 2x Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Lt. Guided Mortar**	2d10	SS	30m	10	Blast, Guided (LG), Indirect	Arc of Fire (Fr), Less Ammo
Heavy Rocket Pack**	10d8	A	120m	48	Automatic, Blast, Ex. Ammo, Ind. Fire, Hardpoint	Arc of Fire (Fr)
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Rr), 2x Less Ammo
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Lrg. weapon)
Chassis Reinforce.****	3d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Lrg. weapon)
NOTE: *Energy Weapon; **Blast Weapons; ***Slashing Weapon; ****Piercing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

OACS-03H/FS PYTHON



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

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

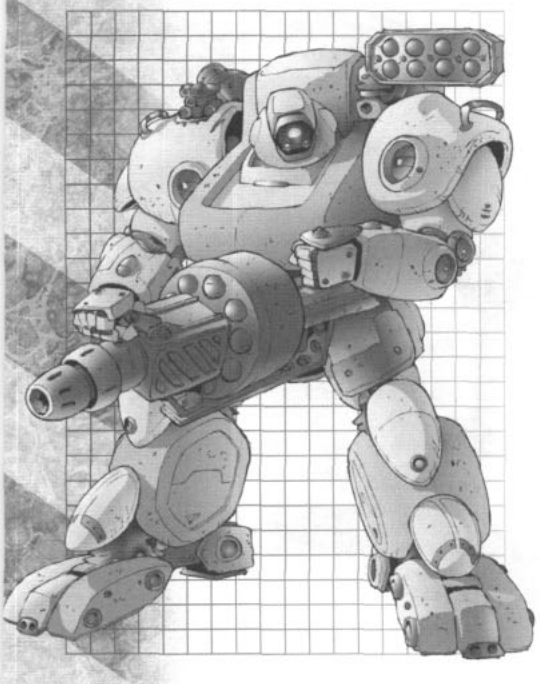
Silcore Stat block

Size: 7 (Tall, 4.8 m), Width: 3.7 meters, Standard operational weight: 8356 kg, Cost: 465,429 dinars								
*Defensive Threat Value (DTV); Movement: Walk 3/6 (36 kph) Ground 5/10 (59 kph), Maneuver: -1, Armor: 19/38/57								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 7, can punch); Communications (0/10 km); Hostile Environment Protection (Desert); Sensors (0/2 km), Defective Sensors (Rating 1); Negative Feature: Large Sensor Profile (Rating 1)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Autocannon	F	0	x12	3	+1	Hand-Held	30
1	Light Guided Mortar	F	0	x15	3	-1	Guided, HEAT, Indirect Fire, Min. Range: -1	15
1	Heavy Rocket Pod/24	F	-1	x20	3	+3	HEAT, Indirect Fire	24
1	Medium Rocket Pod/18	F	-1	x18	2	+3	HEAT, Indirect Fire	18
1	Antipersonnel Grenade Launcher	FF	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.8 m), Hit Points: 49, Occupancy: 1 operator, no cargo, Armor Hardness: 19, Defense: 0, Strength: 45 (+17)						
Speed: Land 95 kph, Tactical Speed: Land 155 m/turn, Initiative: -2, Maneuver: -2						
Special Abilities: Chobham Armor, GPS, NBC Filter, Radar (2 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (1 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
40mm Autocannon*	6d12	A	120m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack**	8d8	A	48m	18	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Lt. Guided Mortar**	2d10	SS	30m	10	Blast, Guided (LG), Indirect	Arc of Fire (Fr), Less Ammo
Heavy Rocket Pack**	10d8	A	120m	24	Automatic, Blast, Ex. Ammo, Ind. Fire, Hardpoint	Arc of Fire (Fr)
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Rr), 2x Less Ammo
NOTE: *Ballistic Weapon; **Blast Weapons. All weapons are Hardpoint-mounted, the A/C is handheld.						

ORCS-02M/SU DESERT VIPER



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

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

Silcore Stat block

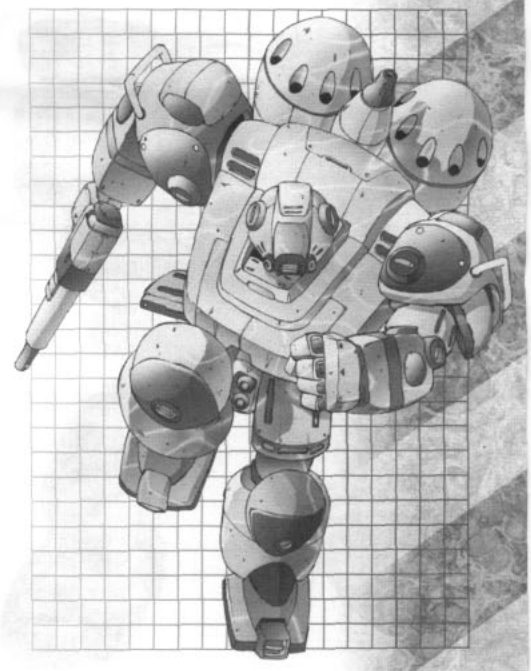
Size: 6 (Tall, 4.7 m), Width: 3.5 meters, Standard operational weight: 7120 kg, Cost: 353,333 dinars								
*Defensive Threat Value (DTV); Movement: Walk 4/7 (43 kph), Maneuver: -1, Armor: 16/32/48								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 475 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 6, can punch); Armor Quality: Reinforced (Rating 2, Front Arc); Communications (0/10 km); Feature: Off-Road Ability; Hostile Environment Protection (Desert); Reinfirced Feature: Movement; Sensors (0/3 km), Defective Sensors (Rating 2); Negative Feature: Large Sensor Profile (Rating 1), Overheating (Light, 3 rounds)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Grenade Launcher	F	-1	x20	2	+1	Hand-Held, HEAT, Indirect Fire	20
1	Medium Rocket Pod/18	F	-1	x18	2	+3	HEAT, Indirect Fire	18
1	Antipersonnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	-1	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.7 m), Hit Points: 46, Occupancy: 1 operator, no cargo, Armor Hardness: 21, Defense: 0, Strength: 45 (+17)						
Speed: Land 65 kph, Tactical Speed: Land 105 m/turn, Initiative: -2, Maneuver: -2						
Special Abilities: Chobham Armor, GPS, NBC Filter, Radar (3 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (1 km)						
Exotic Abilities: None						
Mecha Defects: Optimized Armor, Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Hangar Quenn						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Heavy Gren. Laun.*	8d12	A	48m	40	Automatic, Indirect Fire	2 x Short Range
71mm Rocket Pack*	8d8	A	48m	18	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades*	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Anti-pers. Gren. Laun.*	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Rr), 2x Less Ammo
NOTE: *Blast Weapons. All weapons are Hardpoint-mounted, the HGL is handheld.						

ORCS-02M/AQ WATER VIPER SILENT RUNNING

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



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

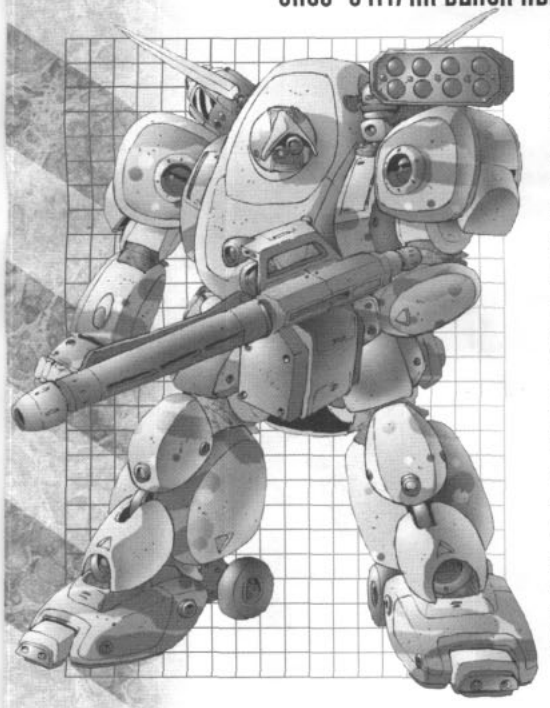
Silcore Stat block

Size: 6 (Tall, 4.7 m), Width: 3.4 meters, Standard operational weight: 7320 kg, Cost: 2,909,333 dinars								
*Defensive Threat Value (DTV); Movement: Walk 4/7 (43 kph), Sub 4/7 (39 kph); Maneuver: 0, Armor: 16/32/48								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 475 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Life Support (Limited), Searchlight (100 m, F); Arms: 2 x Manipulator Arms (Rating 6, can punch); Armor Quality: Reinforced (Rating 2, Front Arc); Communications (0/10 km); Hostile Environment Protection (Underwater); Information Warfare Device: ECM (Rating 2), Stealth (Rating 3); Reinforced Feature: Crew Compartment; Sensors (0/3 km), Aquatic; Negative Feature: Difficult to Modify								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Frag Cannon	F	+1	x14	1	0	Anti-Infantry, Hand-Held, Scatter, Att/Targ: Land/Underwater	20
2	Light Rocket Pod/32	F	-1	x18	1	+4	HEAT, Indirect Fire	32 each
1	Spike Gun	F	-1	x12	0	0	Melee	5
1	Antipersonnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indir. Fire , Att/Targ: Land/Underwater	6
1	Smoke Launchers	T	0	x0	1	0	Smoke	10
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.7 m), Hit Points: 51, Occupancy: 1 operator, no cargo, Armor Hardness: 21, Defense: 0, Strength: 40 (+15)						
Speed: Land 65 kph, Tactical Speed: Land 105 m/turn, Initiative: -1, Maneuver: -1						
Special Abilities: Headlights, Reflective Coating, ECM (Comm +2, Radar +2), GPS, NBC Filter, Hi-Rez Radar (5 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (1 km)						
Exotic Abilities: None, Mecha Defects: Optimized Armor, Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Hangar Quenn						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Frag Cannon*	3d12	SA	40m	60	Blast, Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack*	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
71mm Rocket Pack*	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Spike Gun**	4d8	SS	n/a	10	Armor Piercing	Arc of Fire (Fr), Less Ammo, Melee
Anti-pers. Gren. Laun.*	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Rr), 2x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Lrg. weapon)
NOTE: *Blast Weapons; **Piercing Weapon; ***Slashing Weapon. All weapons are Hardpoint-mounted, the Frag Cannon is handheld.						

ORCS-04M/AR BLACK ADDER



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

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

Silcore Stat block

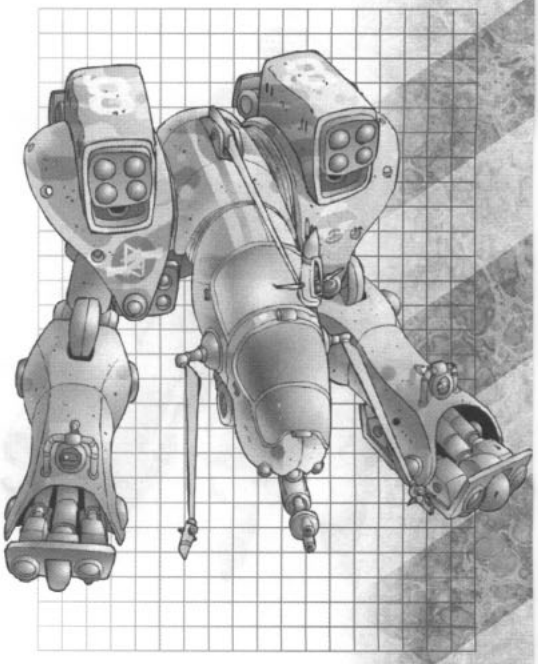
Size: 6 (Tall, 4.5 m), Width: 3.5 meters, Standard operational weight: 7600 kg, Cost: 1,225,143 dinars								
*Defensive Threat Value (DTV); Movement: Walk 4/7 (43 kph) Ground 6/12 (73 kph), Maneuver: 0, Armor: 16/32/48								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Emergency Medical; Arms: 2 x Manipulator Arms (Rating 7, can punch); Armor Quality: Reinforced Location (Rating 3, Crew); Communications (0/10 km); Hostile Environment Protection (Desert); Reinforced Feature: Crew Compartment; Sensors (0/2 km), Defective Sensors; Negative Feature: Sensor Dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Snub Cannon	F	0	x28	1	-1	Hand-Held, HEAT	10
1	Medium Rocket Pod/36	F	-1	x18	2	+4	HEAT, Indirect Fire	36
1	Antipersonnel Grenade Launcher	FF	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.5 m), Hit Points: 51, Occupancy: 1 operator, no cargo, Armor Hardness: 21, Defense: 0, Strength: 40 (+15)						
Speed: Land 108 kph, Tactical Speed: Land 180 m/turn, Initiative: -1, Maneuver: -1						
Special Abilities: Chobham Armor, GPS, NBC Filter, Radar (2 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (1 km), Room (Emergency Medical)						
Exotic Abilities: None						
Mecha Defects: Optimized Armor, Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Snub Cannon*	5d20	SS	75m	20	-	Arc of Fire (Fr), Short Range
71mm Rocket Pack**	8d8	A	48m	18	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Rr), 2x Less Ammo
NOTE: *Ballistic Weapon;**Blast Weapons. All weapons are Hardpoint-mounted, the SC is handheld.						

OWCS-01AS NAGA

The Naga is a high firepower, rapid intervention unit designed to exploit breakthroughs in the enemy line and lend medium range heavy support to friendly units in trouble. The Naga is fast enough and carries enough armor to get to the hot zone in time to relieve beleaguered friendlies, and its powerful anti-tank missiles ensure that at least eight of the enemy vehicles will likely not survive the battle. The Naga is crewed by two persons, with the pilot/commander in the back and the gunner/system operator in the front, just above the autocannon mounts. The higher position of the pilot gives him a better view of his surroundings. The Naga is surprisingly maneuverable for a walker of its size. Like a smaller Gear, it can use foot and leg-mounted wheels to move about faster than it can walk. Its legs have been designed to fold backward underneath the main chassis, turning the unit into a slightly squatter "urban tank." Three tiny arms bear sensor pods, allowing the Naga to look over corners and walls without exposing itself to return attacks. Its weapon systems are centered around the Pilum guided missile launchers placed on each shoulder. These can receive targetting information from friendly designators. A single chin-mounted, twin-barrel rotating autocannon, belt-fed from a large, armored drum mounted underneath the torso, is available for use against soft and lightly armored targets.



The Naga is the main strider unit of the Republican forces, and is the basis for many current specialized vehicles. It is not very strongly armored for its size, and as such is rarely seen locked in close combat. The most common Naga tactic is to team it up with a squad of Gears, at least one of which can designate for the strider's anti-tank missiles. The strider then relies on its mobility and sensor booms to escape the attention of enemy units while using its missiles to eliminate as many opponents as possible. Once its missile bins run dry, the Naga speeds to base for resupplying. The Naga is currently in service in all Southern forces, though each army has its own specific variants featuring locally-produced components, but similar performance.

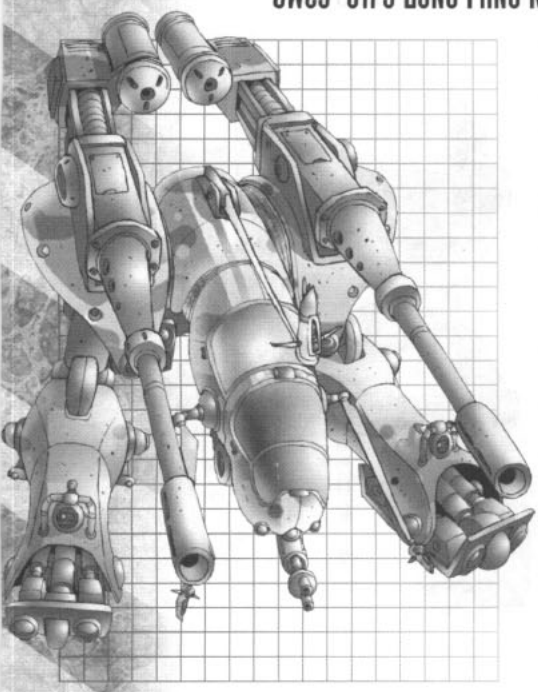
Silcore Stat block

Size: 8 (Tall, 6.4 m), Width: 4.7 meters (5.2 w/sensors), Standard operational weight: 15,340 kg, Cost: 1,233,750 dinars								
*Defensive Threat Value (DTV); Movement: Walk 4/7 (42 kph) Ground 6/12 (72 kph), Maneuver: -2, Armor: 23/46/69								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 3 x Tool Arms (Rating 1, sensor pods); Armor Quality: Heat-Resistant (Rating 2); Communications (0/12 km); Hostile Environment Protection (Desert); Sensors (0/4 km); Negative Feature: Large Sensor Profile (Rating 1)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	0	x10	3	+1	-	200
2	Anti-Tank Missile Launcher	F	+1	x25	3	0	Guided, HEAT, Indirect Fire	4
1	Target Designator	F	0	x0	1	0	Target Designator	Unlimited

OGL Stat Block

Type: Giant Robot, Size: Huge (Tall, 6.5 m), Hit Points: 65, Occupancy: 2 operators, no cargo, Armor Hardness: 23, Defense: 0, Strength: 30 (+10)						
Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: -2, Maneuver: -2						
Special Abilities: Chobham Armor, Laser Designator (RI 150), GPS, NBC Filter, Radar (4 km), Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2 km)						
Exotic Abilities: None						
Mecha Defects: No Arms, Noisy, Reduced Endurance (14 hours), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
25mm Autocannon*	4d12	A	80m	200	Automatic, 4x Extra Ammo	Arc of Fire (Fr)
Guided Missile Laun.**	10d10	SS	150m	4	Blast, Indirect Fire, Guided (LG, SARH)	Less Ammo
Guided Missile Laun.**	10d10	SS	150m	4	Blast, Indirect Fire, Guided (LG, SARH)	Less Ammo
NOTE: *Ballistic Weapons; **Blast Weapons.						

OWCS-01FS LONG FANG NAGA



The Naga strider is widely associated with the Republic itself as it is often featured in various Republican propaganda works. The Long Fang variant is used to provide deadly fire support to units in the field, no matter the environment. To this end, the Naga has been equipped with twin SRWI Thunder 90 mm guns, which have a longer range than the anti-tank missiles usually carried by the basic machine. Both guns are fed by cylindrical magazines which can be quickly replaced by fresh ones by a field engineering unit such as the Stone Mason. The weight and volume of the field guns have impaired the otherwise good maneuverability and speed of the Naga, but since it is not expected to close in with the enemy this is not considered a fatal flaw. The legs still fold underneath the main chassis of the strider, turning the unit into a squatter wheeled "urban tank" for ground movement. Even with the extra recoil compensators and gyroscopes installed in the legs and gun mounts, the use of this configuration is required to fire the guns, less the recoil knocks the strider on its back each time it fires. Three tiny arms placed on the main body bear sensor pods, allowing the Naga to look over prepared positions without exposing its hull to enemy fire. If a forward spotter is available, the Long Fang Naga need not even do this, since both guns have indirect fire capacity (though they do not benefit from forward laser designating, unlike the Naga's usual guided missiles, without requiring expensive guided shells).

Long Fang Nagas are not very common among southern ranks, primarily because they are complex to build and maintain. They happen to use the same weapon system as the standard Republican light field artillery unit — a much favored, inexpensive weapon for static defense, perfect for small towns and cities. Conflicts often arise as to which factory is going to get the meager production run of Thunder 90 mm cannons, and missed deadlines are common. Southern Republic Weapon Industries does not currently have the resources required to increase its production of this particular weapon system, and so they are actively looking for new sub-contractors for parts to shoulder some of the burden.

Silcore Stat block

Size: 8 (Tall, 6.4 m), Width: 4.7 meters (5.2 w/sensors), Standard operational weight: 15,340 kg, Cost: 492,750 dinars

***Defensive Threat Value (DTV); Movement: Walk 4/7 (42 kph) Ground 6/12 (72 kph), Maneuver: -2, Armor: 23/46/69**

***Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 350 km, Reaction Mass: n/a**

Perks and Flaws: Arms: 3 x Tool Arms (Rating 1, sensor pods, cannot punch); Armor Quality: Heat-Resistant (Rating 2); Communications (0/12 km); Hostile Environment Protection (Desert); Sensors (0/4 km); Negative Feature: Large Sensor Profile (Rating 1)

***Offensive Threat Value (OTV)**

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Light Field Gun	FF	0	x22	5	0	Indirect Fire, Recoil	12 each
1	Medium Autocannon	F	0	x10	3	+1	-	200
1	Target Designator	F	0	x0	1	0	Target Designator	Unlimited

OGL Stat Block

Type: Giant Robot, Size: Huge (Tall, 6.5 m), Hit Points: 65 (MP: 90), Occupancy: 2 operators, no cargo (MP: 20), Armor Hardness: 23 (MP: 115), Defense: 0, Strength: 30 (+10)

Speed: Land 108 kph (MP: 161), Tactical Speed: Land 180 m, Initiative: -2 (MP: 0), Maneuver: -2 (MP: 0)

Special Abilities: Chobham Armor (MP: 23), Laser Designator (RI 50, MP: 4) GPS (MP: 2), NBC Filter (MP: 4), Radar (4 km, MP: 8), Tactical Radio (Secure, MP: 2), Long Range Radio (Secure, MP: 4), Infrared (2 km, MP: 6)

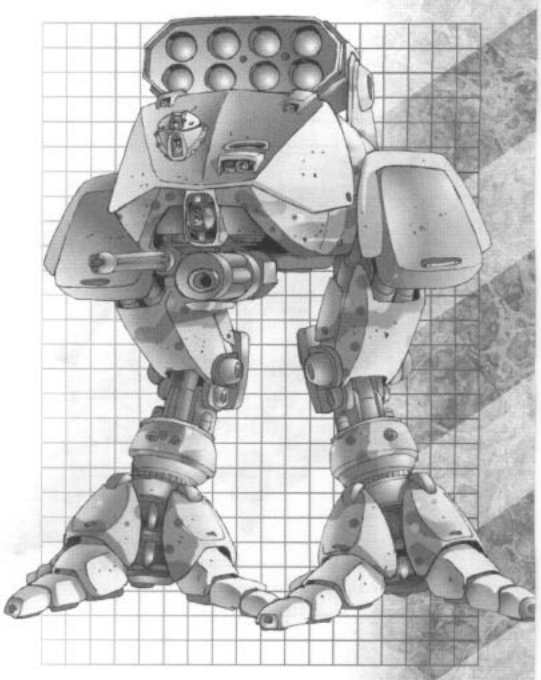
Exotic Abilities: None, Mecha Defects: No Arms (MP: -30), Noisy (MP: -5), Reduced Endurance (14 hours, MP: -20), Start Up Time (1 minute, MP: -2)

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
25mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
105mm Field Gun*	8d12	SS	640m	12	2x Extra Range	Arc of Fire (Fr), Less Ammo
105mm Field Gun*	8d12	SS	640m	12	2x Extra Range	Arc of Fire (Fr), Less Ammo

NOTE: *Ballistic Weapons.

OWCS-54X SAGITTARIUS



The Sagittarius is one of the most recent strider designs developped by the preceptors assigned to weapon research in the Humanist Alliance. An unusual bipedal strider chassis, the Sagittarius is intended to provide heavy long range support to very mobile armored forces. The strider is quite agile and fast for a vehicle of its size (in great part because of its unstable two-legged design), but suffers from overly fragile lower body actuators and long maintenance downtime. The main weakness of the legs are the overexposed actuators, which require more room than usual in order to function and are thus relatively easy to damage. As the Sagittarius is not intended to directly confront hostile units, this was not termed a decisive weakness and is still present on the pre-production models presently in testing. This is more than offset by the speed and maneuverability of the machine, which allows it to follow Gears in rough terrain and enables mixed groups to be posted in sectors so rough that opposing forces would never suspect an enemy battery might be placed there. The mobility also comes in handy to avoid counter-battery fire, an ever-present threat for support units.

The Sagittarius, thanks to advanced drive and fire control computers, can be operated by just two persons. The pilot and the system operator sit side-by-side in the large pod-like main body. A large clamshell-type armored hatch provides excellent protection, though it forces the crew to rely on the vehicle's sensor apparatus (which is otherwise excellent) for vision. The Sagittarius' nickname comes from the rack of eight Spiculum hyper-velocity artillery missiles carried atop the main hull. Each carries eight sub-munition warheads that can be set for grouped or wide dispersion, depending on the requirement of the fire mission. A light autocannon and a heavy machinegun round out the close-in defense armament of the vehicle, although the Sagittarius is not expected to have to face direct enemy fire. Both are mounted side by side in an underslung turret on standard modular mount for easy removal (they can even be exchanged to suit the pilot's preferences). They are present to give the crew something to fight with should they encounter hostile infantry or light vehicles. Any opposants heavier than a Gear will defeat a lone Sagittarius with ease.

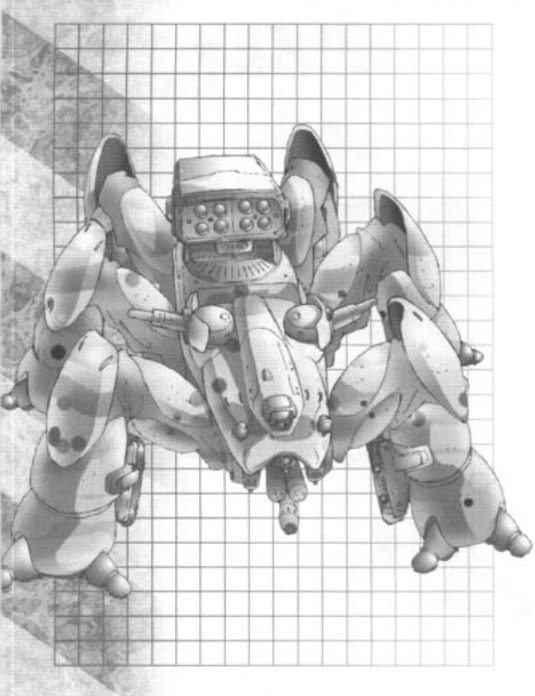
Silcore Stat block

Size: 9 (Tall, 7.8 m), Width: 4.3 meters, Standard operational weight: 24,790 kg, Cost: 2,342,667 dinars								
*Defensive Threat Value (DTV); Movement: Walk 5/10 (60 kph), Maneuver: -2, Armor: 32/64/96								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Armor Quality: Heat-Resistant (Rating 5); Communications (0/12 km); Feature: Off-Road Ability; Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 2); Sensors (+1/4 km); Negative Feature: Large Sensor Profile (Rating 1), Weakness: Expesed Movement System								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Artillery Missiles	F	-3	x20	60	+4	Area Effect: 0, Guided, Recoil, HEAT, Min. Range: -1, Sniper	8
1	Light Autocannon	F	0	x8	2	+2	-	200
1	Heavy Machinegun	F	0	x4	1	+3	Anti-Infantry	500

OGL Stat Block

Type: Giant Robot, Size: Huge (Tall, 7.8 m), Hit Points: 64, Occupancy: 2 operators, no cargo, Armor Hardness: 30, Defense: 0, Stength: n/a						
Speed: Land 90 kph, Tactical Speed: Land 150 m, Initiative: -3, Maneuver: -3						
Special Abilities: Chobham Armor, ECM (Comm +2, Radar +2), GPS, NBC Filter, Hi-Rez Radar (4 km), Tactical Radio (Secure), Long Range Radio, Infrared (2 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Light Artillery Missile**	7d8	SS	2500m	16	4x Blast, Guided (LG, SARH), Ind. Fire, 5x Long Range	Less Ammo
25mm Autocannon*	4d12	A	80m	200	Automatic, 4x Extra Ammo	Arc of Fire (Fr)
Heavy Machinegun*	3d12	A	40m	200	Automatic, 2x Extra Ammo	Arc of Fire (Fr)
NOTE: *Ballistic Weapons; **Blast Weapon.						

OWCS-04FS FIRE DRAGON



The Fire Dragon close support vehicle was originally a Humanist Alliance design that was adopted by the armies of the South after the formation of the Allied Southern Territories. The Fire Dragon was conceived as a mobile support vehicle, capable of handling both civil and military missions in very different environments. The early versions of the strider used large rubber wheels for movement in urban landscapes, but the military ones have since replaced them with sturdy treads designed to carry the vehicle over the roughest ground. Although it does not have the armor protection of a battle tank, its armoplast hide, supplemented by belts of bonded ceramite armor, can deflect many small to medium battlefield weapons.

The armament of the Fire Dragon is light but serviceable. All of its weapons were designed expressively for the vehicle, though many components were adapted from existing items in order to keep production costs to a reasonable level. A large boxy turret on the Dragon's broad, flat back holds forty-eight launch tubes for the Dragonsclaw 90 mm anti-armor rocket, a simple yet reliable missile weapon. The tubes are protected from accidental detonation by a large blow-away armor panel. The rocket launcher is backed up by a pair of Dragonsfang 20 mm chainguns placed on either side of the hull, each chaingun covering the entire lateral arc. Each is fed through a separate magazine mounted in the main hull. The final weapon in the Fire Dragon's arsenal is the one that gave the vehicle its name: a wicked Dragonsbreath flamer is placed in a turreted chin mount at the front of the strider. The flamer can be used for many tasks, such as clearing a path through deep vegetation or keeping hostile infantry at bay. The Fire Dragon can also hold its own defensively. An anti-missile system, located in a small turret mounted under the main rocket launcher, helps to reduce the odds of a missile trying to test the armor. The system can swing freely under the launcher housing, and that location affords considerable protection to the delicate actuators of the AM system, shielding them with the bulk of the rocket launcher. All of the Dragon's weapons are well-served by an extremely sophisticated fire control computer which give the machine a deadly accuracy in combat.

Silcore Stat block

Size: 11 (Tall, 4.8 m), Width: 11.8 meters, Standard operational weight: 33,890 kg, Cost: 3,682,901 dinars								
*Defensive Threat Value (DTV); Movement: Walk 4/7 (41 kph) Ground 5/9 (53 kph), Maneuver: -2, Armor: 28/56/84								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Computer 2 (Dumb, Level 2), Deployment Range: 320 km, Reaction Mass: n/a								
Perks and Flaws: Armor Quality: Heat-Resistant (Rating 6); Communications (+1/15 km); Feature: Off-Road; Hostile Environment Protection (Desert); Reinforced System: Backups; Sensors (+1/2 km); Negative Feature: Large Sensor Profile (Rating 2), Sensor Dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Light Autocannon	L/R	+1	x8	2	+2	-	120 each
1	Medium Flamer	F	+2	x7	0/	+1	HEAT, Incendiary, Indirect Fire, Persistent, Ex. Range: 1	200
1	Heavy Rocket Pod/48	F	0	x20	3	+4	HEAT, Indirect Fire, Sniper	48
1	Anti-Missile System	T	+2	x1	1	+3	Anti-Missile	50

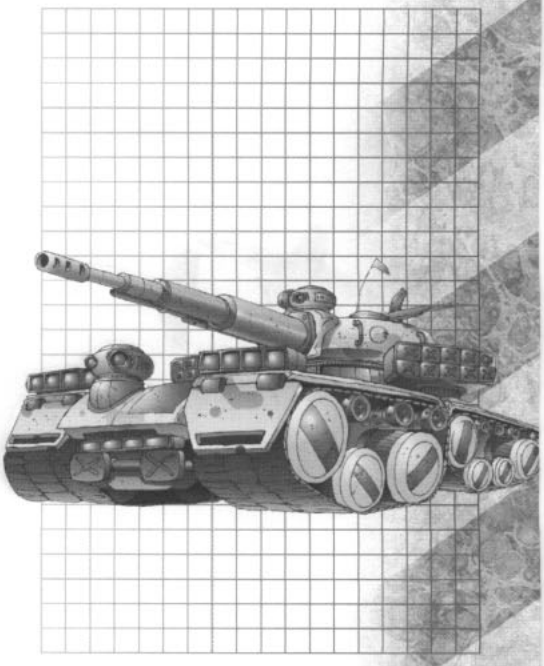
OGL Stat Block

Type: Giant Robot, Size: Huge (Tall, 4.8 m), Hit Points: 63, Occupancy: 2 operators, no cargo, Armor Hardness: 28, Defense: 0, Stength: n/a						
Speed: Land 80 kph, Tactical Speed: Land 135 m, Initiative: -3, Maneuver: -3						
Special Abilities: Chobham Armor, GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Long Range Radio, Infrared (2 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Medium Flamer	4d12	S	25m	200	Burning, 4x Ex. Ammo, Ind. Fire, Stream	2x Short Range
25mm Autocannon*	4d12	A	80m	120	Automatic, 2x Extra Ammo	Arc of Fire (Fr)
25mm Autocannon*	4d12	A	80m	120	Automatic, 2x Extra Ammo	Arc of Fire (Fr)
Heavy Rocket Pack**	10d8	A	120m	48	Automatic, Blast, Ex. Ammo, Ind. Fire, Hardpoint	Arc of Fire (Fr)
NOTE: *Ballistic Weapons; **Blast Weapon.						

ST-12 VISIGOTH MAIN BATTLE TANK

The Visigoth has been the Southern Republic's mainstay workhouse for close to three generations. The tank is well liked by all who serve with it and has been part of almost all the major battles fought by the Republic since it entered service in TN 1786. Commissioned in 1779, its history is fraught with political battles and backroom power plays. Military historians will remember the Erbenstein Scandal, which resulted in the dishonorable discharge of Consul Joseph-Frençoix Erbenstein for fraud, treason and conflict of interest in the weapons contracts surronding the Visigoth. The Consul had exerted political muscle to ensure that the contract for the main gun on the Visigoth would be assigned to a company in which he had invested a great deal of his fortune. Unfortunately, due to counter-machinations from his political enemies, Compact Weaponry was revealed to be a company partially owned by several Norlight investors.

Most of the Visigoth's lower functions are processed by its automated systems, leaving the important decision-making to the two-man crew. The wide and low hull is carried on independently powered twin sets of treads. The driver compartment is completely armored and information about the vehicle's surroundings are sensor-fed to the driver. The tank's main armament is composed of the 140 mm MAGISTER II soft-recoil heavy field gun and a RFC-097 40 mm rapid-fire autocannon for use against small targets. A sub-turret placed on the main turret houses a 15 MW laser gun for area and anti-aircraft defense. The Visigoth's main weakness, aside from its dependency on electronic sensors, is its large signature on the radar.



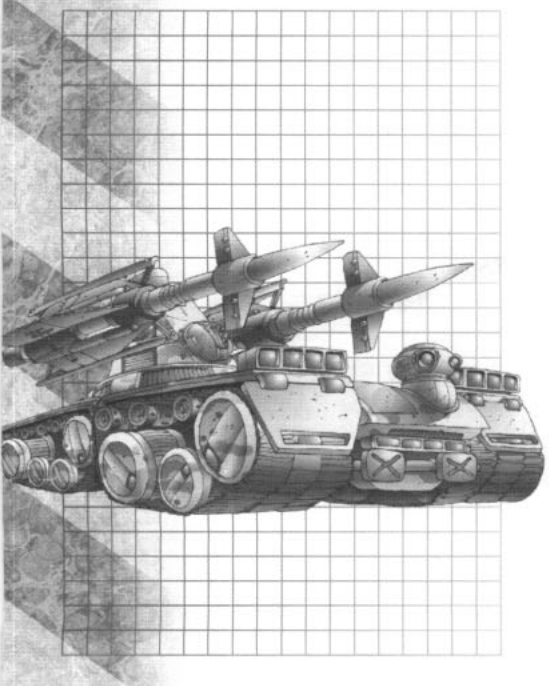
Silcore Stat block

Size: 13 (Tall, 3.4 m), Length: 8.2 meters, Standard operational weight: 58,300 kg, Cost: 1,475,385 dinars								
*Defensive Threat Value (DTV): Movement: Flight 5/10 (61 kph), Maneuver: -2, Armor: 40/80/120								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Computer 2 (Dumb, Level 2), Deployment Range: 550 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Autopilot, Pintle Mount; Armor Quality: Heat-Resistant (Rating 10), Reinforced (Rating 5, Front Arc); Communications (0/20 km); Hostile Environment Protection (Desert); Reinforced System: Backups, Movement; Sensors (0/2 km); Negative Feature: Large Sensor Profile (Rating 2), Sensor Dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Field Gun	T	0	x28	8	0	Indirect Fire	25
1	Heavy Autocannon	T	0	x12	3	+1	-	300
1	Light Laser Cannon	T	+1	x16	5	0	Attenuating Damage (2), HEAT	30
2	Heavy Rocket Pod/9	F	0	x18	2	+1	HEAT, Indirect Fire	9 each
1	Smoke Launchers	T	0	x0	0	0	Smoke	10

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 8.94 m), Hit Points: 85, Occupancy: 2 operators, no cargo , Armor Hardness: 30, Defense: 0, Strength: n/a						
Speed: Land 90 kph, Tactical Speed: Land 150 m,Initiative: -4, Maneuver: -4						
Special Abilities: Chobham Armor, Communications (Tactical Radio, Secure,), Environmental Systems (NBC Filter), Navigation Aids (GPS), Sensors (Infrared, Radar, 2 km), Exotic Abilities: Artificial Intelligence (Limited, Dex 5, Int 5, Wis 5, Cha 1)						
Mecha Defects: Front-Optimized Armor, Poor Visibility, Noisy, Reduced Endurance (6 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Heavy Field Gun	5d20	SS	400m	25	Indirect Fire, Hardpoint, 2x Long Range	-
Heavy Autocannon	6d12	A	120m	300	Automatic, Hardpoint, 3x Extra Ammo	-
Light Laser Cannon*	4d12	S	250m	30	2x Long Range, Hardpoint, Semiauto	Space Optimized
Medium Rocket Pod/9	8d8	A	96m	9	Automatic, Blast, Hardpoint, Indirect Fire	Arc of Fire (Fr), Less Ammo
Medium Rocket Pod/9	8d8	A	96m	9	Automatic, Blast, Hardpoint, Indirect Fire	Arc of Fire (Fr), Less Ammo
* Energy Weapon						

ST-18 VANDAL



The Vandal is the proverbial "big gun" unit. Designed to provide heavy tactical artillery support, it is based on the chassis of the Visigoth main battle tank. Both vehicles share the same engine and drive train, allowing for simplified maintenance in the field. The driver is seated forward in the hull while the system operator sits in the rear, just under and forward of the missile launcher. The turret has been removed and replaced by twin launching rails for Hellbringer tactical artillery missiles. The twin hypervelocity missiles are carried externally, which makes them somewhat vulnerable to enemy fire. This is usually not a problem because the Vandal operates far from the action. The Vandal is usually found parked at the extreme limit of the combat zone, its crew ever attentive to requests from the forward observers. The Vandal is currently only found in the ranks of the Southern Republican Army. Other Southern leagues consider it too inefficient for the cost and too limited because of its ammunition load. Many argue that the tactical advantage afforded by the incredible acceleration of the missile (and thus its short flight time and reduced vulnerability to enemy defensive fire) is not worth the increased cost.

Silcore Stat block

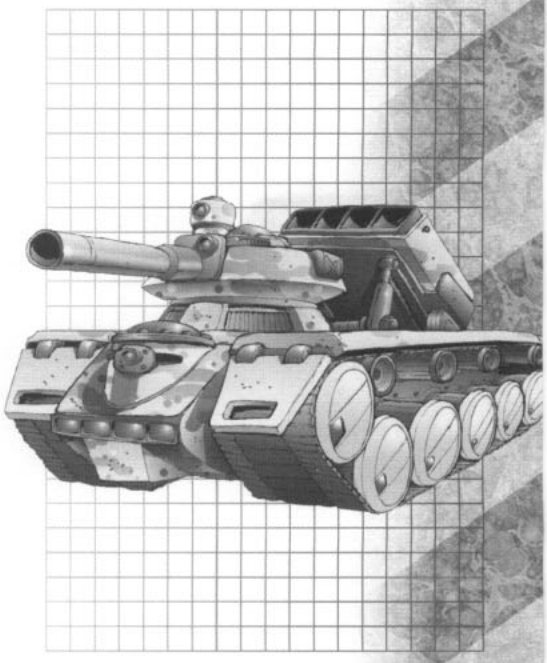
Size: 13 (Tall, 3.2 m), Length: 8.2 meters, Standard operational weight: 56,200 kg, Cost: 898,615 dinars								
*Defensive Threat Value (DTV); Movement: Flight 5/9 (54 kph), Maneuver: -3, Armor: 40/80/120								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 310 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Autopilot, Pintle Mount; Armor Quality: Heat-Resistant (Rating 10); Communications (0/30 km); Hostile Environment Protection (Desert); Reinforced System: Backups, Movement; Sensors (+1/5 km); Negative Feature: Large Sensor Profile (Rating 1), Sensor Dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Artillery Missile	FF	-3	x18	60	0	Area Effect, Giuded, HEAT, Min. Range: -1	2
1	Smoke Launchers	T	0	x0	0	0	Smoke	

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 9.23 m), Hit Points: 80, Occupancy: 2 operators, no cargo , Armor Hardness: 30, Defense: 0, Strength: n/a						
Speed: Land 80 kph, Tactical Speed: Land 133 m, Initiative: -5, Maneuver: -5						
Special Abilities: Chobham Armo, Communications (Tactical Radio, Secure), Environmental Systems (NBC Filter), Navigation Aid (GPS), Sensors (Infrared, Radar, 5 km)						
Exotic Abilities: Artificial Intelligence (Limited, Dex 3, Int 3, Wis 1, Cha 1)						
Mecha Defects: Noisy (MP: -5), Poor Visibility, Reduced Endurance (4 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Medium Artillery Missile	8d8	SS	3072m	2	4x Blast, Gu. Missile (SARH, LG), Ind. Fire, Hardpoint, 5x Lg Range	4x Less Ammo

ST-79 HUN

The Hun is the premier Southern light battle tank. Named after a mythical barbarian tribe of ancient Earth, it serves the Republic and its allies as a light assault and patrol vehicle. Officially, it was developed over a century ago to put a definitive end to the Saragossan People's Front for Independence's terrorist acts against the Allied Southern Territories in general and the Southern Republic in particular. The backroom political intrigues which led to the development of the Hun are too complex and intricate for the scope of this volume, but it should be emphasized that the Hun was in no way the best design which was proposed to the committee, but the one which would provide the most employment positions for Republicans. The ACV-80S-VX Champion was by far a more modern and powerful design but was less suited to Republican interests. Regardless of the politics behind the decision, the Hun remains a viable vehicle and was produced in the tens of thousands by the end of the 19th century. Several thousands were later sold to the ESE and the Humanist Alliance.



The Hun is well adapted to the various environmental conditions of the southern hemisphere.The entire hull is water-tight and features twin "caterpillar" drive allowing the tank to propel itself over water at a speed of up to 12 kph. It sports a turreted light tank gun as its main weapon. A turreted laser unit provides additional ranged punch and serves as an anti-aircraft defense by virtue of its high accuracy. The rear deck of the vehicle is equipped with hardpoints to carry a boxy Vogel-N 71 mm rocket launcher, allowing the tank to provide limited fire support on the battlefield. To reduce the overall height of the vehicle, the crew compartment was designed with a low ceiling and cramped elbow room. The communication system is a CHuM99 array from Devon-Holland Systems, which is a great improvement over the short-range SKP-74 radios which were first installed on the initial production runs of the Hun.

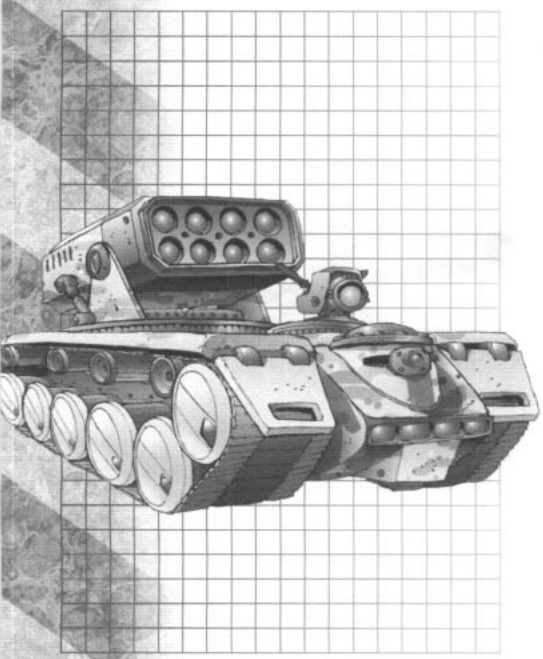
Silcore Stat block

Size: 10 (Tall, 2.6 m), Length: 8.2 meters, Standard operational weight: 24,500 kg, Cost: 452,500 dinars								
*Defensive Threat Value (DTV); Movement: Ground 6/12 (71 kph) Naval 1/2 (12 kph), Maneuver: -1, Armor: 25/50/75								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 460 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Autopilot; Armor Quality: Heat-Resistant (Rating 6), Reinforced (Rating 3, Front Arc); Communications (0/15 km); Hostile Environment Protection (Desert); Sensors (0/2 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Rifle	T	0	x12	4	0	Redundant	40
1	Light Laser Cannon	T	+1	x16	5	0	Attenuating Damage (2), HEAT, Redundant	10
1	Heavy Rocket Pod/36	FF	0	x18	2	+4	HEAT, Indirect Fire, Redundant	36 each

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 6.09 m), Hit Points: 58, Occupancy: 2 operators, no cargo, Armor Hardness: 28, Defense: 0, Strength: n/a						
Speed: Land 108 kph , Water 24 kph, Tactical Speed: Land 180 m, Initiative: -2 , Maneuver: -2						
Special Abilities: Chobham Armor, Communications (Tactical Radio, Secure), Environmental Systems (NBC Filter), Navigation Aid (GPS), Sensors (Infrared, Radar, 2 km)						
Exotic Abilities: Artificial Intelligence (Limited, Dex 3, Int 3, Wis 1, Cha 1)						
Mecha Defects: Front-Optimized Armor, Noisy, Poor Visibility , Reduced Endurance (4 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Heavy Rifle	5d8	SS	200m	40	2x Long Range, Extra Ammo, Hardpoint	-
Light Laser Cannon*	4d12	S	250m	10	2x Long Range, Hardpoint, Semiauto	Less Ammo, Space Optimized
Medium Rocket Pod/36	8d8	A	96m	36	Automatic, Blast, Ex. Ammo, Hardpoint, Indirect Fire	Arc of Fire (Fr)
• Energy Weapon						

ST-80 BALLISTA



The Ballista is a light armored vehicle based upon the successful Hun light tank chassis. The first machine in the "80" series, the Ballista is a close support vehicle capable of launching a swarm of unguided rockets equipped with various warheads. Its layout is conventional, with the driver in the front and the weapons officer's station at the rear under the large missile launcher. A sophisticated millimeter wave radar transmits target and flight data to the rocket launcher's drive computer for extra accuracy at long range. The Ballista's main armament is the Southern Republic Weapon Industries' Dart-IV rocket launcher, an ingenious weapon composed of eight clusters of launching rails. Each cluster contains eight rockets and is automatically reloaded from an internal magazine. Thus, the Dart-IV can launch up to 64 rockets at once and contains enough ammo in its magazine for 3 more salvoes of 64 projectiles The Ballista was manufactured in large numbers during the War of the Alliance. Terranovan commanders routinely created "death zones" with hidden Ballistas to trap unsuspecting CEF hovertanks. Even with their speed, the hovertanks could not hope to avoid the massive barrage or rockets heading their way.

Silcore Stat block

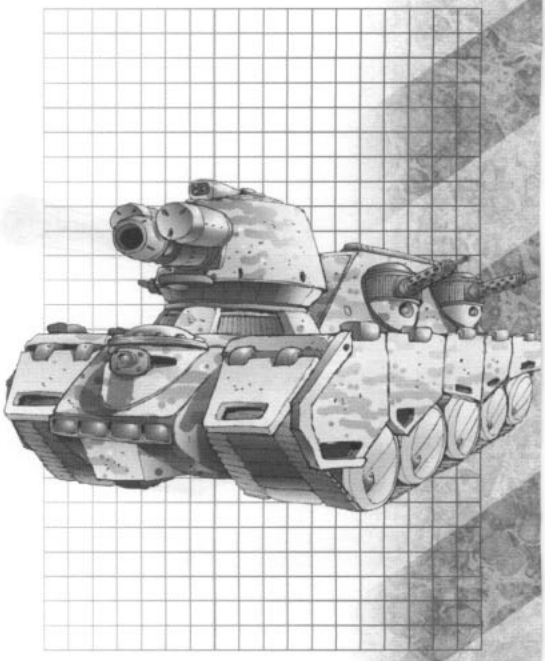
Size: 10 (Tall, 2.3 m), Length: 5.2 meters, Standard operational weight: 24,600 kg, Cost: 236,600 dinars								
*Defensive Threat Value (DTV); Movement: Ground 6/12 (71 kph) Naval 1/2 (12 kph), Maneuver: -1, Armor: 25/50/75								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 460 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Autopilot; Armor Quality: Heat-Resistant (Rating 6), Reinforced (Rating 3, Front Arc); Communications (0/15 km); Hostile Environment Protection (Desert); Sensors (0/2 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Very Light Rocket Pod/128	T	-1	x8	1	+6	HEAT, Redundant, Sniper	256

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 6.09 m), Hit Points: 58, Occupancy: 2 operators, no cargo, Armor Hardness: 28, Defense: 0, Strength: n/a						
Speed: Land 108 kph, Water 24 kph, Tactical Speed: Land 180 m, Initiative: -2, Maneuver: -2						
Special Abilities: Chobham Armor, Communications (Tactical Radio, Secure), Environmental Systems (NBC Filter), Navigation Aid (GPS), Sensors (Infrared, Radar, 2 km)						
Exotic Abilities: Artificial Intelligence (Limited, Dex 3, Int 3, Wis 1, Cha 1)						
Mecha Defects: Front-Optimized Armor, Noisy, Reduced Endurance (4 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Very Light Rocket Pack/32	4d12	A	40m	128	Automatic, Blast, 2x Ex. Ammo, Hardpoint, Ind. Fire	Arc of Fire (Fr), Short Range

S-84 HITTITE

Infantry is the bane of most modern tankers. After losing entire armored columns to infantry units, the Republican high command commissioned a new light tank designed specifically to clear cities and other conquered territories of infantry before the rest of the forces moved in. It was decided early on that the anti-vehicular capacity would be reduced or even eliminated in the quest for the perfect anti-personnel machine. The Hittite is equipped with a wicked BURN-9p heavy flamer mounted in a large turret up front. Two heavy machineguns in articulated mounts are placed on either side of the hull, each capable of independently targeting a foe in a 180° arc on its side. The rear chassis has been extensively modified to accomodate a cramped infantry compartment. The tank's defense has also been beefed up, with additional layers of ceramite being bonded to the armor for protection against the HEAT warheads often used by infantry units. Plates of armor are also bolted onto vulnerable spots such as the treads, a favorite target. The Hittite was particularly lethal to the Mordred-class GRELs, which learned to fear that particular vehicle during the War.



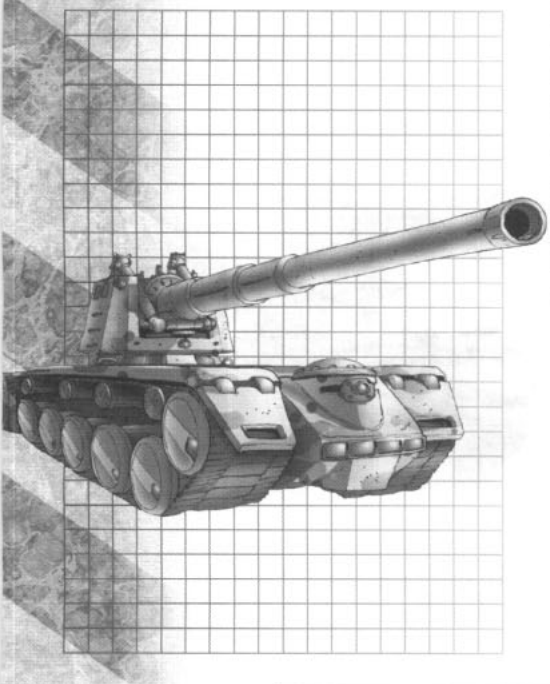
Silcore Stat block

Size: 10 (Tall, 2.3 m), Length: 5.2 meters, Standard operational weight: 24,600 kg, Cost: 225,200 dinars								
*Defensive Threat Value (DTV); Movement: Ground 6/11 (66 kph), Maneuver: -1, Armor: 25/50/75								
*Miscellaneous Threat Value (MTV); Crew: Living 2/ Passengers 10, Deployment Range: 420 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Autopilot; Armor Quality: Heat-Resistant (Rating 8), Reinforced (Rating 3), Reinforced Location (Rating 2, movement); Communications (0/15 km); Hostile Environment Protection (Desert); Sensors (0/2 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Flamer	T	+1	x9	0	+2	Incendiary, Indirect Fire, Persistent, Extreme Range: 2	260
2	Heavy Machinegun	L	0	x4	1	+3	Anti-Infantry	500
2	Heavy Machinegun	R	0	x4	1	+3	Anti-Infantry	500

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 6.09 m), Hit Points: 58, Occupancy: 2 operators, 10 passengers, no cargo, Armor Hardness: 28, Def: 0, Strength: n/a						
Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: -2, Maneuver: -2						
Special Abilities: Chobham Armor, Communications (Tactical Radio, Secure), Environmental Systems (NBC Filter), Navigation Aid (GPS), Sensors (Infrared, Radar, 2 km)						
Exotic Abilities: Artificial Intelligence (Limited, Dex 3, Int 3, Wis 1, Cha 1)						
Mecha Defects: Front-Optimized Armor, Noisy, Reduced Endurance (4 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Heavy Flamer	5d12	S	25m	260	Burning, 5x Ex. Ammo, Hardpoint, Indirect Fire, Stream	2x Short Range
Heavy Machinegun	3d12	A	40m	500	Automatic, 10x Extra Ammo	Arc of Fire (R)
Heavy Machinegun	3d12	A	40m	500	Automatic, 10x Extra Ammo	Arc of Fire (R)
Heavy Machinegun	3d12	A	40m	500	Automatic, 10x Extra Ammo	Arc of Fire (L)
Heavy Machinegun	3d12	A	40m	500	Automatic, 10x Extra Ammo	Arc of Fire (L)

ST-791 OSTROGOTH



The Ostrogoth is a light self-propelled gun designed to provide fire support to units in small engagements or skirmishes. Unlike the northern Tyburr design, which uses a field gun that allows it to act as a direct fire unit, the Ostrogoth is purely a fire support vehicle and is not intended for direct confrontation with the enemy. The principal objective of the design team was to preserve the mobility of the vehicle since it needed to operate near the battlefield and would have to frequently change positions. The lower chassis and drive train share many parts with the standard Hun light tank, making it easier to maintain in the field. The addition of slightly more powerful turbines allow the Ostrogoth to carry the increased weight of its gun with relative ease. The main gun is a 75 mm electro-thermal cannon capable of firing a large variety of ammunition. The ammunition is partially stored in the turret itself to ensure fast reloading during salvo firing. Large armored doors at the rear of the vehicle allow a few able men to resupply the unit with shells in only a few minutes.

Silcore Stat block

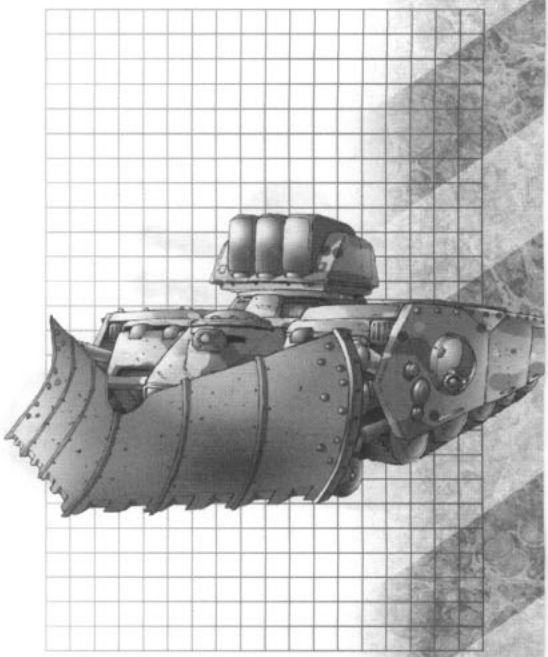
Size: 10 (Tall, 2.3 m), Length: 5.2 meters, Standard operational weight: 24,600 kg, Cost: 462,000 dinars								
*Defensive Threat Value (DTV); Movement: Ground 6/11 (67 kph), Maneuver: -2, Armor: 25/50/75								
*Miscellaneous Threat Value (MTV); Crew: Living 3, Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Autopilot; Armor Quality: Heat-Resistant (Rating 5), Reinforced (Rating 2, Front Arc); Communications (0/20 km); Hostile Environment Protection (Desert); Sensors (0/5 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Artillery Gun	T	-2	x12	25	0	Area Effect: 0, Artillery, Min. Range: -1, Redundant	12

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 7.22 m), Hit Points: 58 , Occupancy: 3 operators, no cargo, Armor Hardness: 28, Defense: 0, Strength: n/a						
Speed: Land 99 kph, Tactical Speed: Land 165 m, Initiative: -4, Maneuver: -4						
Special Abilities: Chobham Armor, Communications (Tactical Radio, Secure), Environmental Systems (NBC Filter), Navigation Aid (GPS), Sensors (Infrared, Radar, 5 km)						
Exotic Abilities: Artificial Intelligence (Limited, Dex 3, Int 3, Wis 1, Cha 1)						
Mecha Defects: Front-Optimized Armor, Noisy, Reduced Endurance (4 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Light Artillery Gun	7d8	SS	1250m	12	4x Blast, Indirect Fire, Hardpoint, 4x Long Range	Less Ammo

EST-89 CELT ENGINEERING TANK

Minesweeping is a dangerous task, best handled by specialist units. The Celt has been designed especially for this purpose. The lower hull and drive train are based on the Hun, though considerable modifications have been made to reinforce the structure to face the requirements of the new operation role. The entire front section of the tank is occupied by a large armored mine plow. The sensor pods, which contain the highly sensitive mine detectors, are placed in blisters located on either side of the chassis. Extra armor is bonded to the bottom of the hull, providing extra protection against exploding mines. In addition, the low fuel capacity and the improved self-sealing tanks further reduce the chances of catastrophic detonation in case a mine slips by. The turret is replaced by a det-cord launcher which uses plastic explosive hoses carried by small rockets to clear a path through the suspected minefield area. Celts and other minesweepers are rarely encountered by grunts. The fluid battlefield and skirmish tactics used nowadays don't mix well with extensive minefields.



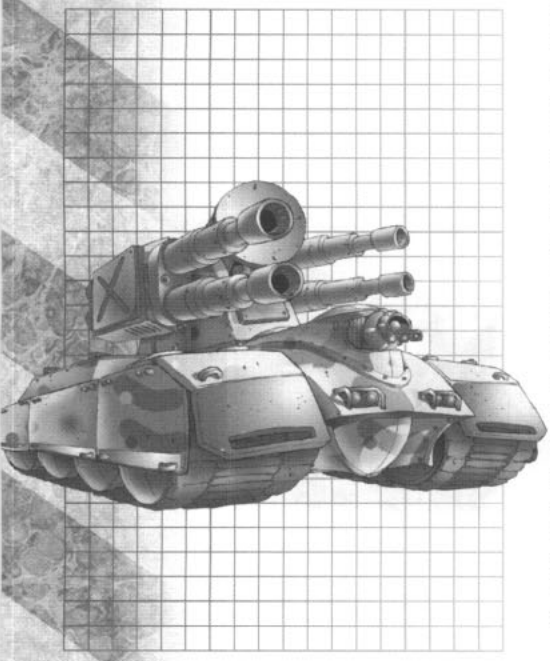
Silcore Stat block

Size: 10 (Tall, 2.6 m), Length: 8.2 meters, Standard operational weight: 24,500 kg, Cost: 452,500 dinars								
*Defensive Threat Value (DTV); Movement: Ground 6/12 (71 kph), Maneuver: -1, Armor: 25/50/75								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Computer 2 (Dumb, Level 1), Deployment Range: 460 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Autopilot, Armor Quality, Mining Equipment (Light): Heat-Resistant (Rating 10), Reinforced (Rating 5, Bottom); Communications (0/10 km); Feature: Laboratory (Mine Detection, Rating 2); Hostile Environment Protection (Desert); Reinforced Feature: Ammo/Fuel; Sensors (+2/1 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Det Cord Launcher	F	0	0	0	0	Mine Buster, Area Effect: 0, Extreme Range: 2	3

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 7.92 m), Hit Points: 55, Occupancy: 3 operators, no cargo, Armor Hardness: 25, Defense: 0, Strength: n/a						
Speed: Land 90 kph, Tactical Speed: Land 150 m, Initiative: -6, Maneuver: -6						
Special Abilities: Accessory (mine plow blade), Chobham Armor, Communications (Tactical Radio, Secure), Environmental Systems (NBC Filter), Navigation Aid (GPS), Sensors (Infrared, Radar, 1 km)						
Exotic Abilities: Artificial Intelligence (Limited, Dex 3, Int 3, Wis 1, Cha 1)						
Mecha Defects: Noisy, Reduced Endurance (2 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Det-Cord Launcher	10d10	SS	50m	3	2x Blast, Hardpoint, Stream	3x Less Ammo, Slow-Firing

AA-64 ARTEMIS



Modern anti-aircraft duties are usually handled by a dedicated laser or particle beam weapon system. Their direct line-of-sight and practically instantaneous response time generally mean that once a target is acquired, it is shot down. Energy weapons are temperamental beasts, however, require more maintenance and specialized training than standard projectile weapons. The Artemis anti-aircraft vehicle has been designed to address this problem. It was commissioned in TN 1888 by the Southern MILICIA itself (with the always-benevolent advice of the Republic) to prepare for the chaos and tensions which would eventually lead to the Judas Syndrome. Instead of assigning the contract to an independent company, however, the MILICIA formed a group of specialized military engineers working under its command and ensured the Artemis would be designed following their specifications. The vehicles would then be assembled by proven sub-contractors. The Artemis was finalized in TN 1892 and entered production early Spring 1893. Several thousand Artemises were built and deployed near Badlands borders, where Northern operations were disturbing the peaceful relationship of the Republic with the neighboring Badlanders. The Artemises served as a reminder that the South was ever vigilant and would not be challenged, either on the ground or in the air.

The Artemis is intended to serve as a rugged field air interdiction platform, relying on the relatively simple Buzzsaw Mk II 20 mm liquid-cooled chainguns rather than laser arrays. The four autocannons, each of which is fed ammo from four drums of 500 rounds each, are turret mounted and slaved to the same fire control computer, allowing them to saturate entire areas of the sky with deadly shrapnel. The ammunition feed process is fully automated, leaving the gunner to concentrate on acquiring targets and pressing the trigger.. The addition of an enhanced, computer-controlled suspension allows the Artemis to lay down covering fire even on the move, increasing its survival rate against strafing runs and long-range artillery fire.

Silcore Stat block

Size: 9 (Tall, 2.8 m), Length: 7.5 meters, Standard operational weight: 17,870 kg, Cost: 880,611 dinars								
*Defensive Threat Value (DTV); Movement: Ground 5/10 (59 kph), Maneuver: -2, Armor: 22/44/66								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Computer 2 (Dumb, Level 2), Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Communications (+1/15 km); Hostile Environment Protection (Desert); Sensors (+1/5 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
4	Light Anti-Aircraft Cannon	T	+1	x8	2	+6	Attack/Target: Land/air, Sniper, Linked	500 each

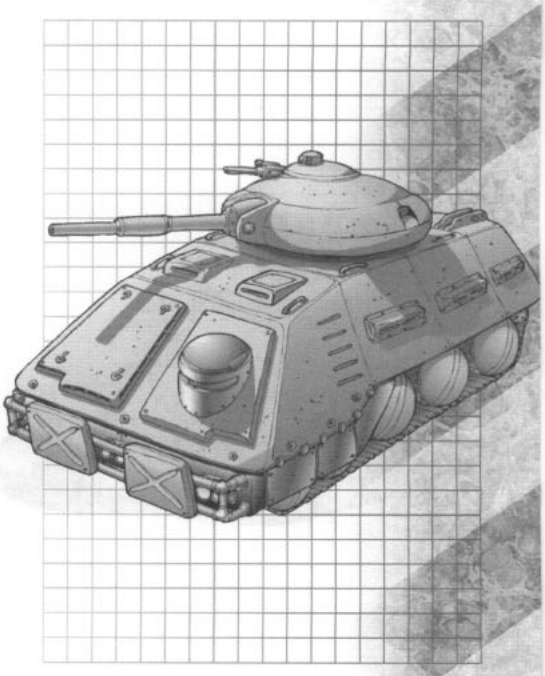
OGL Stat Block

Type: Vehicle, Size: Huge (Long, 7.34 m), Hit Points: 52, Occupancy: 2 operators, no cargo, Armor Hardness: 22, Defense: 0, Strength: n/a						
Speed: Land 90 kph, Tactical Speed: Land 150 m, Initiative: -4, Maneuver: -4						
Special Abilities: Communications (Tactical Radio, Secur), Environmental Systems (NBC Filte), Navigation Aid (GPS), Sensors (Infrared, Radar, 15 km)						
Exotic Abilities: Artificial Intelligence (Limited, Dex 5, Int 5, Wis 5, Cha 1)						
Mecha Defects: Noisy, Reduced Endurance (6 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Light Antiaircraft Cannon	5d12	A	100m	500	Automatic, 3x Extra Ammo, Hardpoint	-
Light Antiaircraft Cannon	5d12	A	100m	500	Automatic, 3x Extra Ammo, Hardpoint	-
Light Antiaircraft Cannon	5d12	A	100m	500	Automatic, 3x Extra Ammo, Hardpoint	-
Light Antiaircraft Cannon	5d12	A	100m	500	Automatic, 3x Extra Ammo, Hardpoint	-

APC BE-8645 CAIMAN

The Caïman represents a different concept in APC design which is popular with the Southern MILICIA forcesIn TN 1829, the Southern Republic issued a requirement for a new type of armored personnel carrier which could withstand a great deal of damage, go almost anywhere (including swamps), mow down enemy infantry and perform some reconnaissance if necessary, all this for under 50,000 dinars. Brok's initial bid met all these requirements for 48,000 dinars, something none of its competitors could even approach. It was not until the contract was awarded that someone in the Southern Republic Army finally realized that the Caïman could only carry ten infantry, not twenty as was expected (but not clearly specified in the call for bids). Also, some hidden costs emerged during the design, and the SRA, having already sunk too much money into the project, could only further invest into the development. In the end, however, the Caïman turned out to be an excellent APC. In order to recuperate some of its initial investment, the Southern Republic arranged for several thousand Caïmans to be bought by the Southern MILICIA, thus forcing the other Southern leagues to finance most of the project, then had most of the APCs "loaned" to Republican Army units.

The Caïman is a low, sturdy, tracked vehicle equipped with a turret-mounted autocannon and good overall armor protection. A hybrid electric/internal combustion system powers the two tracks of the vehicle. The Caïman was not designed so much for speed or range as for reliability and durability. It sports thicker armor and better armament than its best-known Northern counterpart, the Badger APC, and is substantially cheaper. In addition, its weapon system can take a considerable beating due to a rugged, no-nonsense design. Often mistaken for a light tank because of its treads, shape and turreted autocannon, the Caïman's limitations are compensated by its relative ease of maintenance and by the great number of them produced for the Southern MILICIA.



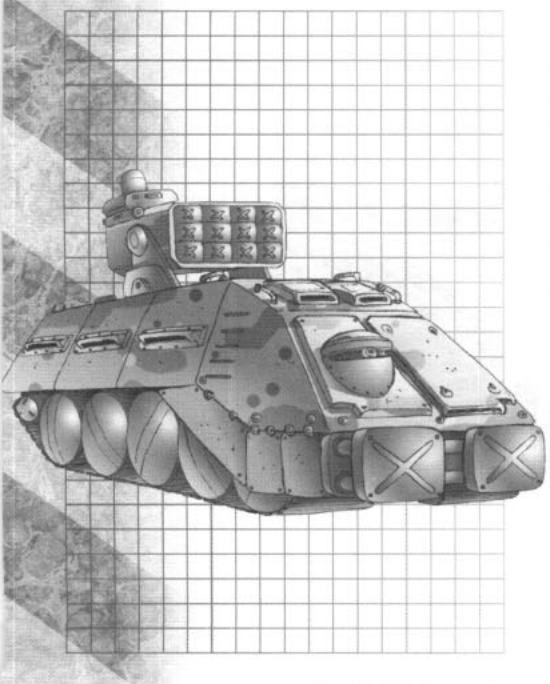
Silcore Stat block

Size: 8 (Tall, 2.7 m), Length: 5.2 meters, Standard operational weight: 14,210 kg, Cost: 70,500 dinars								
*Defensive Threat Value (DTV): Movement: Ground 8/16 (94 kph), Maneuver: -3, Armor: 13/26/39								
*Miscellaneous Threat Value (MTV); Crew: Living 2/Passengers 10, Deployment Range: 460 km, Reaction Mass: n/a								
Perks and Flaws: Communications (0/1,5 km); Hostile Environment Protection (Desert); Reinforced Feature: Crew; Sensors (0/8 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	T	-1	x10	3	+1	Redundant	40
1	Light Machinegun	T	-1	x3	1	+4	Anti-Infantry, Redundant	800

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 5.23 m), Hit Points: 43, Occupancy: 2 operators, 10 passengers, no cargo, Armor Hardness: 13, Def: 0, Strength: n/a						
Strength: n/a, Speed: Land 144 kph, Tactical Speed: Land 240 m, Initiative: -5, Maneuver: -5						
Special Abilities: Communications (Tactical Radio, Secure), Environmental Systems (NBC Filter), Navigation Aid (GPS), Sensors (Infrared, Radar, 1.5 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (3 hours at combat speed,), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Medium Autocannon	5d12	A	100m	40	Automatic, Extra Ammo, Hardpoint	-
Light Machinegun	2d10	A	60m	800	Automatic, 4x Extra Ammo, Hardpoint	-

AFV SA-230 CROCODILE



When Brok Enterprises designed the Caïman APC in TN 1877, the vehicle was answering a need for a relatively fast transport with some bite that would deliver its infantry rapidly and safely. Unfortunately, while the design was more than valid prior to the War of the Alliance, and despite its good performance even during the War, it was ill equipped to deal with the GREL threat. The arrival of the Colonial Expeditionary Forces in TN 1913 made military commander realize they needed more than an APC; they needed an armored fighting vehicle that could survive and perhaps defeat a hovertank. There was little time to create a new design, so the engineers recycled the Caïman APC and came up with the Crocodile AFV. The Crocodile fared well against GRELs, and while outmatched it could even hold its own against some of the lighter colonial tanks. Some did even better and occasionally came back unscathed from the battlefield. Sadly, too many units equipped with Crocodile fared poorly. By the end of the War, they were staffed by mostly combat-inexperienced personnel and most were destroyed piece-meal.

Silcore Stat block

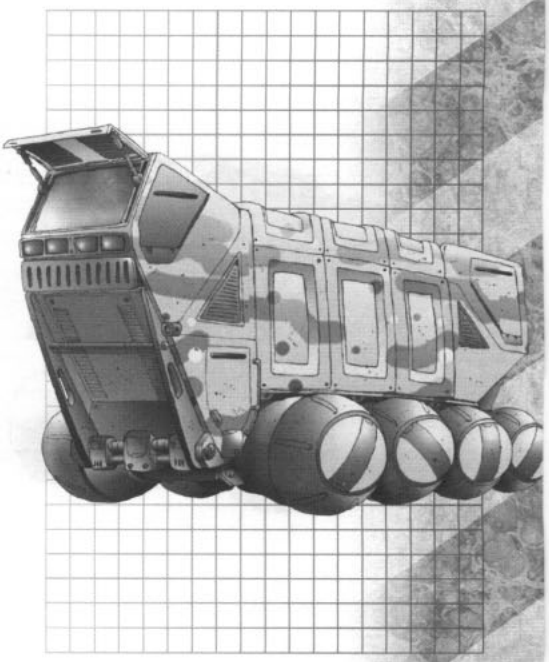
Size: 8 (Tall, 2.7 m), Length: 5.2 meters, Standard operational weight: 14,732 kg, Cost: 138,250 dinars								
*Defensive Threat Value (DTV); Movement: Ground 8/16 (94 kph), Maneuver: -3, Armor: 13/26/39								
*Miscellaneous Threat Value (MTV); Crew: Living 2/Passengers 10, Deployment Range: 460 km, Reaction Mass: n/a								
Perks and Flaws: Communications (0/8 km); Hostile Environment Protection (Desert); Reinforced Feature: Crew; Sensors (0/1,5 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Rocket Pod/48	T	-2	x20	3	+4	HEAT, Indirect Fire, Redundant	48

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 5.23 m), Hit Points: 43, Occupancy: 2 operators, 10 passengers, no cargo, Armor Hardness: 13, Def: 0 , Strength: n/a						
Speed: Land 144 kph, Tactical Speed: Land 240 m, Initiative: -5, Maneuver: -5						
Special Abilities: Communications (Tactical Radio, Secure), Environmental Systems (NBC Filter), Navigation Aid (GPS), Sensors (Infrared, Radar, 1.5 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (3 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Heavy Rocket Pack/48	10d8	A	120m	48	Automatic, Blast, Extra Ammo, Indirect Fire, Hardpoint	-

SV-888 BARNABY TRANSPORT

Created during the War of the Alliance to replace the then-obsolete Mother Springer, the Barnaby was noticeably sturdier and faster than its predecessor. Its tempered steel armor, while extremely cheap and cost efficient, was replaced with the more standard durasheet plating that is the trademark of the late 19th and 20th century military vehicles. Many of the engineers who worked on the model were inspired by the northern Behemoth and copied most of its flaws along with its advantages. For instance, the Barnaby has cramped passenger seats and a poor ventilation system which does little to improve morale of the crew. The Barnaby also has a very large radar signature and attracts a great deal more attention than it should, sometimes jeopardizing missions of a more discreet nature. Compared to the Behemoth, however, the Barnaby has benefitted from several improvements, mostly on its movement system. It is substantially faster and handles rough terrain more easily than the Behemoth. Its wheels and axles have been reinforced to withstand greater damage, and its diesel engine generates twice as much power as the Northern transport. Better yet, the Barnaby is slightly cheaper than the Behemoth, demonstrating once more the superior skill and efficiency of Southern engineers.



At the time of its creation, there was much debate about the need to put heavy weaponry (or, for that matter, any weaponry at all) on the transport, but it was finally decided that the Gears carried inside the vehicle should provide sufficient defense. Its success in the south was also due to its superior electronics, which allowed the Barnaby to detect an approaching force from a better distance than most other Gear transports. The initial engine was a combination of a WV-150TC/A V-engine and a high-efficiency gas turbine. The engineers had designed the transport to run on the turbine alone and had added the V-engine for greater efficiency as well as to provide a backup in case of irreparable Gear powerplant damage. Unfortunately, this proved to be too expensive and the whole powerpant was eventually replaced with a simple MD-22 high efficiency diesel engine from Prynz Metalworks.

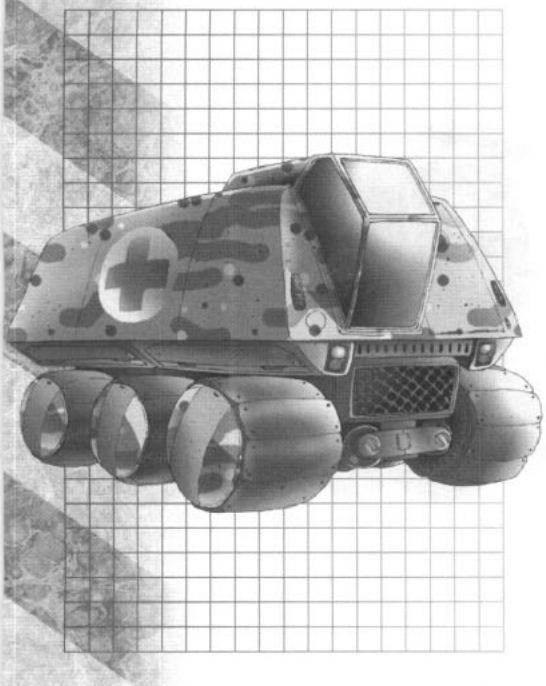
Silcore Stat block

Size: 12 (Tall, 9.7 m), Length: 16.5 meters, Standard operational weight: 51,845 kg, Cost: 294,750 dinars								
*Defensive Threat Value (DTV); Movement: Ground 8/16 (93.8 kph), Maneuver: -3, Armor: 16/32/48								
*Miscellaneous Threat Value (MTV); Crew: Living 2/Passengers 5, Deployment Range: 1000 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Searchlight (100 m, FF); Communications (0/10 km); Feature: Cargo Bay (65 tons of vehicles), Off-Road Ability; Hostile Environment Protection (Desert); Reinforced Feature: Movement, Chassis; Sensors (-1/5 km); Negative Features: Large Sensor Profile (Rating 2)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Gargantuan (Long, 16.47 m), Hit Points: 46, Occupancy: 2 operators, 5 passengers, 65 tons cargo, Armor Hardness: 16, Defense: 0						
Strength: n/a, Speed: Land 144 kph, Tactical Speed: Land 180 m, Initiative: -4, Maneuver: -4						
Special Abilities: Communications (Tactical Radio, Secure), Environmental Systems (NBC Filter), Hangars (5 x 13 tons each, Large size), Navigation Aid (GPS), Sensors (Infrared, Radar, 5 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance, Road Vehicle, Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

MDU-15 NIGHTINGALE



Mobile Army Surgical Hospitals (MASH) have been around for many centuries. They are generally assigned to the regimental level, though units engaged in long and difficult campaigns have been known to bring more MASHes with them. Although most designs are made of modular structures that are brought by trucks and assembled near the front, few truly mobile MASH designs have been developed by the military. Casualty Evacuation (Cas-Evac) vehicles, both on the ground and in the air, are used to bring patients back to bases where they can receive better treatment for their wounds. The Nightingale is a typical example of one such vehicle. It was commissioned in TN 1881, right after the Sand War, and produced by the thousands before the Sandstorm Strikes began. Republican high command had realized the deficiency of the old MASHes vehicles (the Medic Sparrow, for instance, was not an original MASH design but a quick-fix refit of the Sparrow APC and could not match the power requirements of a true MASH vehicle), and decided it was time to built a true medical emergency vehicle. This proved invaluable during the cycles of the Judas Syndrome and the War of the Alliance which followed.

The Nightingale is a cross between an armored ambulance and a full-fledged mobile surgical center. Because it places the emphasis on mobility, it can care for only a few patients at a time and then only for a short period of time. The steel/composite armor ensures the relative safety of the wounded should the Nightingale find itself under fire. The vehicle is built around a large, sturdy hydraulic suspension to minimize jarring the patients. Twin gas turbines placed side by side underneath the chassis power both the drive train and the generators providing power to the medical equipment inside. The medical compartment contains four beds and one complete operating theater. The vehicle is also equipped with a micro-lab featuring the latest biological research equipment, allowing medics to perform advanced medical analysis on the spot. Despite its high-end equipment and great performance, the Nightingale is surprisingly inexpensive, costing below 50,000 dinars.

Silcore Stat block

Size: 6 (Tall, 6.2 m), Length: 10.0 meters, Standard operational weight: 5400 kg, Cost: 46,667 dinars								
*Defensive Threat Value (DTV); Movement: Ground 6/12 (72 kph), Maneuver: -3, Armor: 9/18/27								
*Miscellaneous Threat Value (MTV); Crew: Living 1/Passengers 2, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Emergency Medical; Communications (0/10 km); Feature: Sick Bay (2 patients); Hostile Environment Protection (Desert)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

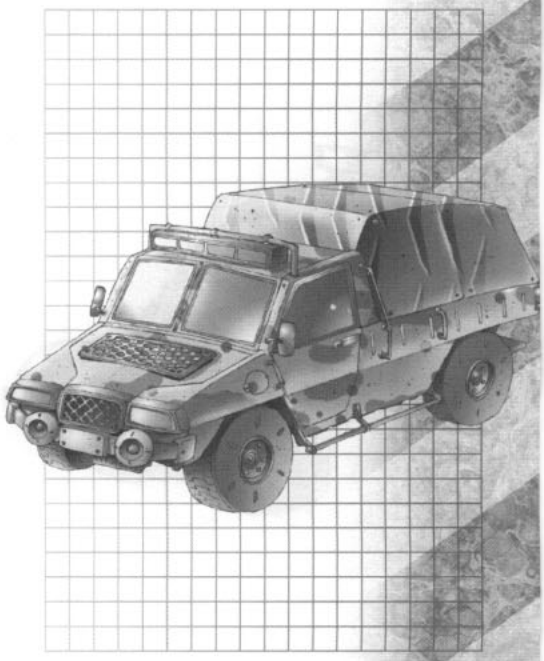
Type: Vehicle, Size: Huge (Long, 10.04 m), Hit Points: 39, Occupancy: 1 operator, 4 passengers, no cargo, Armor Hardness: 9, Defense: 0, Strength: n/a						
Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: -5 , Maneuver: -5						
Special Abilities: Communications (Tactical Radio, Secure), Environmental Systems (NBC Filter), Navigation Aid (GPS), Room (Sick Bay)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (5 hours at combat speed)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

SPRINGER

The designation cargo jeep is usually assigned to small utilitarian vehicles used to ferry light cargo over short or medium distances. The Springer is a perfect example of such a vehicle. Although it is in service with the Southern army (being the standard light cargo hauler of the MILICIA), similar designs can be found in all Terranovan armies.

The Springer has a rugged suspension that gives it good off-road performance for a wheeled design, although not at the level of a true off-road capable vehicle. The entire vehicle is built around a standard diesel engine, a powerplant that is simple and easy to replace and repair. Some models have salvaged V-engines from Gears, but the complex transmission required sometimes more problems than field technicians are willing to cope with.

The spacious rear cargo bay can easily accomodate several different kinds of supplies, such as ammo boxes, food packs, water or fuel tanks, or even stretchers. The cargo bay (or the entire vehicle, for that matter) is not armored — the hull is made of thin metal sheets stamped into shape and bolted over the chassis. Some models have a removable cargo bay cover to transport tall cargo.



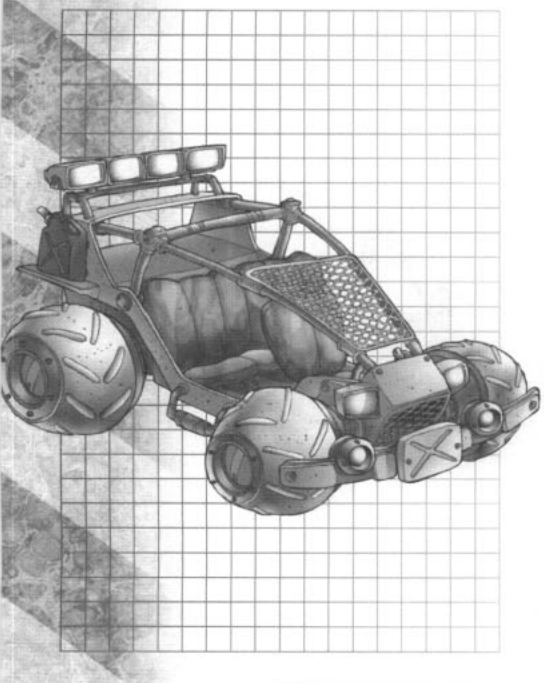
Silcore Stat block

Size: 3 (Tall, 1.8 m), Length: 3.4 meters, Standard operational weight: 1200 kg, Cost: 20,000 dinars								
*Defensive Threat Value (DTV); Movement: Ground 8/15 (92 kph), Maneuver: -2, Armor: 5/10/15								
*Miscellaneous Threat Value (MTV); Crew: Living 1/Passengers 2, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Communications (0/10 km); Feature: Cargo Bay (10 m3); Hostile Environment Protection (Desert)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Large (Long, 3.4 m), Hit Points: 35, Occupancy: 1 operator, 2 passengers, 2400 kg cargo, Armor Hardness: 5, Def: 0, Strength: n/a						
Speed: Land 138 kph, Tactical Speed: Land 230 m, Initiative: -4, Maneuver: -4						
Special Abilities: Communications (Tactical Radio, Secure), Navigation Aid (GPS)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (4 hours at combat speed), Windows						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

MPV-X4 ELAN



The Elan is a derivative vehicle of the Rover 12 jeep, a throwback to the late colonial days of Terra Nova. The Rover 12 had thinner tires and a less aerodynamic frame, obviously a vehicle which had not been designed for the rigors of the desert. This typical Earth design was abandoned when the Southern Republic decided it needed a true desert vehicle capable of sustaining damage and surviving the difficult Terranovan conditions. Several designs were proposed, but the Elan won the contest by a strong margin. Its slick appearance was not the main reason for its success; rather, it was simply an extremely versatile vehicle, with great potential for variants and capable of handling almost any terrain. The vehicle was developed by Octopus Motorworks and first fitted with a small fuel engine which was later replaced by the standard four-wheel electric motors. Octopus Motorworks was later absorbed into Republican Heavy Industries. The Elan design yielded substantial amounts in royalties before a drop in sales forced RHI to start production of a civilian model (named Elegant). This high-price classy black vehicle earned the award for Hottest Car two cycles in a row (TN 1805 and 1806) and became a classis that is still used to this day.

Built on a light alloy frame and powered by four independent motors, the military version of the Elan can take a beating and keep on going. The vehicle can seat one driver plus four passengers comfortably. Although the Elan has no dedicated sensor system, a built-in low-power radio was incorporated to make it viable as a scouting and reconnaissance vehicle. It is often updated by military technicians using better comm systems salvaged from wrecked Gears. One of the inherent drawbacks of the Elan is its low cargo or troop capacity, limiting its use to rapid transport of VIP or light equipment. It is occasionally armored and equipped with light weaponry, especially in the Badlands, where it is used to patrol regions where Rovers may cause some damage. Most infantry regiments make extensive use of the Elan to carry some medical equipment or wounded personnel to mobile hospitals.

Silcore Stat block

Size: 4 (Tall, 2.1 m), Length: 3.9 meters, Standard operational weight: 1630 kg, Cost: 29,000 dinars
*Defensive Threat Value (DTV); Movement: Ground 11/22 (127 kph), Maneuver: -1, Armor: 5/10/15
*Miscellaneous Threat Value (MTV); Crew: Living 1/Passengers 4, Deployment Range: 575 km, Reaction Mass: n/a
Perks and Flaws: Accessory: Searchlight (50 m, FF); Communications (-2/5 km); Hostile Environment Protection (Desert); Weakness: Exposed Crew
*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

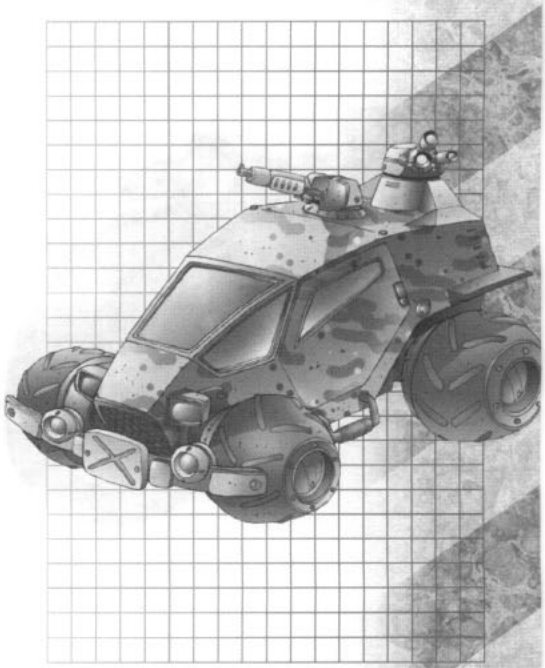
OGL Stat Block

Type: Vehicle, Size: Large (Long ,3.9 m), Hit Points: 35, Occupancy: 1 operator & 4 passengers, no cargo, Armor Hardness: 5, Defense: 0, Strength: n/a
Speed: Land 180 kph, Tactical Speed: Land 300 m, Initiative: -2, Maneuver: -2
Special Abilities: Headlights, Communications (Tactical Radio, Secure), Navigation Aid (GPS), Sensors (Infrared, Radar, 2 km)
Exotic Abilities: None
Mecha Defects: Noisy, Reduced Endurance (4 hours at combat speed), Opent
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

FOV-X4 EVIL EYE

Forward observers have the thankless job of exposing themselves to enemy fire to spot for friendly artillery. To increase both their efficiency and their survival rate, they are often assigned a lightly armored vehicle such as a Gear or an all-terrain armored car like the Evil Eye. The latter is built on the sturdy Elan chassis. The entire hull has been covered with light steel alloy plates. The rear passenger seats are removed to make room for the electronic suites of the radio and sensor systems, leaving minimal room for the electronic system operator. The four electric engines are supplemented by a standard diesel burner for increased autonomy and power to haul around all the extra mass of the armor and additional equipment. The Evil Eye is only lightly armed with a small autocannon, which is often only used to mark targets. The gun is placed on a restricted travel mount just above and to the right of the driver, who directs it with a small set of controls placed on the wheel. The roof-mounted target designator illuminates targets for the kill by support units, giving its name to the vehicle. A deployable antenna mast located at the rear right side transmits the data back to the waiting artillery unit.



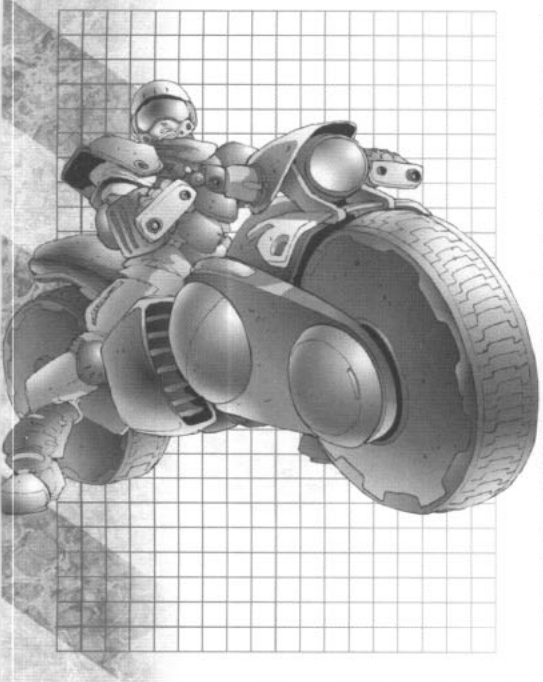
Silcore Stat block

Size: 4 (Tall, 2.4 m), Length: 4.1 meters, Standard operational weight: 1800 kg, Cost: 97,500 dinars								
*Defensive Threat Value (DTV); Movement: Ground 10/20 (120 kph), Maneuver: -1, Armor: 7/14/21								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 650 km, Reaction Mass: n/a								
Perks and Flaws: Communications (+2/30 km); Hostile Environment Protection (Desert); Information Warfare Feature: ECCM (Rating 1); Reinforced Feature: Backups; Sensors: (+1/2 km); Weakness: Exposed Auxiliaries								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Very Light Autocannon	F	-1	x6	2	+2	-	100
1	Target Designator	F	-1	x0	3	0	Taeget Designator	Unlimited

OGL Stat Block

Type: Vehicle, Size: Large (Long ,4.1 m), Hit Points: 38, Occupancy: 2 operators, no cargo, Armor Hardness: 8, Defense: 0, Strength: n/a						
Speed: Land 180 kph, Tactical Speed: Land 300 m, Initiative: -2, Maneuver: -2						
Special Abilities: Communications (Tactical Radio, Secure), Laser Designator (RI: 150 m), Navigation Aid (GPS), Sensors (Infrared, Radar, 2 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (3.5 hours at combat speed), Weak Point						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Very Light Autocannon	3d12	A	120m	100	Automatic, 2x Extra Ammo, Hardpoint, Long Range	Arc of Fire (Fr)

JACKRABBIT



The Jackrabbit is a typical example of the various models of combat bikes used by motorized infantry forces around the world. It was designed during the second half of the 19th century and drew much inspiration from Paxton's well-established Random IX patrol/combat bike. The similarities, however, are mostly of a cosmetic nature, and the Jackrabbit's performance surpasses by far that of the Random: greater speed and acceleration, superior armor and improved maneuverability. It was first designed by Republic Industries, then sub-contracted to half a dozen private manufactueres for a hefty licensing fee. This allowed Republic Heavy Industries the leisure to focus on several improvements for the Jackrabbit, which it plans to release in the coming cycle(s?) under the new name of Jumpspider. it is expected, however, that the Jumpspider may cost over twice the Jackrabbit.

The Jackrabbit was designed with several potential attachments in mind, so hardpoints were fixed on the front, between the handles and on the rear sides of the bike. There were some attempts at equipping the Jackrabbit with some vehicular weaponry, such as light autocannons or anti-personnel grenade launchers, but this made the vehicle too heavy and unwieldy, and was quickly abandoned. It was not before the Sandstorm strikes that some light machineguns like the P12 light gatling were produced and put on the Jackrabbit. This never became a standard, however, and the vehicle seems to only perform at peak when used in its basic form. The original tranmission, considered unnecessarily heavy, was replaced in TN 1908 by a new design from RHI, shaving off ten kilograms from the bike. The Jackrabbit is light enough to be lifted (with some effort) by one person and nimble enough to go almost anywhere. Its small size and great agility combine to make the bike a very difficult target. Some models have been modified to accept a sidecar equipped with a pintle mount, increasing the firepower of the unit at the cost of some maneuverability. The sidecar also allows more cargo to be carried, although the space could be occupied (uncomfortably) by a passenger.

Silcore Stat block

Size: 3 (Tall, 1.2 m), Length: 2.5 meters, Standard operational weight: 275 kg, Cost: 20,250 dinars								
*Defensive Threat Value (DTV); Movement: Ground 8/16 (96 kph), Maneuver: +2, Armor: 2/4/6								
*Miscellaneous Threat Value (MTV); Crew: Living 1/Passengers 1, Deployment Range: 250 km, Reaction Mass: n/a								
Perks and Flaws: Communications (-2/10 km); Feature: Cargo Bay (1 m3); Hostile Environment Protection (Desert); Weakness: Exposed Crew, Exposed Movement								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

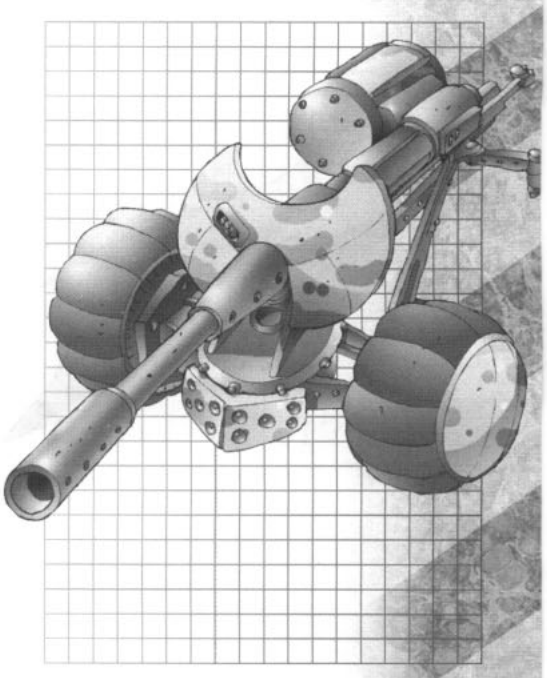
OGL Stat Block

Type: Vehicle, Size: Medium (Long, 2.52 m), Hit Points: 21, Occupancy: 1 operator, 1 ton cargo, Armor Hardness: 2, Defense: 0, Strength: n/a						
Speed: Land 144 kph, Tactical Speed: Land 240 m, Initiative: +3, Maneuver: +3						
Special Abilities: Communications (Tactical Radio, Secure), Navigation Aid (GPS)						
Exotic Abilities: None						
Mecha Defects: Noisy, Open, Reduced Endurance (2 hours at combat speed)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

SOUTHERN FIELD ARTILLERY

Towed artillery, while being substantially cheaper than self-propelled guns, is fading fast from the Southern armies, even in the most backwater regions of the Emirates. The problem comes from the rapid response time which Northerners and other enemies have developed. These carriages require some preparation time to be stabilized before firing and need to move quickly after shooting. Unfortunately, this often means the artillery crew has no more than thirty seconds before counter-fire hits their current position, and the high casualty rate outweighs by far the advantages procured by cheaper artillery carriages.

The standard 122-mm M1882 light artillery carriage shown below is very similar to its Northern cousin, the 130 mm DK-12. It may well have inspired it, for it was produced before the DK-12. The M1882, however, features a more rounded appearance and has different design characteristics. For instance, it carries extra armor on the gun to soak up more damage in combat. The M1882 was also built to be a field artillery gun and was not salvaged from useless and obsolete equipment, like the Northern DK-12. There were tens of thousands M1882 built during the later half of the 19th century, but they were massively destroyed during the Sandstorm Strikes and the War of the Alliance. Many have been sold to military museums, to loyal Republican collectors or to small Badlands counties in need of inexpensive protection against Rovers.



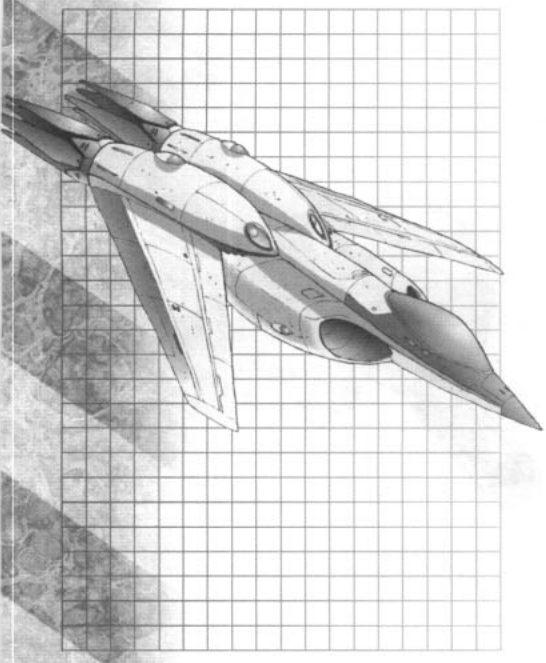
Silcore Stat block

Size: 5 (Tall, 4.7 m), Width: 1.9 meters, Standard Operational Weight: 3500 kg, Cost: 267,200 dinars								
*Defensive Threat Value (DTV); Ground 0/0 (0 kph), Maneuver: -1, Armor: 8/16/24								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 0 km, Reaction Mass: n/a								
Perks and Flaws: Armor Quality: Reinforced (Rating 1, Front); Hostile Environment Protection (Desert); Weakness: Exposed Movement System								
*Offensive Threat Value (OTV)								
Quantity	Name		Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Field Gun		F	0	x22	5	0	Indirect Fire, Redundant	12

OGL Stat Block

Type: Vehicle, Size: Large (Tall, 4.7 m), Hit Points: 38, Occupancy: 2, no cargo, Armor Hardness: 9, Defense: 0, Strength: n/a						
Speed: Land n/a, Tactical Speed: n/a, Initiative: -2, Maneuver: -2						
Special Abilities: None						
Exotic Abilities: None						
Mecha Defects: Noisy						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
105mm Field Gun*	8d12	SS	640m	12	2x Extra Range	Arc of Fire (Fr), 2x Less Ammo
NOTE: *Ballistic Weapons.						

L-45 ASPIC



Although the concept of air superiority is tenuous at best on Terra Nova, most of the important armies of the planet possess at least one design of air superiority aircraft — just in case. The *Aspic* is the fighter jet most often seen in the sky over the Southern Republic.

The *Aspic*'s forward swept-wing design and large thrust-vectoring panels make it an incredibly agile warplane, capable of eluding even heat-seeking missiles in the hands of a capable pilot. The thrust-vectoring plates can also double as high-efficiency air brakes. To support the strain of high speed maneuvering, the entire airframe is made of bonded resin and layers of composite material.

The *Aspic* features a small ventral weapons bay, which is most often used to carry various types of air-to-air missiles. Other ordinance can be carried, but the fire control computer has been optimized for aircraft interception and does not fare well when used to guide autocannons or direct bombing runs.

Silcore Stat block

Size: 7, Width: 10.1 meters, Length: 14.0 meters, Standard operational weight: 8900 kg, Cost: 812,104,571 marks								
*Defensive Threat Value (DTV); Movement: Flight 33/66 (1980 kph) Stall 8 (240 kph) Ground (Derived) 25/50 (300 kph), Maneuver: +1, Armor: 8/16/24								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 1100 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot, Escape System (1 crew), Life Support (Limited); Communications (0/20 km); Informaton Warfare Device: Decoy (Rating 2, sensor only), Stealth (Rating 1), Reinforced System: Backups; Sensors (0/2 km), Airborne Sensors; Movement Flaw: Decreased Maneuverability (Rating 2, Ground), Requires Airstrip								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Anti-Aircraft Missile Launcher	F	+3	x10	8	0	Guided, HEAT, Min. Range: -2	2 each
1	Target Designator	F	+1	x0	6	0	Target Designator	Unlimited

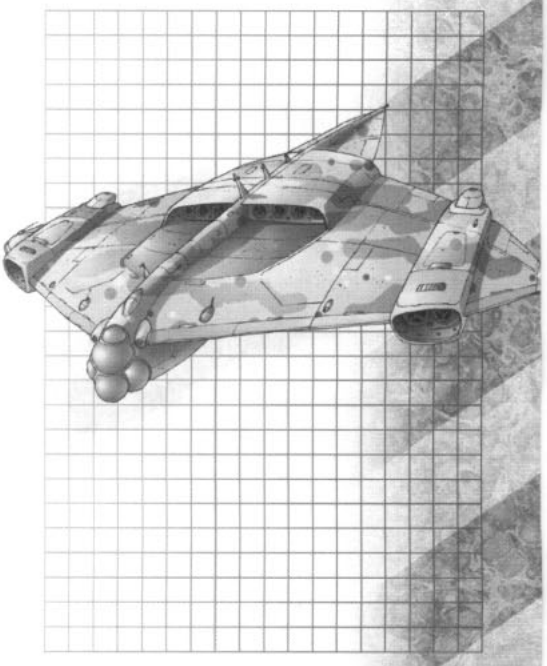
OGL Stat Block

Type: Vehicle, Size: Large (Long, 14.0 m), Hit Points: 43, Occupancy: 1 operator, no cargo, Armor Hardness: 0, Defense: 0, Strength: n/a						
Speed: Flight 1980 kph, Tactical Speed: Flight 3285 m, Initiative: 0, Maneuver: +1						
Special Abilities: Environmental Controls (Life Support), Ejection Seat, Reflective Coating, Stealth (Decoy), Laser Designator (RI 300m), GPS, Radar (2 km,), Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2 km), Targeting System (+1, all weapons)						
Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)						
Mecha Defects: Noisy, Reduced Endurance (14 hours), Start Up Time (1 minute), Stall Speed (240 kph or 400m/round)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Guided Missiles*	10d10	SS	150m	4	Blast, Indirect, Guided (LG, SARH)	3x Less Ammo
Guided Missiles*	10d10	SS	150m	4	Blast, Indirect, Guided (LG, SARH)	3x Less Ammo
NOTE: *Blast Weapons.						

R-10 AZRAEL

The *Azrael* is a Terranovan rarity: a plane designed solely for the purpose of dropping bombs on a target. Given the level of sophistication of current anti-aircraft weaponry, this ungainly and poorly maneuverable craft seems like a relic from past ages. The *Azrael* is only used when AA defense systems are either nonexistent or have been neutralized by ground forces. It then moves in, using its bomb load to beat the target into submission, usually with saturation bombing.

Most of the plane's offensive systems are carried within five separate weapon bays located underneath the plane's body. Typically, each bay holds a different type of bomb or missile, although the internal hardpoints are very flexible and can handle more than one type of weapon within a single bay. A small retractable turret near the nose of the plane holds a laser designator to guide the bombs (or any other guided weapons) to the target. A single 10 mm minigun mounted in the tail assembly guards the plane's rear arc, although its actual combat usefulness is doubtful at best.



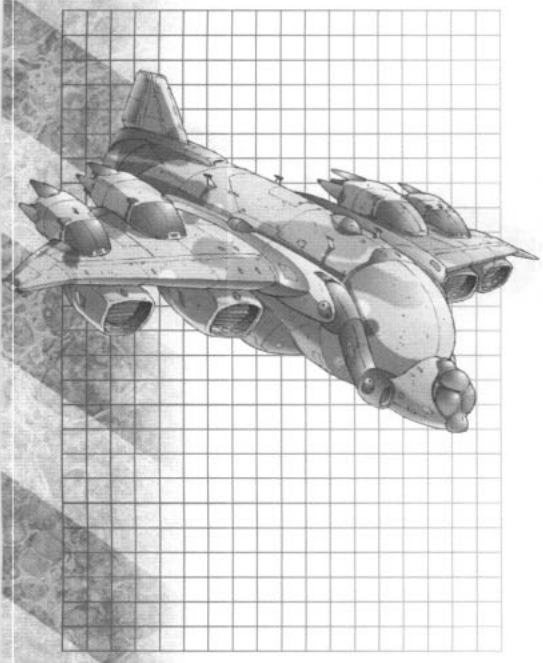
Silcore Stat block

Size: 14, Width: 39.5 meters, Length: 26 meters, Standard operational weight: 78,000 kg, Cost: 10,354,929 dinars								
*Defensive Threat Value (DTV): Movement: Flight 18/36 (1080 kph) Stall 8 (240 kph) Ground (Derived) 24/47 (280 kph), Maneuver: -4, Armor: 24/48/72								
*Miscellaneous Threat Value (MTV); Crew: Living 4, Deployment Range: 4000 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot, Life Support (Limited); Feature: Cargo Bay (10 m3); Communications (+1/25 km); Informaton Warfare Device: Decoy (Rating 1, sensor only), ECM (Rating 1), Stealth (Rating 2); Reinforced System: Ammo/Fuel, Backups; Sensors (+1/4 km), Airborne Sensors; Movement Flaw: Maximum Climbing Angle (Rating 1), Decreased Maneuverability (Rating 2, Ground), Requires Airstrip								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Machinegun	R	+1	x4	1	+3	Anti-Infantry	1600
4	Light Bomb Rack	F	-1	x10	0	+3	Area Effect: 0, Guided, HEAT	10 each
2	Heavy Bomb Rack	F	-1	x15	0	+2	Area Effect: 0, Guided, HEAT	3 each
1	Target Designator	F	+1	x0	4	0	Target Designator	Unlimited

OGL Stat Block

Type: Vehicle, Size: Colossal (Long, 26.0 m), Hit Points: 59, Occupancy: 1 operator, Cargo: 10 cubic meters, Armor Hardness: 24, Defense: 0, Strength: n/a						
Speed: Flight 1080 kph, Tactical Speed: Flight 1790 m, Initiative: -5, Maneuver: -5						
Special Abilities: Environmental Controls (Life Support), Ejection Seat, ECM (Comm +1, Radar +1), Reflective Coating, Stealth (Decoy), Laser Designator (RI 200m), GPS, Hi-Rez Radar (4 km,), Tactical Radio (Secure), Long Range Radio (Secure), Infrared (3 km), Targeting System (+1, all weapons)						
Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)						
Mecha Defects: Noisy, Reduced Endurance (16 hours), Start Up Time (1 minute), Stall Speed (240 kph or 400m/round)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Heavy Machinegun	3d12	A	40m	1600	Automatic, 32x Extra Ammo	Arc of Fire (R)
2x Heavy Bomb Rack*	8d12	A	n/a	3 each	3x Blast, Guided (LG, SARH)	3x Less Ammo
4x Heavy Bomb Rack*	12d12	A	n/a	10 each	5x Blast, Guided (LG, SARH)	2x Less Ammo
NOTE: *Ballistic Weapon; **Blast Weapons.						

TS-67 BACCHUS



The *Bacchus* is the Allied Southern Territories' most numerous heavy transport aircraft, making it's large silhouette a common sight on Republican and Mekong runways. Its name comes from its bloated fuselage and the gaping maw of the front cargo bay when open.

The *Bacchus* has been designed with only one function in mind: to transport heavy material over long distances in any condition, short of a tempest. The aircraft's structure has been heavily reinforced to support wind buffeting. The flow of air through the four turbofan engines is ducted through the wing and multiple filters to avoid particle clogging. Small thrust-vectoring plates help control the ungainly plane in flight.

The fuselage of the *Bacchus* houses a cavernous cargo bay that can accommodate a huge variety of cargo. The bay has two access ramps, one at the rear, the other in front. The front door opens using an ingenious mechanism that first moves the entire cockpit assembly upward and out of the way before splitting the front of the aircraft in half. (Note: the entire cockpit assembly is locked down and cannot be moved during flights.)

Silcore Stat block

Size: 16, Width: 62.5 meters, Length: 38 meters, Standard operational weight: 110,800 kg, Cost: 911,219 marks								
*Defensive Threat Value (DTV); Movement: Flight 8/15 (450 kph) Stall 4 (120 kph) Ground (Derived) 13/25 (150 kph), Maneuver: -5, Armor: 20/40/60								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 3200 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot, Life Support (Limited); Communications (-1/10 km); Feature: Accomodations (4 military grade bunks), Cargo Bay (1800 m3), Easy to Modify; Informaton Warfare Device: Decoy (Rating 1, 20 shots); Sensors (0/1.2 km), Airborne Sensors; Movement Flaw: Decreased Maneuverability (Rating 1, Ground), Maximum Climbing Angle (Rating 1); Negative Feature: Large Sensor Profile (Rating 2); Weakness: Exposed Movement System								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

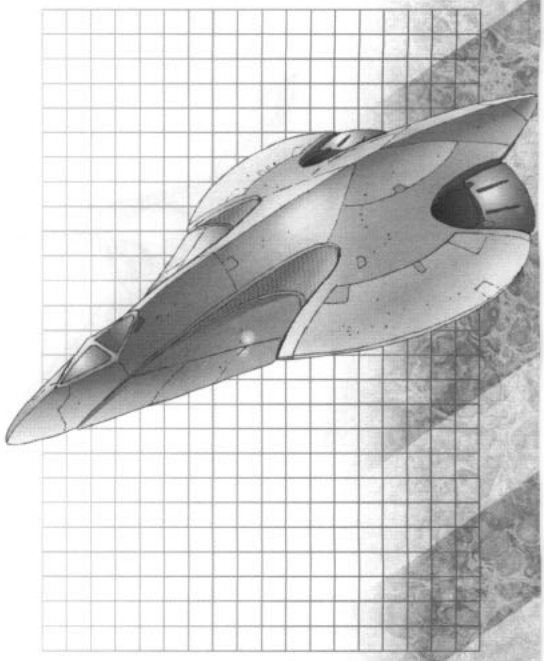
OGL Stat Block

Type: Vehicle, Size: Colossal (Wide, 62.5 m), Hit Points: 50, Occupancy: 2 operators, Cargo: 1800 cubic meters, Armor Hardness: 20, Defense: 0, Strength: n/a						
Speed: Flight 450 kph, Tactical Speed: Flight 750 m, Initiative: -6, Maneuver: -6						
Special Abilities: Environmental Controls (Life Support), Stealth (Decoy), GPS, Radar (1.2 km), Tactical Radio (Secure), Long Range Radio (Secure), Infrared (1 km)						
Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)						
Mecha Defects: Reduced Endurance (16 hours), Start Up Time (1 minute), Stall Speed (120 kph or 200m/round), Weak Spot						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard.						

LX-15 GHOST

The futuristic-looking *Ghost* is, paradoxically, an old stealth aircraft design used by the forces of the Allied Southern Territories. The *Ghost* was first developped by scientists of the Humanist Alliance, who were looking to provide their league with the means to keep a watchful eye on their neightbors. When the Southern Republic "persuaded" the Alliance to join the newly formed AST, they conspired to get their hands on the plane that had so often annoyed them in the past.

The *Ghost* hides conventional aircraft design procedures under a complex composite skin. Rather than rely on classical flat angled panels to deflect radar waves, the Alliance scientists chose to sculpt the airframe to a form which was stealthy, aerodynamic and pleasing to the eye. The engine intakes and the wings flow into the fuselage. There are no vertical control surfaces and turns are made through vectored thrust. Unfortunately, the composite skin, although very efficient in absorbing radar and ladar emissions, is somewhat fragile and easy to damage. Like most stealthy aircraft, the *Ghost* carries its armament internally. The *Ghost* is generally equipped with two anti-aircraft missiles for self-defense, though it could be modified to carry air-to-ground projectiles.



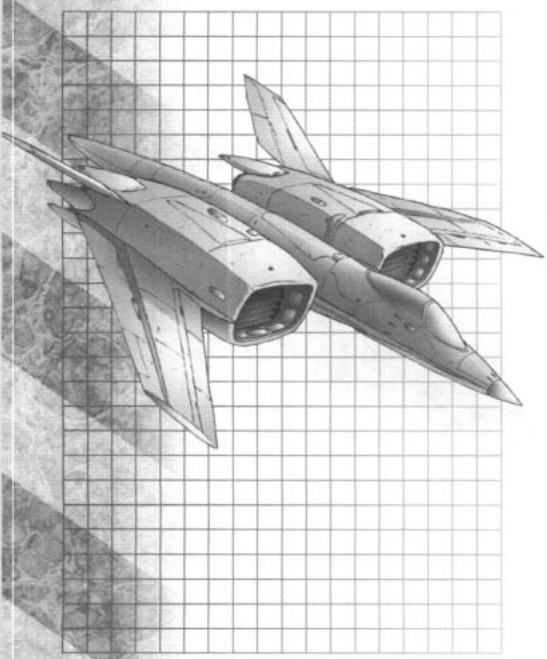
Silcore Stat block

Size: 8, Width: 1.8 meters, Length: 13.1 meters, Standard operational weight: 14,000 kg, Cost: 26,619,000 dinars								
*Defensive Threat Value (DTV); Movement: Flight 15/30 (900 kph) Stall 5 (150 kph) Ground (Derived) 15/30 (180 kph), Maneuver: -2, Armor: 12/24/36								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 1200 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot, Searchlight (100 m, F); Communications (0/16 km); Feature: NOE Flyer; Informaton Warfare Device: Decoy (Rating 2, sensor only), Stealth (Rating 4); Sensors (+2/5 km), Airborne Sensors; Movement Flaw: Decreased Maneuverability (Rating 1, Ground), Requires Airstrip; Negative Feature: Difficult to Modify, Poor Towing Capacity; Weakness: Exposed Auxiliaies								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Anti-Aircraft Missile Launcher	T	+2	x10	8	0	Guided, HEAT, Min. Range: -2	2
1	Target Designator	F	0	x0	4	0	Target Designator	Unlimited

OGL Stat Block

Type: Vehicle, Size: Large (Long, 13.1 m), Hit Points: 42, Occupancy: 1 operator, no cargo, Armor Hardness: 12, Defense: 0, Strength: n/a						
Speed: Flight 900 kph, Tactical Speed: Flight 1500 m, Initiative: -1, Maneuver: 0						
Special Abilities: Searchlight, Environmental Controls (Life Support), Ejection Seat, Reflective Coating, Stealth (Decoy), Laser Designator (RI 200m), GPS, NBC Filters, Hi-Rez Radar (5 km,), Tactical Radio (Secure), Long Range Radio (Secure), Infrared (3 km)						
Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)						
Mecha Defects: Reduced Endurance (14 hours), Start Up Time (1 minute), Stall Speed (150 kph or 250m/round), Weak Point						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Guided Missiles*	10d10	SS	150m	4	Blast, Indirect, Guided (LG, SARH)	3x Less Ammo
NOTE: *Blast Weapons.						

AL-5A QUETZAL



The Southern Republic's main air war/ground attack, fighter-bomber plane, the RL-5A *Quetzal* first saw action during the Earth invasion. It fared well enough against Terran aircraft and tanks to be officially adopted by the Southern MILICIA as their main air supremacy weapon. Though it is not as agile as the Northern P-119 (its principal opponent in air domination), its greater firepower makes it a force to be reckoned with. An RL-5A with a well-coordinated pilot-gunner crew is one of the deadliest machines that can be found in the skies above Terra Nova.

The RL-5A's most common weapon configuration is described below, but it can be easily modified to suit particular missions. For bombing missions, the anti-tank missiles are replaced by two more medium bomb racks. ECM pods can replace bombs for missions that require electronic warfare. For anti-infantry missions, light bomb racks or airburst missiles are substituted for the medium bomb racks and anti-tank missiles.

Silcore Stat block

Size: 10, Width: 15.3 meters, Length: 15.0 meters, Standard operational weight: 27,900 kg, Cost: 48,288,700 marks

*Defensive Threat Value (DTV); Movement: Flight 32/64 (1920 kph) Stall 9 (270 kph) Ground (Derived), 25/50 (300 kph), Maneuver: -1, Armor: 17/34/51

*Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 2000 km, Reaction Mass: n/a

Perks and Flaws: Accessory: Autopilot, Escape System (2 crew), Life Support (Limited); Communications (+2/25 km); Informaton Warfare Device: Decoy (Rating 2, sensor only), ECM (Rating 1); Reinforced System: Ammo/Fuel, Backups; Sensors (0/3 km), Airborne Sensors; Movement Flaw: Decreased Maneuverability (Rating 3, Ground), Requires Airstrip

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	FF	0	x10	3	+1	-	2560
2	Anti-Aircraft Missile Launcher	F	+2	x10	8	0	Guided, HEAT, Min. Range: 10	1 each
2	Anti-Tank Missile Launcher	F	+1	x25	3	0	Guided, HEAT, Indirect Fire	3 each
2	Medium Bomb Rack	F	-2	x15	0	2	Area Effect: 0, Guided, HEAT	1 each
1	Target Designator	F	+1	x0	6	0	Target Designator	Unlimited

OGL Stat Block

Type: Vehicle, Size: Large (Long, 15.0 m), Hit Points: 52, Occupancy: 1 operator, no cargo, Armor Hardness: 17, Defense: 0, Strength: n/a

Speed: Flight 1920 kph, Tactical Speed: Flight 1790 m, Initiative: -2, Maneuver: -2

Special Abilities: Environmental Controls (Life Support), Ejection Seat, ECM (Comm +1, Radar +1), Stealth (Decoy), Laser Designator (RI 300m), GPS, Radar (3 km,), Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2 km)

Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)

Mecha Defects: Noisy, Reduced Endurance (16 hours), Start Up Time (1 minute), Stall Speed (270 kph or 405m/round)

Weapons:

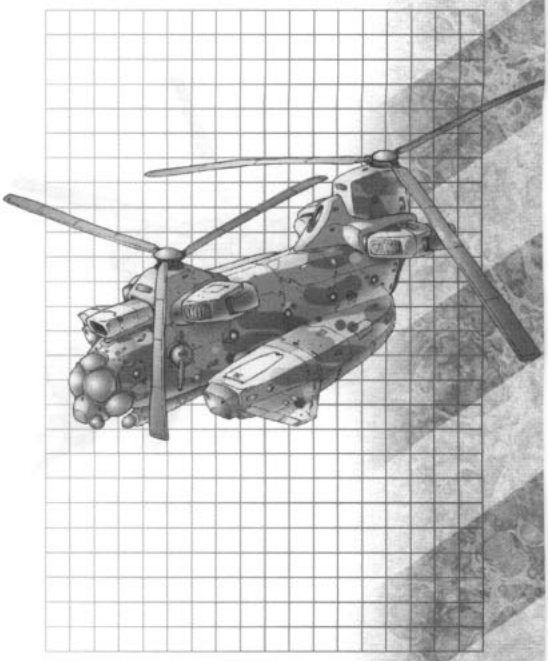
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Autocannon*	5d12	A	100m	2560	Automatic, 1280x Extra Ammo	Arc of Fire (Fr)
Guided Missiles**	10d10	SS	150m	4	Blast, Indirect, Guided (LG, SARH)	3x Less Ammo
Guided Missiles**	10d10	SS	150m	4	Blast, Indirect, Guided (LG, SARH)	3x Less Ammo
Medium Bomb Rack**	10d12	A	n/a	2	4x Blast, Guided (LG, SARH)	3x Less Ammo

NOTE: *Ballistic Weapon; **Blast Weapons.

ST-8M SAMSON

The *Samson* is a powerful, twin-rotor, transport helicopter fielded by several armies in the Southern Hemisphere. Its cavernous fuselage compartment contains 90 seats, two large equipment racks and a large rear ramp, making it an excellent troop carrier. If required, the seats can be removed and the bay converted into cargo space. A special upgrade pack is also available, converting the compartment into a vehicle bay complete with servicing equipment for two light jeeps or armored cars.

As the *Samson* is not designed for heavy combat, it is lightly armed with twin 10 mm miniguns firing from semi-stabilized automated turrets on either side of the fuselage. These are usually operated by the flight engineer, whose station is just aft of the cockpit. The miniguns are intended to be used to clear a contested or hot landing zone, but can also serve as a limited defensive weapon. Variants equipped with anti-personnel grenade launchers are also known to exist.



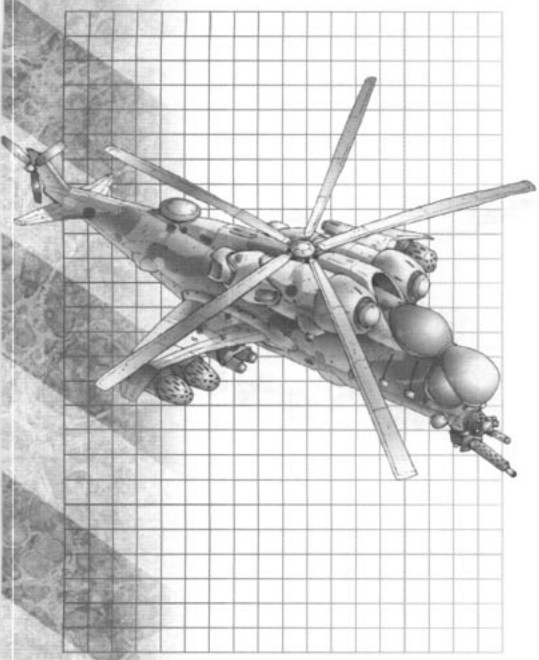
Silcore Stat block

Size: 11, Width: 17.9 meters, Length: 24.8 meters, Standard operational weight: 21,000 kg, Cost: 317,000 marks								
*Defensive Threat Value (DTV); Movement: Flight 5/10 (300 kph) Stall 0 (0 kph) Ground 0/0 (0 kph), Maneuver: 0, Armor: 18/36/54								
*Miscellaneous Threat Value (MTV); Crew: Living 3/Passengers 90, Deployment Range: 1500 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Airlift Winch (Rating 6), Autopilot; Communications (-1/8 km); Feature: Cargo Bay (20 m3); Hostile Environment Protection (Desert); Reinforced System: Backups; Sensors (-1/1.5 km), Airborne Sensors; Movement Flaw: Cannot Glide, Maximum Ceiling (Rating 6); Negative Feature: Large Sensor Profile (Rating 2); Weakness: Exposed Auxiliaries, Exposed Movement								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Machinegun	R	-1	x4	1	+3	Anti-Infantry	1200
1	Heavy Machinegun	L	-1	x4	1	+3	Anti-Infantry	1200

OGL Stat Block

Type: Vehicle, Size: Gargantuan (Long, 24.8 m), Hit Points: 47, Occupancy: 3 operators & 90 passengers, Cargo: 20 cubic meters, Armor Hardness: 18, Defense: 0, Strength: n/a						
Speed: Land 585 kph (6 km ceiling), Tactical Speed: Land 970 m, Initiative: +1, Maneuver: +2						
Special Abilities: GPS, Radar (1.5 km,), Tactical Radio (Secure), Long Range Radio (Secure), Infrared (1 km), Accessories (Airlift Winch)						
Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)						
Mecha Defects: Noisy, Reduced Endurance (16 hours), Start Up Time (1 minute), Stall Speed (0 kph or 0m/round), Weak Spot						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
*Heavy Machinegun	3d12	A	40m	1200	Automatic, 24x Extra Ammo	Arc of Fire (R)
*Heavy Machinegun	3d12	A	40m	1200	Automatic, 24x Extra Ammo	Arc of Fire (L)
NOTE: *Ballistic Weapon.						

HA-7 TITAN



The *Titan* is probably the best-known Southern attack helicopter. In addition to its deadly ordinance, the *Titan* can also double as a light troop carrier, since it can carry an eight man infantry squad. This gives the helicopter the ability to secure terrain objectives, a task few other choppers can accomplish. A crew of two (pilot and weapon specialist) is required to properly operate the *Titan*, though it can be flown by a single crewman.

Most of the *Titan*'s offensive hardware is mounted on fixed hardpoints on either side of the fuselage and generally consists of a mix of rocket pods and air-to-ground missiles; a mast-mounted laser designator is used to guide the missiles to their target, though the fire control computer can also use any friendly target designator. Although the unsophisticated wing hardpoints greatly limit the *Titan*'s effective fire arc, the helicopter can still prove devastating in the hands of a skilled pilot. In addition to the wing-mounted ordinance, a chin-mounted mini-turret carries a 20 mm autocannon that is belt-fed from a large 2400-shell magazine located in the craft's main body.

Silcore Stat block

Size: 9, Width: 11.4 meters, Length: 15.6 meters, Standard operational weight: 17,000 kg, Cost: 3,464,889 dinars

*Defensive Threat Value (DTV): Movement: Flight 6/11 (330 kph) Stall 0 (0 kph) Ground 0/0 (0 kph), Maneuver: 0, Armor: 15/30/45

*Miscellaneous Threat Value (MTV): Crew: Living 2/Passengers 8, Deployment Range: 360 km, Reaction Mass: n/a

Perks and Flaws: Accessory: Autopilot; Communications (0/12 km); Hostile Environment Protection (Desert); Informaton Warfare Device: Decoy (Rating 1, sensor only); Reinforced System: Backups; Sensors (0/3 km), Airborne Sensors; Movement Flaw: Cannot Glide, Maximum Ceiling (Rating 7); Negative Feature: Large Sensor Profile (Rating 1); Weakness: Exposed Movement System

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	0	x8	2	+2	-	2400
2	Anti-Tank Missile Launcher	FF	+1	x25	3	0	Guided, HEAT, Indirect Fire	2 each
4	Light Rocket Pod	FF	-1	x12	1	+4	HEAT, Indirect Fire	32 each
1	Target Designator	F	0	x0	4	0	Target Designator	Unlimited

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 15.6 m), Hit Points: 45, Occupancy: 2 operators & 8 passengers, no cargo, Armor Hardness: 15, Defense: 0, Strength: n/a

Speed: Land 585 kph (5 km ceiling), Tactical Speed: Land 970 m, Initiative: +1, Maneuver: +2

Special Abilities: Stealth (Decoy), GPS, Radar (3 km,), Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2 km)

Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)

Mecha Defects: Noisy, Reduced Endurance (14 hours), Start Up Time (1 minute), Stall Speed (0 kph or 0m/round), Weak Spot

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
25mm Autocannon*	4d12	A	80m	2400	1200x Extra Ammo	Arc of Fire (Fr)
Guided Missiles**	10d10	SS	150m	4	Blast, Indirect, Guided (LG, SARH)	3x Less Ammo
52mm Rocket Pack**	7d8	A	40m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
52mm Rocket Pack**	7d8	A	40m	32	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
52mm Rocket Pack**	7d8	A	40m	32	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
52mm Rocket Pack**	7d8	A	40m	32	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range

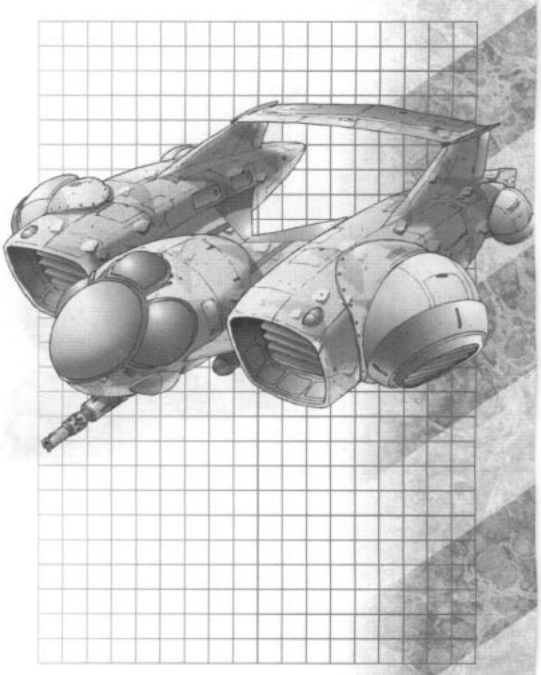
NOTE: *Ballistic Weapon; **Blast Weapon.

HA-750 VARIS

Vectored-thrust aerodynes are not as popular with Southern forces as they are with other armies on the planet, but not even Southerners could go without them. The *Varis* is one of the few hoppers in service with the armies of the Allied Southern Territories and the Southern MILICIA. It was first developed as a logging vehicles for Mekong plantations. The airframe proved to be rugged and adaptable and subsequently evolved into a combat vehicle for Mekong peacekeepers. The design was later sold to other city-states or simply copied.

The *Varis* features a twin-boom layout with the crew compartment and most of the armament and avionics in a short ovoid fuselage placed in the center. Each boom contains a powerful turbofan engine and two gimbal-mounted, vectored-thrust ports.

The military variant of the aircraft features a belly-mounted light autocannon fed mechanically from a drum placed within the rear fuselage. Racks for short-range, light, air-to-ground missiles are provided underneath the fuselage support pylons, though a skilled mechanic can usually adapt them to carry a variety of other payloads.



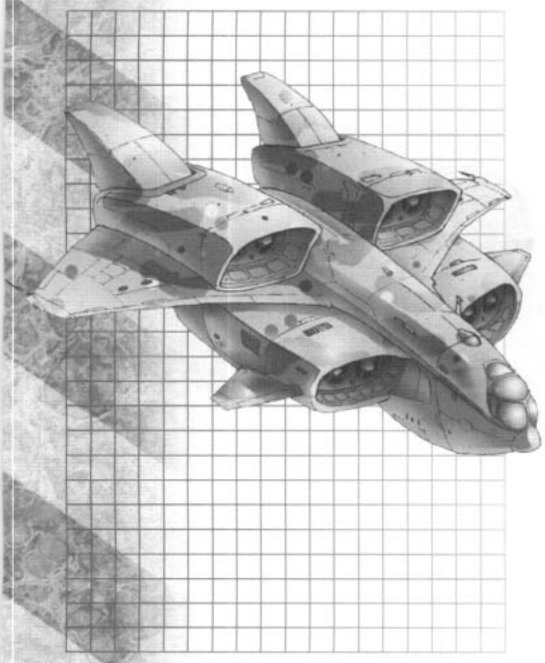
Silcore Stat block

Size: 7, Width: 6.9 meters, Length: 8.0 meters, Standard operational weight: 8200 kg, Cost: 316,571 marks								
*Defensive Threat Value (DTV); Movement: Flight 4/8 (240 kph) Stall 0 (0 kph) Ground 0/0 (0 kph), Maneuver: -2, Armor: 10/20/30								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 450 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot, Escape System; Communications (0/20 km), Airborne; Hostile Environment Protection (Desert); Informaton Warfare Device: Decoy (Rating 1, Sensor Only); Sensors (0/3 km), Airborne Sensors; Movement Flaw: Cannot Glide, Maximum Ceiling (Rating 4); Negative Feature: Large Sensor Profile (Rating 1)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	T	0	x8	2	+2	-	250
2	Anti-Gear Missile Launcher	F	+1	x15	3	0	Guided, HEAT	3 each

OGL Stat Block

Type: Vehicle, Size: Large (Long, 8.0 m), Hit Points: 40, Occupancy: 2 operators, no cargo, Armor Hardness: 10, Defense: 0, Strength: n/a						
Speed: Land 240 kph (8 km ceiling), Tactical Speed: Land 400 m, Initiative: -2, Maneuver: -2						
Special Abilities: Stealth (Decoy), GPS, Radar (3 km,), Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2 km)						
Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)						
Mecha Defects: Noisy, Reduced Endurance (14 hours), Start Up Time (1 minute), Stall Speed (0 kph or 0m/round)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
25mm Autocannon*	4d12	A	80m	250	5x Extra Ammo	Arc of Fire (Fr)
Guided Missiles**	10d10	SS	150m	3	Blast, Indirect, Guided (LG, SARH)	3x Less Ammo
Guided Missiles**	10d10	SS	150m	3	Blast, Indirect, Guided (LG, SARH)	3x Less Ammo
NOTE: *Ballistic Weapon; **Blast Weapon.						

T-45 WALFISH



The *Walfish* is a large STOL transport vehicle used to ferry troops and material out to the front line. The aircraft has been part of the Southern Republic's inventory for nearly 100 cycles and has been upgraded on numerous occasions. The current models are known as *Walfish* Mk 45.

The *Walfish* is a massive aircraft, its large fuselage and engine pods dwarfing the short and stubby wings. Each of the engine pod contains twin jet engines, for a total of eight. The plane only requires about half of these to remain airborne, which make it very resilient to engine damage. The thrust of the engines is channeled through louvres placed on the lower portion of the pods. Coupled with the flaps and hyper-sustentation devices build into the wings, this give the plane the ability to take off and land on extremely short runways. In addition, the landing gear is extremely rugged and is capable of handling even slightly uneven ground. There are two large loading ramps to facilitate the loading and unloading process, one at the front and one at the rear of the main fuselage. The two-man cockpit is located directly above the forward loading ramp and features large windows for improved visibility.

Silcore Stat block

Size: 12, Width: 16.6 meters, Length: 17.2 meters, Standard operational weight: 49,000 kg, Cost: 914,533 dinars								
*Defensive Threat Value (DTV); Movement: Flight 9/18 (540 kph) Stall 1 (30 kph) Ground 6/12 (72 kph), Maneuver: -3, Armor: 15/30/45								
*Miscellaneous Threat Value (MTV); Crew: Living 2/Passengers 6, Deployment Range: 2800 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot, Escape System (2 crew), Searchlight (100 m, FF); Communications (0/20 km) Airborne; Feature: Accomodation (6 passenger seatings), Cargo Bay (60 m3), Cargo Bay (40 tons of vehicles), High Towing Capacity (Double), Off-Road Ability; Informaton Warfare Device: Decoy (Rating 1, sensor only); Reinforced System: Chassis Movement,Sensors (+1/1 km); Airborne Sensors; Movement Flaw: Decreased Maneuverability (Rating 1, ground), Maximum Ceiling (Rating 2), Maximum Climbing Angle (Rating 2); Negative Feature: Large Sensor Profile (Rating 2)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

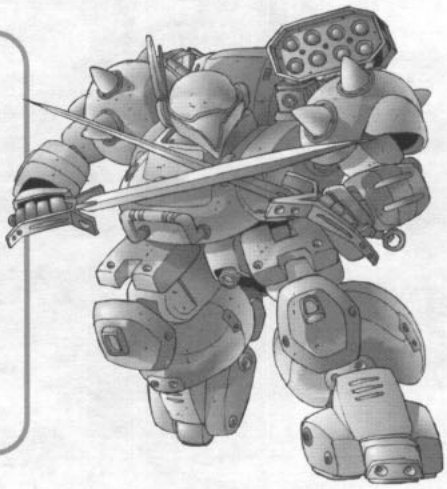
Type: Vehicle, Size: Huge (Long, 17.2 m), Hit Points: 45, Occupancy: 2 operators & 6 passengers, Cargo: 60 cubic meters, Armor Hardness: 15, Defense: 0, Strength: n/a						
Speed: Land 540 kph (10 km ceiling), Tactical Speed: Land 900 m, Initiative: -4, Maneuver: -4						
Special Abilities: Ejection Seat, Searchlight, Stealth (Decoy), GPS, NBC Filters, Radar (1 km,), Tactical Radio (Secure), Long Range Radio (Secure), Infrared (1 km), Hangar (40 tons of vehicles)						
Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)						
Mecha Defects: Noisy, Reduced Endurance (16 hours), Start Up Time (1 minute), Stall Speed (30 kph or 50 m/round)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

VEHICLE OVERVIEW

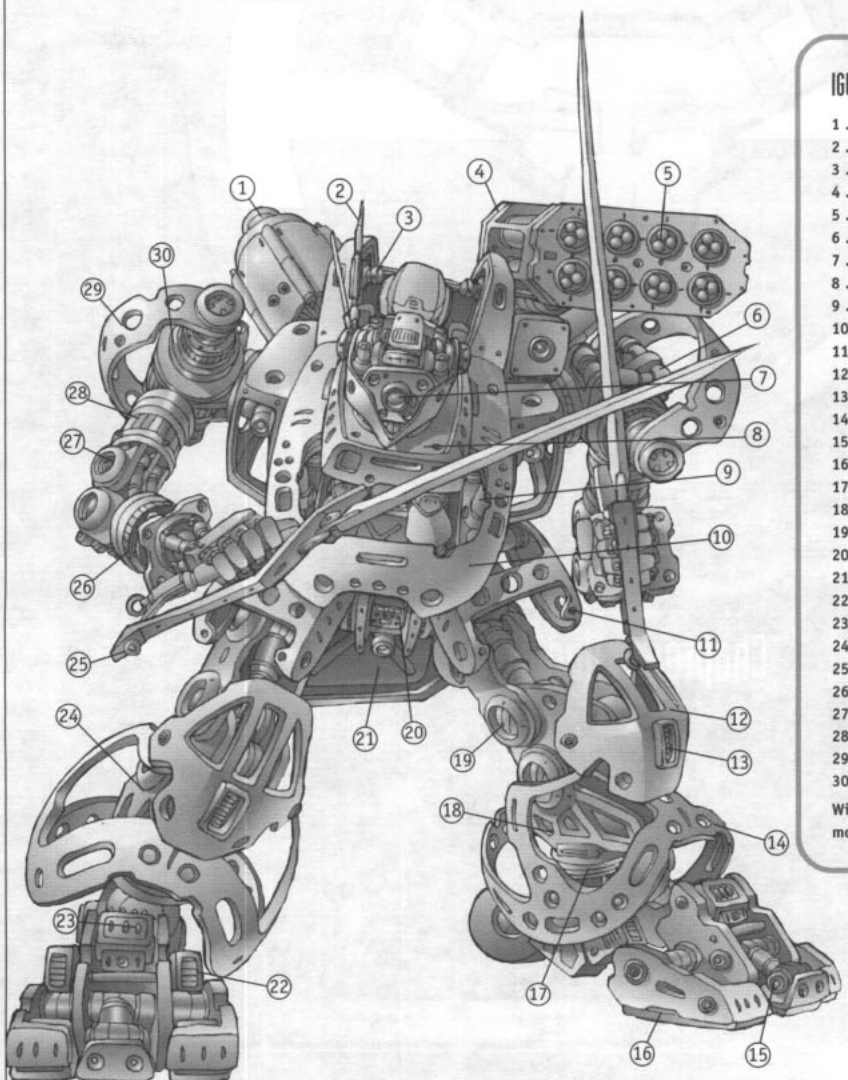
OACS-01L/SC IGUANA

Iguanas are the prevalent model of scout Gear in the armed forces of the South. Despite the Age of the *Iguana*, it is still considered to be quite adequate at performing its mission. To help it in its role, the *Iguana* has high-quality sensors and communications equipment packed into the MERIT 1200 sensor package manufactured by Obelisk Electronics. The chassis was also designed to be smaller than average in order to help it hide behind cover while on scouting missions.

The *Iguana* was also designed to function as a light-duty trooper Gear, and it has as much armor as the *Jäger* model with significantly more maneuverability. In order to effectively fill this role, the *Iguana* is lightly armed with only a MPGU-22 pack gun and a Bogel-7 Rocket Pod as main weapons and a VU-11 Vibromachete for melee. Some models (such as the dueling model shown left) may sport a different weapon payload depending on the missions which they are assigned.



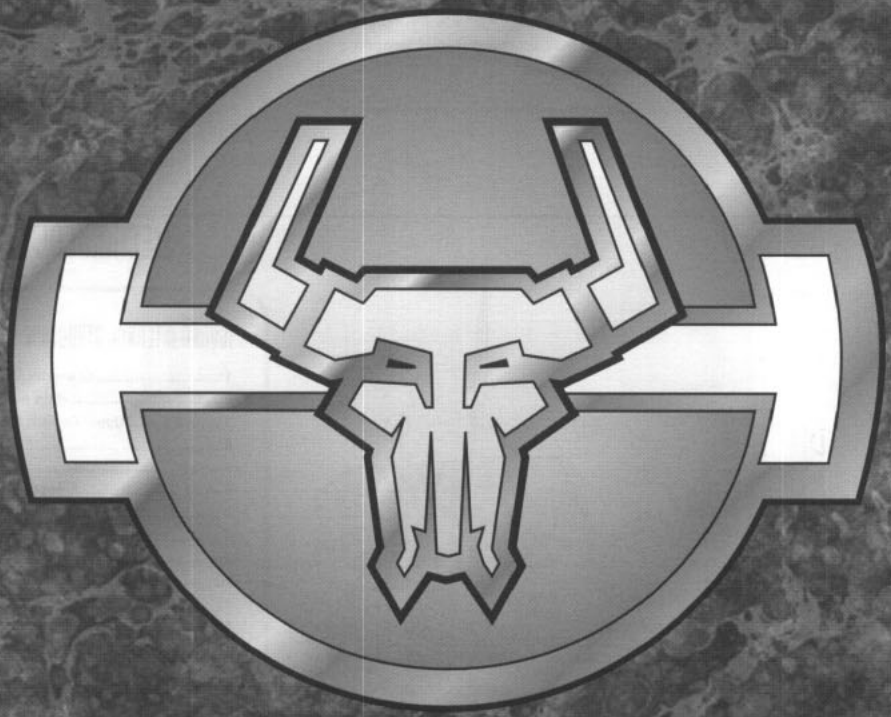
MECHANICAL READOUT



IGUANA INTERNAL STRUCTURE

1 ..... Generator/Pump Housing
2 ..... Main Antenna Cluster
3 ..... Upper Cockpit Hatch Actuator
4 ..... Rocket Launcher
5 ..... Rocket Cluster
6 ..... Arm Elevation Actuator
7 ..... Main Sensor Plate
8 ..... Main Hatch Assembly
9 ..... Torso Suspension Actuator
10 ..... Torso Mainframe
11 ..... Forward Hip Armor Frame
12 ..... Knee Block Structural Frame
13 .... Short Range Forward Scanner Assembly
14 ..... Lower Leg Mainframe
15 ..... Support and Balance Mechanisms
16 ..... Shock-Absorbing Footplate
17 ..... Foot Rotation Assembly
18 ..... Pressure Fluid Tanks (not shown)
19 ..... Knee Mechanism Housing
20 ..... Lower Forward Scanner Assembly
21 ..... Armored Fuel Tank
22 ..... SMS Heat Sink
23 ..... Short Range Ground Scanner
24 .... Booster Pumps, Heat Sink (not shown)
25 ..... Vibroblade
26 ..... Forearm Shock Absorbers
27 ..... Elbow Mechanism Housing
28 ..... Lower Arm Rotation Assembly
29 ..... Shoulder Pod Support Frame
30 ..... Shoulder Rotation Assembly

Wiring and Internal Systems have been removed for clarity.



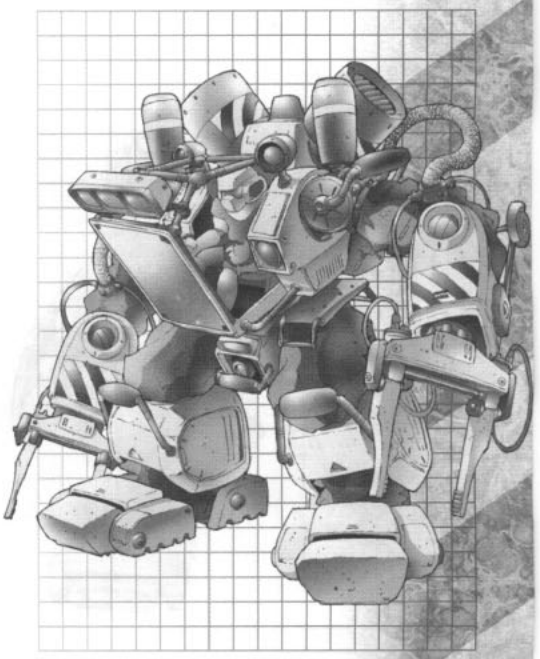
Chapter 3: Badlands

GROUNDHOG

The *Groundhog* is an all-purpose work Gear chassis designed by one of Northco's subsidiaries, Elementech. It is a basic walker frame used to enhance a worker's lifting capacity and performance on heavy duty jobs such as construction and ammunition handling. It has a *Hardhat*-derived core to which various limbs and tools can be attached, as required by the variant being produced (twelve different arms are available, froma pneumatic jackhammer to a heavy plasma cutter). Because it is reliable, inexpensive and modular, the *Groundhog* has become a long-lasting standard. The *Groundhog*'s simplicity and ease of repair inspired the Northco engineers while they worked on the BOT Project, which would later lead to the *Hunter*.

The *Groundhog* is a very common work machine. It can be found on most construction sites, and almost all Terranovan factories have a few to load and unload material. The parts are inexpensive, easy to find and easy to replace, which helps extend the machine's service life. Second-hand *Groundhogs* are available everywhere, making this Gear so affordable that no self-respecting business would be without one. It is often said that the first *Groundhog* you buy will be the last.

With the epidemic of raids and attacks on small towns and isolated farms that raged between TN 1470 and TN 1540, it became increasingly necessary for the isolated communities and towns to arm their *Groundhogs* with makeshift weapons and to protect the pilot with welded plates of metal on the chassis. Although slow and ponderous, these walkers proved to be quite efficient and helped establish the viability of the infantry walker vehicle concept. Numerous homesteads still have such makeshift combat machines, handed down from generation to generation.



Silcore Stat Block

Size: 5 (Tall, 4.2 m), Width: 2.8 meters, Standard operational weight: 6764 kg, Cost: 12,600 marks/dinars
*Defensive Threat Value (DTV); Movement: Walk 3/5 (31 kph), Maneuver: -2, Armor: 8/16/24
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 450 km, Reaction Mass: n/a
Perks and Flaws: Accessory: Searchlight (50m, FF); Arms: 2 x Tool Arms (Rating 6, can punch); Communications (-3/10 km); Feature: Easy to Modify (All), High Towing Capacity (Double); Hostile Environment Protection (Desert); Sensors (-3/1 km); Negative Feature: Large Sensor Profile (Rating 2); Weakness: Exposed Crew; Exposed Movement
*Offensive Threat Value (OTV)

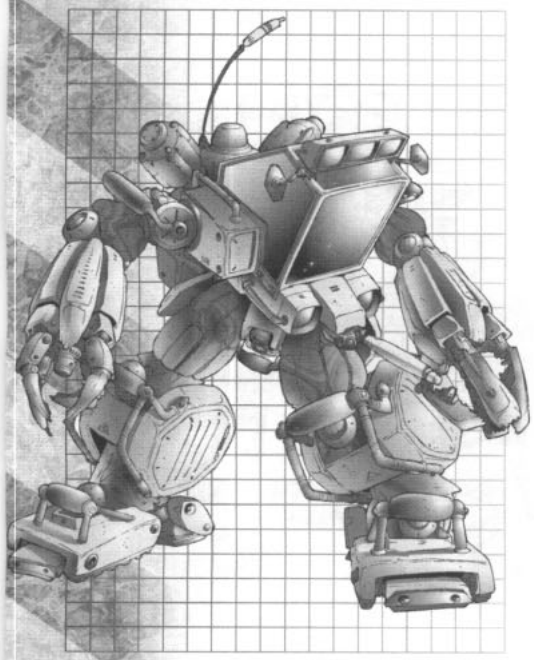
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.2 m), Hit Points: 38, Occupancy: 1 operator, no cargo, Armor Hardness: 8, Defense: 0, Strength: 40 (+15)
Speed: Land 47 kph, Tactical Speed: Land 77 m, Initiative: -3, Maneuver: -3
Special Abilities: GPS, Headlights, Low Rez Radar (1 km), Radio
Exotic Abilities: None
Mecha Defects: Open, Very Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

PRAIRIE DOG



This ancestor of the modern Heavy Gear is designed for prospecting. Like many Terranovan walker designs, the *Prairie Dog*'s frame is based in part on the *Hardhat* modular vehicle system that was used by the early colonists. The *Prairie Dog* is slightly nimbler and faster than the *Groundhog*, another common commercial model, but not quite as strong. It also has a greater deployment range, a necessary feature considering it must move from one potential mining site to another, and is equipped with a superior sensor array to detect large dense masses and to analyze mineral compositions.

The *Prairie Dog* is semi-modular, which means that its regular pincer-tipped arms can be exchanged for whatever other tools are required by a relatively simple operation that only takes a one or two hours to perform. Common tools include specialized lift pads for heavy crates, power cutters for logging operations and trenchers for digging.

The standard machine is used for prospecting, but there are many other variants used for light construction, forestry work and heavy machinery repair. The military also uses a light engineering type equipped with a small crane and the other tools required for demolition and construction tasks. Parts are not as easy to replace as those of the *Groundhog*, and this, combined with the *Prairie Dog*'s greater complexity, reduces its service life compared to its predecessor.

For the past two hundred cycles, Badlands rovers have been modifying *Prairie Dogs* for combat. The tools are replaced by stolen heavy anti-personnel weaponry, and some thick metal plates are welded and/or bolted on top of the frame. The additional weight makes for a slow and clumsy, but sturdy weapon platform and offers a reasonable amount of protection.

Silcore Stat Block

Size: 5 (Tall, 4.3 m), Width: 2.5 meters, Standard operational weight: 4306 kg, Cost: 27,600 marks/dinars
*Defensive Threat Value (DTV); Movement: Walk 3/6 (35 kph), Maneuver: -1, Armor: 8/16/24
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 620 km, Reaction Mass: n/a
Perks and Flaws: Accessory: Searchlight (100m, FF); Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (-1/10 km); Feature: Laboratory (Geological, Rating 1); Hostile Environment Protection (Desert); Sensors (-1/2 km); Negative Feature: Large Sensor Profile (Rating 2); Weakness: Exposed Crew
*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.2 m), Hit Points: 38, Occupancy: 1 operator, no cargo, Armor Hardness: 8, Defense: 0, Strength: 35 (+12)
Speed: Land 53 kph, Tactical Speed: Land 88 m, Initiative: -2, Maneuver: -2
Special Abilities: GPS, Headlights, Low Rez Radar (1 km), Radio
Exotic Abilities: None
Mecha Defects: Window, Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)
Weapons:

Name	Dam.	ROF	RI	Ammo Qualities	Restrictions
None as Standard					

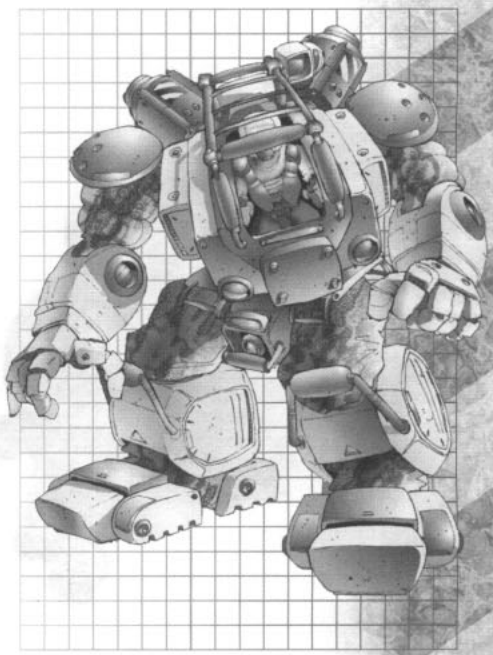
VALENCE

The Valence is an all-purpose Work Gear chassis designed by Paxton both for its internal use and for foreign sales. It is quite similar in layout and function to other commercial Work Gear designs such as the Ground Hog or Prairie Dog. Like them, it features semi-modular arms to which a wide variety of tools can be attached.

The pilot/operator sits in an open cockpit protected by thick rollbars. Padding is often added to the rollbars to reduce damage from minor collisions and scrapes that occur during routine work. The Valence carry just enough sensor equipment to supply its neural net with basic environmental information; the pilot must rely on his own eyes and judgment for the rest. For the same economic reasons, the Valence is not equipped with a fire control computer, though it is possible to jury-rig basic circuitry to handle minor anti-personnel weapons.

The basic frame of the machine is quite sturdy but completely unarmored. A new model, the Valence-II, offers and enclosed cockpit with air conditioning. The powerful V-engine, located in the backpack, is manufactured exclusively for the Valence.

The backpack assembly features an improved transmission and main pump assembly, cooled by an extra radiator, to provide high pressure levels to the various actuators. Parts are readily available at all Paxton retail outlets.



Silcore Stat Block

Size: 5 (Tall, 4.4 m), Width: 3.1 meters, Standard operational weight: 6235 kg, Cost: 15,480 marks/dinars
*Defensive Threat Value (DTV); Movement: Walk 3/5 (31 kph), Maneuver: -2, Armor: 8/16/24
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 450 km, Reaction Mass: n/a
Perks and Flaws: Accessory: Searchlight (50m, FF); Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (-3/10 km); Feature: High Toing Capacity (Double); Hostile Environment Protection (Desert); Sensors (-3/1 km); Negative Feature: Large Sensor profile (Rating 2); Weakness: Exposed Crew, Exposed Movement
*Offensive Threat Value (OTV)

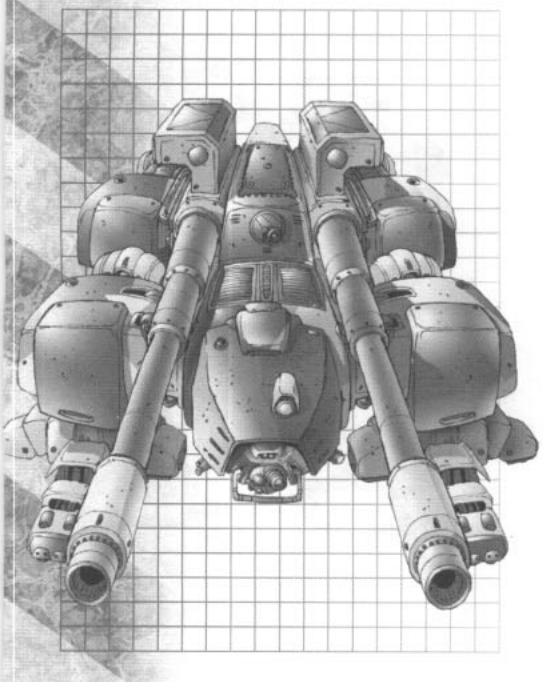
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.4 m), Hit Points: 38, Occupancy: 1 operator, no cargo, Armor Hardness: 8, Defense: 0, Strength: 40 (+15)
Speed: Land 50 kph, Tactical Speed: Land 83 m, Initiative: -1, Maneuver: -1
Special Abilities: GPS, Headlights, Low Rez Radar (1 km), Radio
Exotic Abilities: None
Mecha Defects: Open, Weak Point, Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)
Weapons:

Name	Dam.	ROF	RI	Ammo Qualities	Restrictions
None as Standard					

PAW-12 RED BULL



Many artillery units have poor off-road maneuverability because of their weight, limiting a commander's options when placing his artillery support on the field. The Red Bull strider is designed to put gun batteries into hard-to-reach spots, regardless of the location chosen.

The Red Bull earned the first part of its nickname because of the red ceramite plating chosen for the dorsal armor panels. Two artillery cannons jut out of its massive back like twin, grotesque horns. Each gun is automatically fed by a 12-cassette magazine, each cassette containing six shells and the liquid propellant required to fire them.

The Red Bull has a classic four-legged design: close to the ground, chosen for stability. The large clawed feet enable the vehicle to handle the trickiest of ground, and their great surface area limits the ground pressure to acceptable levels. The strider's limited speed is a major problem, especially when trying to move to avoid counter-battery fire, but intelligent officers will deploy it only in extremely broken terrain where there is ample cover.

The operating and maintenance costs of a Red Bull tend to be quite high, which limits its use to a few specialized artillery units. Its limited mobility and the complexity of its on-board system make its deployment useful in a very narrow range of missions. Still, the Red Bull had its moments of glory.

During the War, the self-christened Mad Bulls were instrumental in preventing the CEF advance toward UMF territory. Waging an artillery guerilla war from the heights of the Westridge range, the Mad Bulls helped stall the advance of the invading forces for nearly two seasons before being forced to disengage due to a lack of supplies.

Silcore Stat Block

Size: 12 (Tall, 6.6 m), Length: 12.4 meters, Standard operational weight: 47,500 kg, Cost: 273,375 marks/dinars								
*Defensive Threat Value (DTV); Movement: Walk 3/5 (31 kph), Maneuver: -4, Armor: 40/80/120								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Computer 2 (Dumb, Level 2); Deployment Range: 250 km, Reaction Mass: n/a								
Perks and Flaws: Armor Quality: Heat Resistant (Rating 5); Communications (0/15 km); Feature: Off-Road Ability; Hostile Environment Protection (Desert); Reinforced System: Backups; Sensors (+1/5 km); Negative Feature: Difficult to Modify (All), Large Sensor Profile (Rating 3), Sensor dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Light Artillery Gun	FF	-2	x12	25	0	Area Effect: 0, Indirect Fire, Min. range: 10	30

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 12.4 m), Hit Points: 80, Occupancy: 2 operator, no cargo, Armor Hardness: 30, Defense: 0, Strength: n,a						
Speed: Land 47 kph, Tactical Speed: Land 78 m, Initiative: -4, Maneuver: -4						
Special Abilities: Chobham Armor, GPS, NBC Filter, High Rez Radar (5 km), Tactical Radio (Secure), Infrared (3km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Poor Visibility						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Light Artillery Gun*	4d10	SS	750m	10	4x Blast, Indirect	Arc of Fire (Fr), Less Ammo
Light Artillery Gun*	4d10	SS	750m	10	4x Blast, Indirect	Arc of Fire (Fr), Less Ammo
NOTE: *Blast Weapon						

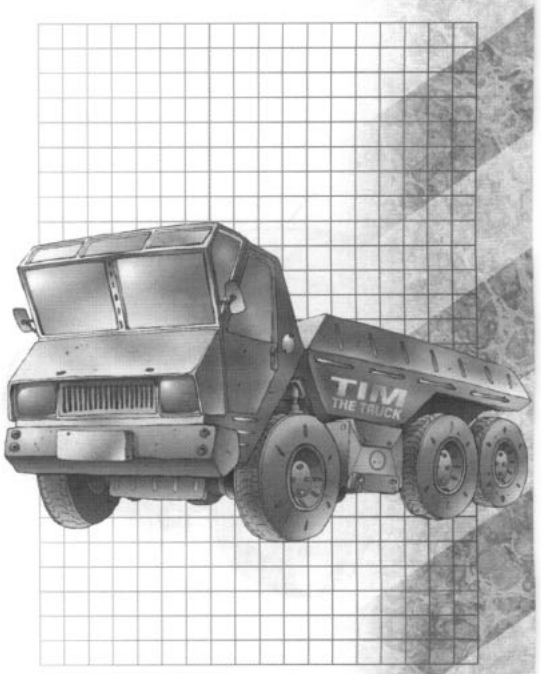
FIVE-TON

Supply trucks like the Five-Ton or the Camel have been around since the invention of the motorized army. They are used for just about anything: troop transport, fuel tanker, ammunition carrier, etc. Whenever there is a road (or at least a relatively flat surface), the Five-Ton can deliver its cargo without problems. The truck can also venture onto more treacherous grounds if needed, but will have to be extremely careful not to get stuck. The Five-Ton is intended for road transport and does not have a true off-road capacity.

The Five-Ton uses the classic six-wheeled layout, with the cargo bay at the back and the driver and passengers in the cabin. A sturdy gas turbine is linked to a computer-controlled transmission for increased reliability and power at reduced fuel consumption. The cargo area is usually covered with a light heat-formed polymer cover to protect against the elements, but the cover can be removed easily if a tall charge needs to be carried. Some units have replaced their factory-provided polymer covers with more manageable cloth or tarp covers.

The driver sits in a roomy forward cabin. There are two additional seats for passengers, although there have been instances of more than two people crowding in them. The cabin is not armored, though it is made of tough steel plating that may be sufficient to stop small caliber weapons and low velocity shrapnel. The windows are slightly polarized to protect against glare and targeting laser devices.

Five-Tons are mostly seen in rear areas, ferrying troops and supplies from one post to the next. Trucks of similar design are sometimes used by security and police forces in the city-states. This truck is also very similar to several civilian designs, although the military model is somewhat sturdier.



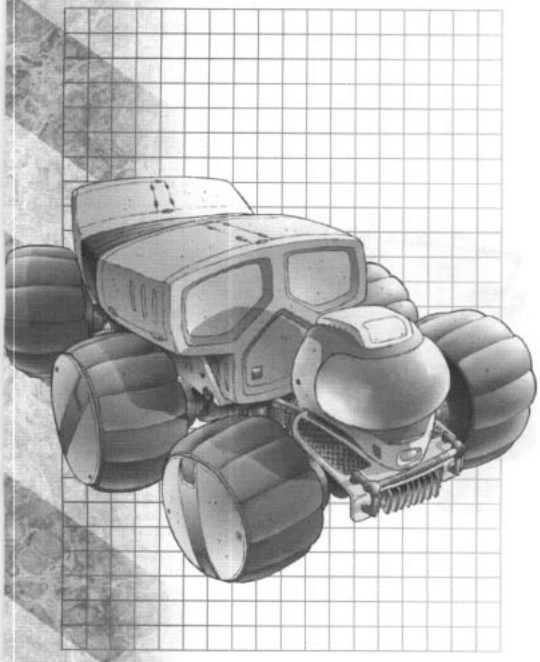
Silcore Stat Block

Size: 5 (Tall, 2.8 m), Length: 4.7 meters (5.2 w/sensors), Standard operational weight: 3100 kg, Cost: 8,400 marks/dinars								
*Defensive Threat Value (DTV); Movement: Ground 6/12 (70 kph), Maneuver: -3, Armor: 6/12/18								
*Miscellaneous Threat Value (MTV); Crew: Living 1/Passengers 2, Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Communications (-2/10 km); Feature: High Towing Capacity (Double); Feature: Cargo Bay (30 m3); Hostile Environment Protection (Desert); Movement Flaw: Poor Off-Road Ability; Negative Feature: Large Sensor Profile (Rating 1)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standad								

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 5.3 m), Hit Points: 3, Occupancy: 1 operator, 2 passengers, 5 tons cargo, Armor Hardness: 6, Defense: 0						
Strength: n/a, Speed: Land 105 kph (MP: 42), Tactical Speed: Land 175 m, Initiative: -5 (MP: -15), Maneuver: -5 (MP: -15)						
Total Money Cost:†24,642 marks/dinars						
Special Abilities: Tactical Radio (Secure), GPS						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (4 hours at combat speed, Road Vehicle						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

LONGRUNNER



A standard of Badlands caravans, the massive *Longrunner* truck is famous for its reliability. The vehicle is powered by a diesel engine coupled to an efficient generator and a battery array. Each of the six massive wheels has its own electric drive motor and transmission, and the vehicle can often survive the destruction of up to two wheels without any loss of speed. A back-up foldable solar array can completely recharge the engine in about twelve hours. This makes the *Longrunner* inexpensive to operate and ideal for many caravan traders who often use them as home and transport. The truck's large size and high ground clearance allow it to cover the rough terrain with relative ease, and also provide protection against natural and man-made dangers.

Neil Motor Works offers many modified versions of the standard *Longrunner* equipped with such options as luxury passenger accommodations, satellite uplink and back-up sensors. The *Longrunner* is usually unarmed, but an optional cabin with a semi-stabilized light machinegun mount is available by special order.

The *Longrunner* was one of the first vehicles to be produced by Neil Motor Works. It is still one of the firm's best sellers, an unmistakable sign of the truck's sound design. *Longrunners* are often part of caravans crossing the Badlands. Usually, traders will secure the solar sheet on top of the cargo bay to power their appliances without affecting their deployment range.

Silcore Stat Block

Size: 9 (Tall, 8.3 m), Length: 15.0 meters, Standard operational weight: 6230 kg, Cost: 20,764 marks/dinars
*Defensive Threat Value (DTV); Movement: Ground 9/18 (106 kph), Maneuver: -3, Armor: 11/22/22
*Miscellaneous Threat Value (MTV); Crew: Living 1/Passengers 8, Deployment Range: 850 km, Reaction Mass: n/a
Perks and Flaws: Accessory: Searchlight (150m, FF); Communications (-1/15 km); Feature: Cargo Bay (200 m3), Easy to Modify (All), Improved Off-Road, Hostile Environment Protection (Desert); Reinforced System: Movement; Sensors (-1/2 km); Negative Feature: Large Sensor Profile (Rating 3); Weakness: Exposed Movement
*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 15.0 m), Hit Points: 41, Occupancy: 1 operator, 8 passengers, 200 cubic meters cargo, Armor Hardness: 11, Defense: 0
Strength: n/a, Speed: Land 160 kph, Tactical Speed: Land 255 m, Initiative: -3, Maneuver: -3
Special Abilities: Headlights, Tactical Radio (Secure), GPS, Rooms, Radar (2 km), Infrared (1 km)
Exotic Abilities: None
Mecha Defects: Noisy, Reduced Endurance (10 hours at combat speed)
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
None as Standard							

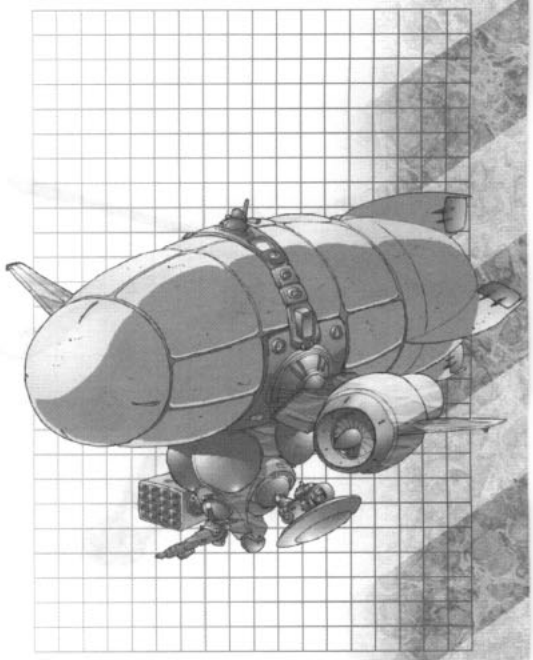
BADLANDS FLOATER

TFloaters are small, lighter-than-air craft used by Badlands communities as surveillance and defense vehicles. Although quite fragile, they are inexpensive and readily available, with hundreds of known variants and designs.

Floaters tend to be remarkably stealthy for vehicles of such girth and technical simplicity: the gas bag is constructed of spun polymer fibers that do not significantly reflect radar waves, and the single gas turbine is buried within the gondola, thereby muffling it's noise and heat emissions. The engine supplies power to two steerable fan units via a pair of drive shafts, a simple, yet elegant, design.

Although not built for combat, Floaters are generally equipped with a single forward-mounted minigun for close-range defense. Two external hardpoints on wing-like mounts are also available on many models. The most common load carried is an ECM pod on one side and a rocket pod containing 32 rockets on the other. Attachment rings underneath the gondola allow additional cargo to be carried as a slung load.

Floaters are a common sight in the Badlands, for they are inexpensive to field and maintain. Carefully avoiding storm fronts, Floaters ply the trade routes, bringing exotic items to the most remote farmlands. A specific sub-culture has evolved amongst the so-called "floater community," where entire families can live and work aboard their craft.



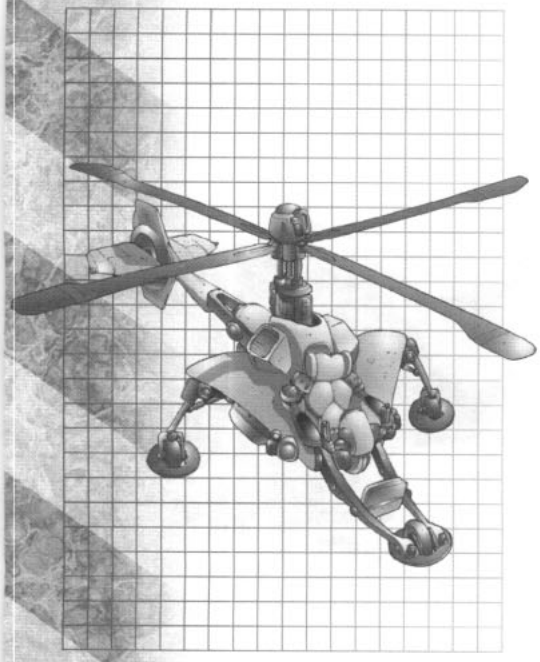
Silcore Stat Block

Size: 7 Width: 25.3 meters, Length: 29.1 meters, Standard operational weight: 8000 kg, Cost: 150,500 marks/dinars								
*Defensive Threat Value (DTV); Movement: Flight 1/2 (60 kph) Stall 0 (0 kph) Ground 0/0 (0 kph), Maneuver: -2, Armor: 7/14/21								
*Miscellaneous Threat Value (MTV); Crew: Living 2/Passengers 4, Deployment Range: 200 km, Reaction Mass: n/a								
Perks and Flaws: Feature: Lighter than Air; Communications (0/5 km), Airborne, Satellite Uplink; Hostile Environment Protection (Desert); Informaton Warfare Device: ECM (Rating2); Stealth (Rating 2); Reinforced System: Crew; Sensors (+1/1.5 km), Airborne Sensors, Geological Sensors; Movement Flaw: Cannot Glide, Maximum Ceiling (Rating 8); Weakness: Exposed Auxiliaries, Exposed Movement, Fragile Chassis								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Machinegun	F	-1	x3	1	+4	Anti-Infantry	1200
1	Light Rocket Pod/32	F	-2	x12	1	+4	Indirect Fire	18

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 29.1 m), Hit Points: 37, Occupancy: 2 operators, no cargo, Armor Hardness: 7, Defense: 0, Strength: n/a						
Speed: Flight 60 kph (4 km ceiling), Tactical Speed: Flight 100 m, Initiative: -3, Maneuver: -3						
Special Abilities: Reflective Coating, ECM (Comm +2, Radar +2), GPS, Radar (1.5 km), Long Range Radio (Secure), Tactical Radio (Secure), Hi-Rez Radar, Infrared (1 km), Rooms						
Exotic Abilities: None						
Mecha Defects: Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Weak Point, Stall Speed (0 kph or 0 m/turn)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
52mm Rocket Pack**	7d8	A	40m	32	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Light Machineguns*	2d12	A	40m	1200	Automatic, 24x Extra Ammo	Arc of Fire (Fr)
NOTE: *Ballistic Weapon; **Blast Weapons						

FLEA



The *Flea* is a sterling example of Terranovan ingenuity. On the surface, it is a light, one-man VTOL designed for patrol duty and short distance transport. What makes it special is that it is designed around components that are widely available, many of them copied or taken off Heavy Gears.

The helicopter is powered by a standard V-engine mounted just aft of the pilot's seat. Each of the two drive shafts is connected to a separate gear box, one transmitting power to the main rotor, the other to the tail rotor. The V-engine used is the same type as that found on Heavy Gears and is thus easily replaced in case of damage. As an unexpected side bonus, its high power output also allows the *Flea* to lift extremely heavy loads for its size. Other Gear parts have been adapted as well, notably the pilot's seat and part of the sensor equipment. Both have been extensively downgraded to save on weight and maintenance.

The aircraft rests on three sturdy, steel alloy legs equipped with both wheels and landing pads. The landing pads and the helicopter's reduced weight allow the pilot to land on thin dust or other unstable ground.

Fleas and other similarly designed craft are found throughout the Badlands and the polar regions. Some are used as light recon vehicles or as police or civil service utility craft, but most are privately owned by ranchers and inhabitants of remote regions. Many villages own at least one of these to use as a recon or courier vehicle for the community.

Silcore Stat Block

Size: 3 Width: 2.1 meters, Length: 5.4 meters, Standard operational weight: 900 kg, Cost: 38,667 marks/dinars
*Defensive Threat Value (DTV); Movement: Flight 3/5 (150 kph) Stall 0 (0 kph) Ground 0/0 (0 kph), Maneuver: -1, Armor: 4/8/12
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 200 km, Reaction Mass: n/a
Perks and Flaws: Accessories: Airlift Winch (Rating 4); Communications (-2/1 km); Feature: High Towing Capacity (Double); Hostile Environment Protection (Desert); Reinforced System: Crew; Sensors (-2/0.2 km), Airborne Sensors; Movement Flaw: Cannot Glide, Maximum Ceiling (Rating 6); Weakness: Exposed Crew
*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Lare (Long, 5.4 m), Hit Points: 34, Occupancy: 1 operator, no cargo, Armor Hardness: 4, Defense: 0, Strength: n/a
Speed: Flight 150 kph (6 km ceiling), Tactical Speed: Flight 250 m, Initiative: -2, Maneuver: -2
Special Abilities: Accessory (Airlift Winch), GPS, Tactical Radio, Low-Rez Radar (0.2 km)
Exotic Abilities: None
Mecha Defects: Reduced Endurance (8 hours at combat speed), Start Up Time (1 minute), Stall Speed (0 kph or 0 m/turn)
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

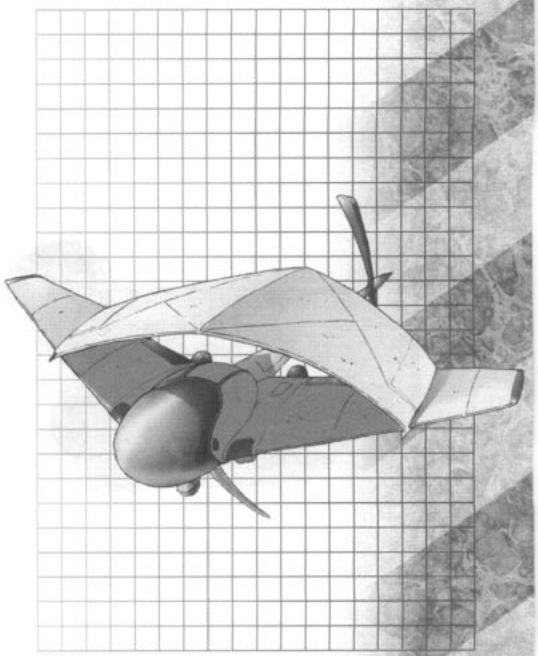
FLITTER

A Flitter is a small one-man flyer designed for short distance travel. It is most commonly used by farmers visiting distant pieces of equipment (such as water condensors) or checking out the progress of their crop from the sky. Teenagers also occasionally use it as a pleasure craft.

A Flitter's structure is made of lightweight aluminum alloy tubes welded together to form the basic frame. The large canopy is a transparent polymer bubble. A rugged powerplant, either a V-engine or an electric motor, is bolted on right behind the pilot's seat and drives a two-bladed composite propeller. A folding ventral fin is linked to the pilot-activated retractable landing gear. Most of the structure is covered with a polymer weave for a better aerodynamic profile. The weave is easy to patch with strips of material and a special glue, which makes field repairs to the skin of the vehicle a breeze.

The rest of the mechanical and electronic components of the aircraft are equally rugged and simple to understand. Many other ultralights also exist, some of them two-seaters, but all have a similar performance profile and are referred to as Flitters.

Flitters are found throughout the Badlands. They are less common in the polar societies, since they have access to better organized transport networks, but many are flown there too.



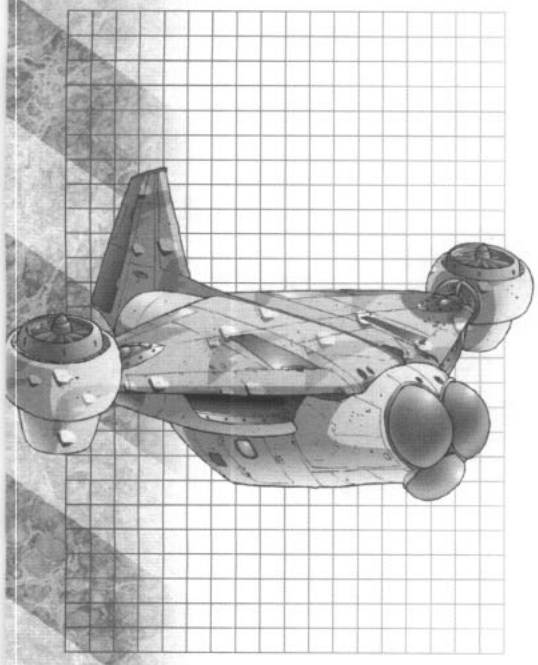
Silcore Stat Block

Size: 2 Width: 7.0 meters, Length: 2.5 meters, Standard operational weight: 250 kg, Cost: 3,500 marks/dinars								
*Defensive Threat Value (DTV): Movement: Flight 1/2 (65 kph) Stall 0 (12 kph) Ground (Derived)3/5 (30 kph), Maneuver: -2, Armor: 2/4/8								
*Miscellaneous Threat Value (MTV): Crew: Living 1, Deployment Range: 100 km, Reaction Mass: n/a								
Perks and Flaws: Communications (-3/2 km), Airborne; Feature: Easy to Modify (All), Glider; Hostile Environment Protection (Desert); Sensors (-3/1 km), Airborne Sensors; Weakness: Exposed Crew, fragile Chassis								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Large (Wide, 7.0 m), Hit Points: 32, Occupancy: 1 operator, no cargo, Armor Hardness: 2, Defense: 0, Strength: n/a						
Speed: Flight 65 kph (6 km ceiling), Tactical Speed: Flight 110 m, Initiative: -3, Maneuver: -3						
Special Abilities: Accessory (Airlift Winch), GPS, Tactical Radio, Radar						
Exotic Abilities: None						
Mecha Defects: Reduced Endurance (4 hours at combat speed), Start Up Time (1 minute), Wind Powered, Stall Speed (12 kph or 20 m/turn)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

GRASSHOPPER



The *Grasshopper* jetcopter is a workhorse aircraft used by many communities and companies in the Badlands. The original aircraft had full VTOL capacity with its twin tilt-rotor design and was equipped with two jet turbines placed in the roots of the wings for faster horizontal speed, hence the name "jetcopter." In the newest model, the *Grasshopper II*, the fragile rotors are replaced by standard hopper-style turbofan units, but the vehicle retains the same overall abilities as the first *Grasshopper*.

The large bubble canopy over the *Grasshopper*'s cockpit gives the pilot excellent visibility. Its resemblance to huge insect eyes has often led flight crews to nickname their craft "Bugeye" or "BEM" (Bug-Eyed Monster). A few private individuals have even gone as far as giving the vehicle a paint scheme that accentuates this impression.

The deep fuselage houses a roomy cargo space that is configured according to the craft's version. The standard model has been designed as a light cargo hauler and features internal racks to stow freight such as tools, personal supplies, ammunition or food packs. In other, more specialized variants, the storage racks are replaced by stretchers and med-scanners, advanced sensors or passenger seats.

Many *Grasshoppers* serve as transport aircraft between Oasis towers in the Western Desert and the Karaq Wastes. They are also extensively used as search and rescue vehicles (variant II-S) and mobile hospitals (II-H). The latter version is particularly useful to farming communities that are far from established health centers — in a medical emergency, a *Grasshopper* can often be deployed within minutes.

Silcore Stat Block

Size: 7 Width: 19.0 meters, Length: 10.5 meters, Standard operational weight: 9100 kg, Cost: 323,429 marks/dinars
*Defensive Threat Value (DTV); Movement: Flight 6/12 (150 kph) Stall 0 (0 kph) Ground 0/0 (0 kph), Maneuver: -2, Armor: 9/18/27
*Miscellaneous Threat Value (MTV); Crew: Living 2, Deployment Range: 720 km, Reaction Mass: n/a
Perks and Flaws: Accessories: Autopilot; Feature: Cargo Bay (12 m3); Communications (-2/2 km), Airborne; Hostile Environment Protection (Desert); Sensors (-1/0.3 km), Airborne Sensors; Negative Feature: Large Sensor Profile (Rating 1); Movement Flaw: Cannot Glide, Maximum Ceiling (Rating 4)
*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Lare (Long, 10.5 m), Hit Points: 39, Occupancy: 2 operators, no cargo, Armor Hardness: 9, Defense: 0, Strength: n/a
Speed: Flight 225 kph (8 km ceiling), Tactical Speed: Flight 375 m, Initiative: -3, Maneuver: -3
Special Abilities: Accessory (Airlift Winch), GPS, Tactical Radio (Secure), Radar (0.3 km)
Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)
Mecha Defects: Noisy, Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute)
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

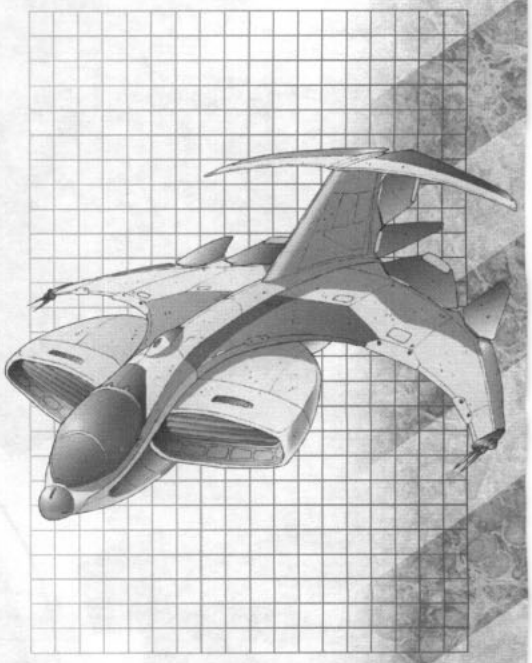
Sand Cobra

WIGE (Wing In Ground Effect) technology has been used in many vehicles before, including the infamous hovertanks of the CEF during the War of the Alliance. Vehicles using this technology ride on a cushion of air created under the vehicle through a combination of vectored thrust and ground effect hull geometry.

The *Sand Cobra* is one such craft, designed for high speed transport and patrol over the dune seas of the Barrington Basin. It literally "flies" on a cushion of air created under its wing by the two turbofan units placed on either side of its nose. The engines direct their blast downward and aft, right under the wings. Large flaps and control surfaces help direct the resulting thrust. When sufficient speed is reached, the craft can fly up to an altitude of 500 meters.

A comfortable, if a bit cramped, cockpit is placed in the nose of the craft. It houses four sturdy seats in a two-by-two arrangement, with the pilot in the front left seat (but duplicate controls allow the co-pilot to take over control of the craft). The entire one-piece canopy lifts up to allow easy entry and exit.

Most of the *Sand Cobra*'s belong to wealthy businessmen who use them for high-speed, stylish travel. The military variant, equipped with extra sensors and light anti-armor missiles mounted above the fuselage, is fielded by many of the largest Badlands settlements.

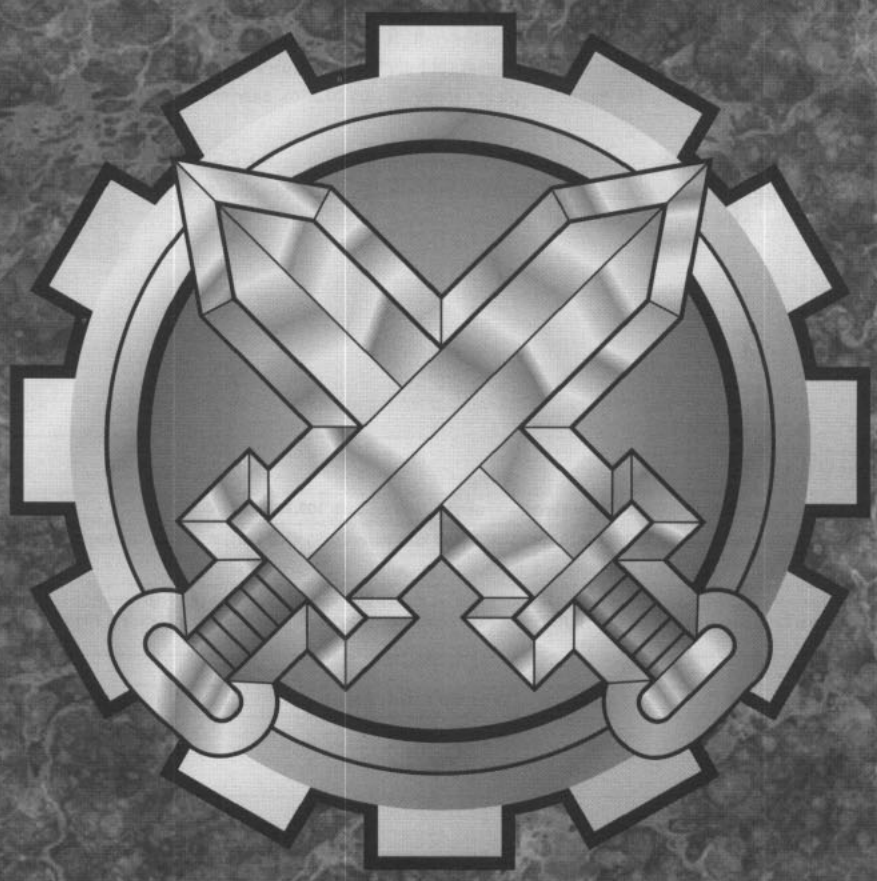


Silcore Stat Block

Size: 7 Width: 14.5 meters, Length: 12.1 meters, Standard operational weight: 7800 kg, Cost: 309,714 marks/dinars								
*Defensive Threat Value (DTV); Movement: Flight 7/14 (420 kph) Stall 5 (150 kph) Hover 25/50 (300 kph), Maneuver: -2, Armor: 8/16/24								
*Miscellaneous Threat Value (MTV); Crew: Living 2/Passengers 2, Deployment Range: 900 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Autopilot; Communications (-1/2 km), Airborne; Hostile Environment Protection (Desert); Sensors (-1/0.3 km), Airborne Sensors; Negative Feature: Large Sensor Profile (Rating 1); Movement Flaw: Cannot Glide, Decreased Maneuverability (Rating 1, Flight), Maximum Ceiling (Rating 11)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 12.1 m), Hit Points: 38, Occupancy: 2 operators, no cargo, Armor Hardness: 8, Defense: 0, Strength: n/a							
Speed: Flight 630 kph (1 km ceiling), Tactical Speed: Land 1045 m, Initiative: -3, Maneuver: -3							
Special Abilities: GPS, Radar (4 km), Tactical Radio (Secure), Radar (0.3 km)							
Exotic Abilities: None							
Mecha Defects: Noisy, Reduced Endurance (18 hours), Start Up Time (1 minute)							
Weapons:							
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
None as Standard							



Chapter 4: Duelist

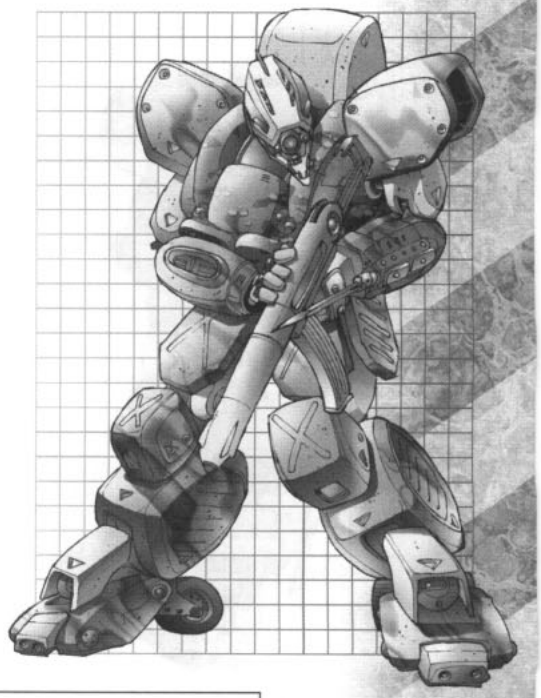
"FAST CAT II" — CORNICE DAFNAE'S CHEETAH

The Cheetah once used by Cornice Dafnae is among the oldest of the scout Gears in the 39th and has seen more than its fair share of action. Over the 75 cycles that it has been in service, "Fast Cat" has been piloted by some of the best though border conflicts, rover wars and the War of the Alliance. The Gear posses an NNet with the capability to evolve and has picked up a few "habits" from its top pilots. From famed scout pilot Lieutenant Hanna Stone — who died in its cockpit during the War of the Alliance — Fast Cat has learned to always "blow out" the smoking barrel of its autocannon by bringing it up to the sensor pod.

The Gear's ability to learn new habits means that all its pilots must be extremely careful not to instill any bad habits. All those chosen to pilot Fast Cat must first convince the regimental technicians that they are disciplined enough not to teach the Gear anything that will prove dangerous on the battlefield.

After the War, both as a tribute to Hanna Stone's sacrifice in repelling a CEF assault and to ensure that only the best pilots would influence the NNet, Fast Cat was made the regiment's honor Gear and assigned to the Duelist. In the cycles since the War, four Duelists have piloted Fast Cat. These pilots have all been very successful, impressing their regiment with their skill on the battlefield and guiding Fast Cat to victory time after time. Cornice Dafnae has added to this tradition, successfully defending her regiment against accusations of cowardice on two separate occasions. In the last of these battles (in TN 1932), the Fire Jaguar it was fighting against seriously damaged Fast Cat and much of the leg assembly of the Gear had to be replaced.

When Dafnae retired from the Guard, she gave up her rights to pilot Fast Cat. Her mentor, Katryne Sanz, managed to obtain a new Cheetah, dubbed "Fast Cat II," for Dafnae's use in the Khayr ad-Din Army, but its NNet lacks the original's personality.



Silcore Stat block

Size: 6 (Tall, 4.1 m), Width: 3.3 meters, Standard operational weight: 5, 230 kg, Cost: 476,830 marks								
*Defensive Threat Value (DTV); Movement: Walk 6/11 (90 kph) Ground 8/15 (66 kph), Maneuver: +2, Armor: 10/20/30								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 600 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 6, can punch); Armor Quality: Location (Crew, Rating 1); Communications (+1/25 km); Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 2); Sensors (+2/5 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	0	x8	2	+2	Hand-Held, Sniper	30
2	Hand Grenade	F	-1	x15	0	0	Anti-Infantry, HEAT	-
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 40, Occupancy: 1 operator, no cargo, Armor Hardness: 10, Defense: 0. Strength: 35 (+12)						
Speed: Land 135 kph, Tactical Speed: Land 225 m, Initiative: +1, Maneuver: +2						
Special Abilities: ECM (Comm +3, Radar +3), GPS, NBC Filter, High Rez Radar (4 km), Tactical Radio, Infrared (3km), Infrared (3km),						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (6.6 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
20mm Autocannon*	4d12	A	80m	30	Automatic, Extra Ammo	Arc of Fire (Fr)
Hand Grenades**	8d10	SS	12m	2	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

DUNKAN POLSON'S STRIKE CHEETAH

The Strike Cheetah piloted by Dunkan Polson has seen a lot of action. A machine used during the many paratrooper raids on Colonial positions at the end of the War of the Alliance, there are few parts in the machine that have not been damaged and rebuilt. The regiment's technicians take great pride in the history of the machine and the fact that it still serves the regiment with distinction. Pilots from the Busybees consider the machine theirs and sometimes grumble that it shouldn't be used to represent the whole regiment. Most of these comments are in jest, but a few passionate rivalries have been felt between the various companies. The Strike was assigned to Polson when he became Duelist in an attempt to lessen these tensions. A member of the Busybees, his piloting of the machine has satisfied his company-mates, while his role of Duelist involves representing the whole regiment. Dunkan keeps the Gear maintained by the techs of B Company, however, and inter-company tension remains a serious concern for the regimental commanders.

In late TN 1932 the rivalries between the Busybees and the other companies in the 18th HG regiment nearly exploded when the Strike Cheetah was stolen from the regimental vehicle pool. The Busybees quickly accused members of the other companies and several fights broke out among the troops. The Gear, however, was found to have been stolen by a Busybees' pilot. Distraught over the death of his family in a rover raid on their farm on the border of the Badlands, the pilot had gotten drunk and then convinced technicians that he was to take the Gear out into the field. Surrounded by military police, the distraught pilot was confronted with the fact that he had very possibly ruined his military career and seemed ready to do something drastic. Dunkan Polson was a squadron-mate of the pilot and it was he who talked him out of it, gaining the respect of the whole regiment. Many of the 18th's pilots still point to that incident as an example of Polson's understanding of the role of a Duelist.

Silcore Stat block

Size: 6 (Tall, 4.1 m), Width: 3.3 meters, Standard operational weight: 5, 950 kg, Cost: 510,830 marks								
*Defensive Threat Value (DTV); Movement: Walk 6/11 (92.6 kph) Ground 8/15 (65 kph), Maneuver: +2, Armor: 14/28/42								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 600 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 6, can punch); Armor Quality: Location (Crew, Rating 1); Communications (+1/25 km); Feature: Airdrppable; Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 2); Reinforced System: Backups; Sensors (+2/5 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Deployable Pack Gun	F	-1	x8	2	+2	Hand-Held	30
1	Rapid Fire Bazooka	F	0	x14	0	+2	Hand-Held, HEAT	60
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Mellee	-

OGL Stat Block

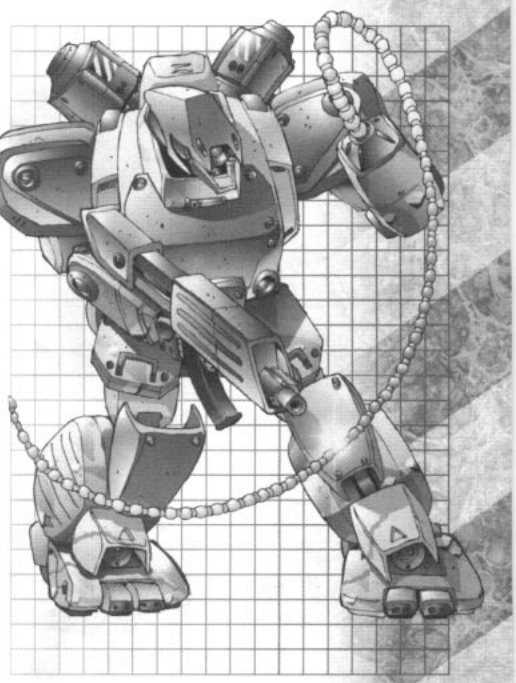
Type: Giant Robot, Size: Large (Tall, 4.1 m), Hit Points: 44, Occupancy: 1 operator, no cargo, Armor Hardness: 14, Defense: 0, Strength: 35 (+12)						
Speed: Land 126 kph, Tactical Speed: Land 225 m, Initiative: +1, Maneuver: +2						
Special Abilities: ECM (Comm +3, Radar +3), Laser Designator (RI: 150m), GPS, NBC Filter, High Rez Radar (4 km), Tactical Radio, Infrared (3km), Infrared (3km), Parachute						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (6.6 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
20mm Autocannon*	4d12	A	80m	30	Automatic, Extra Ammo	Arc of Fire (Fr)
Rapid Fire Bazooka**	7d8	A	40m	60	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

LASH'S JAGUAR

When Gaitan Alani went AWOL to seek glory in Khayr ad-Din, she took her HACS-02MG-MPS Jaguar with her. Transporting the Gear to the city of trash involved emptying much of the family's bank account to pay a cartel of Wounded Knee smugglers, but it was well worth it. In Khayr ad-Din, Lash repainted her machine and did her best to remove as many serial numbers and unit codes as possible. Needing modifications, but short of cash, Lash found that certain of Khayr ad-Din's top mechanics were willing to work on credit for the opportunity to work on such a top-of-the-line machine as the Jaguar. With their help, her Gear was made ready for gladiatorial combat.

Lash's skill as a pilot and the performance of her Gear led to an impressive string of victories. Her swashbuckling defeat of reigning champion Solitaire in the Web Arena made her the darling of gamblers in the city and got her invited to all the top competitions. By the time Lash became champion of the Khayr ad-Din circuit, she was one of the crowd favorites and had attracted the patronage of Saddik "the Spider" himself. Both of these facts assured Lash access to all the top mechanics in the city.

The attention of the city's best Gear techs, including some working for "Trasher Queen" Hanna Dominic, transformed the military machine. There are few systems that have been so handled, retooled, examined, maintained and admired by the best hands in Khayr ad-Din. The military payload of the Jaguar has been transformed, turning the Gear into an expression of Lash's fighting personality. Flamboyant and effective, Lash used her Gear to become the bane of many stars of the Web Arena. With each victory, she gained more fans and more resources to modify her machine further, making herself an even more effective competitor. Lash's ultimate goal is to use her winnings to have a new Gear custom-built for her. This machine would include all the dueling weapons and tools that she requires and ideally be based upon the Nemesis Jaguar chassis.



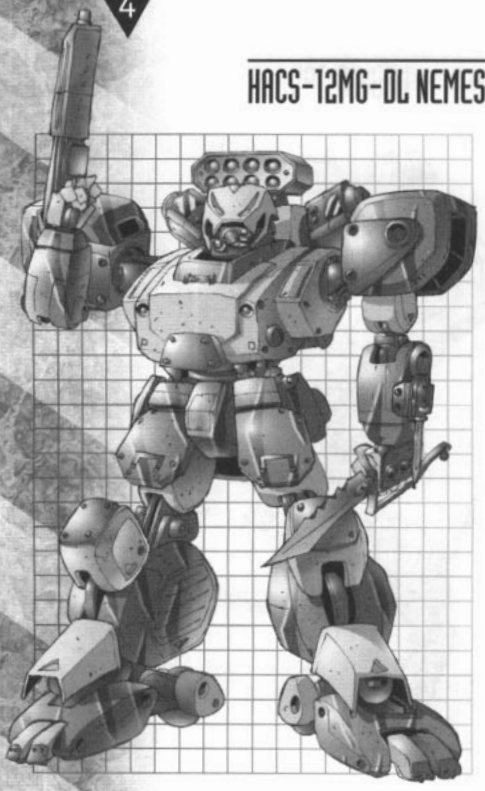
Silcore Stat block

Size: 6 (Tall, 4.6 m), Width: 3.4 meters, Standard operational weight: 7,123 kg, Cost: 406,000 marks								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (54 kph) Ground 7/13 (78 kph), Maneuver: +1, Armor: 16/32/48								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 550 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Ram Plate (Front Arc); Arms: 1 x Manipulator Arm (Rating 6, can punch), 1 x Battle Arm (Rating 6, Can Punch); Communications (+1/15 km); Feature: Airdroppable; Hostile Environment Protection (Desert); Reinforced System: Backups; Sensors (0/3 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Haywire Whip	F	+2	x7	0	0	Entangle, Haywire	10
1	Medium Autocannon	F	+1	x10	3	+1	Hand-Held	40
1	Anti-Personnel Grenade Launcher	FF	0	x3	1	0	Anti-Infantry, Indirect Fire, Area Effect: 0	6
3	Hand Grenade	F	0	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Chassis Reinforcement	F	+1	x7	0	0	Armor-Piercing, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 46, Occupancy: 1 operator, no cargo, Armor Hardness: 17, Defense: 0, Strength: 41						
Speed: Land 122 kph, Tactical Speed: Land 203 m, Initiative: 0, Maneuver: +1						
Special Abilities: Chobham Armor, GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (1 km), Infrared (1 km)						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (6.6 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Haywire Whip						
30mm Autocannon*	6d12	A	120m	40	Automatic, Extra Ammo	Arc of Fire (Fr)
APGL						
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

HACS-12MG-DL NEMESIS JAGUAR



The original Jaguar designers at Northco had the elite Gear pilot in mind when they put their high-performance machine together. Duelists, however, had requirements that often could not be met in a general battlefield model. The Jaguar designers began the Nemesis variant as a side project, using the overall chassis of the battlefield model as a base. What started as an unofficial sideline has become one of the prestige Gears of the United Mercantile Federation.

The Nemesis quickly became the place to put many of the "toys" becoming available to Northco designers. The standard Jaguar actuators were replaced by the high-performance models sub-contracted to Shaian Mechanics, resulting in a level of agility unknown in a Gear of its size. Similarly computer technicians had a field day overhauling the command system, creating a remarkably efficient system layout. The resulting high-performance dueling machine is frighteningly effective on the field of honor and has been used as part of a Northco/Shaian Mechanics advertising campaign.

Some sacrifices had to be made, however. The communications system was downgraded to make room for the added control computers and the complex electronics were more exposed than in the battlefield Jaguar. Armor also had to be slightly reduced to make full use of the Shaian actuators, although added protection was given to the pilot to reduce casualties.

Silcore Stat block

Size: 6 (Tall, 4.7 m), Width: 3.4 meters, Standard operational weight: 7,134 kg, Cost: 2,139,000 marks								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (53 kph) Ground 7/13 (80 kph), Maneuver: +2, Armor: 15/30/45								
*Miscellaneous Threat Value (MTV); Crew: Living 1 Computer 1 (Dumb, Level 2), Deployment Range: 380 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (+1/15 km); Feature: Airdroppable; Hostile Environment Protection (Desert); Reinforced System: Crew; Sensors (0/3 km); Weakness: Exposed Auxiliaries								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	+1	x8	2	+2	Hand-Held	40
1	Light Rocket Pod/32	F	0	x12	1	+3	HEAT, Indirect Fire	32
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Melee, Hand-Held	-
1	Chassis Reinforcement	F	0	+1	0	0	Armor-Piercing, Melee	

OGL Stat Block

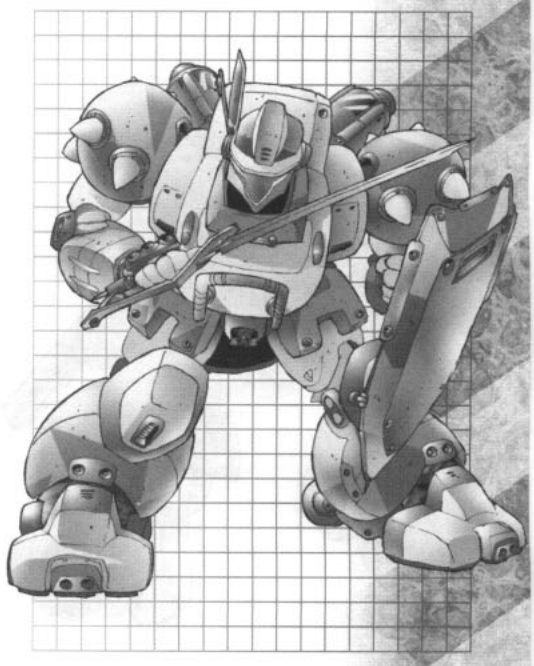
Type: Giant Robot, Size: Large (Tall, 4.7 m), Hit Points: 45, Occupancy: 1 operator, no cargo, Armor Hardness: 17, Defense: 0, Strength: 41						
Speed: Land 122 kph, Tactical Speed: Land 203 m, Initiative: +1, Maneuver: +2						
Special Abilities: ECM (Comm +3, Radar +3), Laser Designator (RI: 150m), GPS, NBC Filter, High Rez Radar (4 km), Tactical Radio, Infrared (3km), Parachute						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (6.8 hours at combat speed), Start Up Time (1 minute), Limited A.I. (Dex3/Wis1/Cha1)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
20mm Autocannon*	4d12	A	80m	40	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	32	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

OACS-01L/DL RAPIER IGUANA

Territorial Arms' Rapier Iguana has the distinction of being Terra Nova's only mass-produced dedicated dueling Heavy Gear. The Republican Army and the Southern MILICIA take dueling very seriously and have built a powerful tradition around combat with vibrorapiers in particular. The Rapier is designed expressly with these needs in mind.

The most obvious alterations from the basic Iguana in the Rapier design is the addition of a shoulder ram plate and arm-mounted buckler to increase combat efficiency in rapier duels. The protected but less powerful sensor array was borrowed from the Iguana MP to prevent the "blinding" of the Duelist on the field. The Gear was also equipped with the latest virtual reality HUD controls. The Rapier is usually mounted with a pack gun for use in case of different dueling techniques.

Because the Rapier Iguana is aimed at the huge Southern military market a wide variety of variants have been produced to match different dueling styles. Added protection for the pilot is a major feature of these variants, but some also include different weapon loads and performance profiles, including some rather flamboyant variants inspired by underground dueling. A few battlefield variants have also been provided for those seeking a dual-purpose combat vehicle. This permits the formation of truly varied squadrons led by the Duelist.



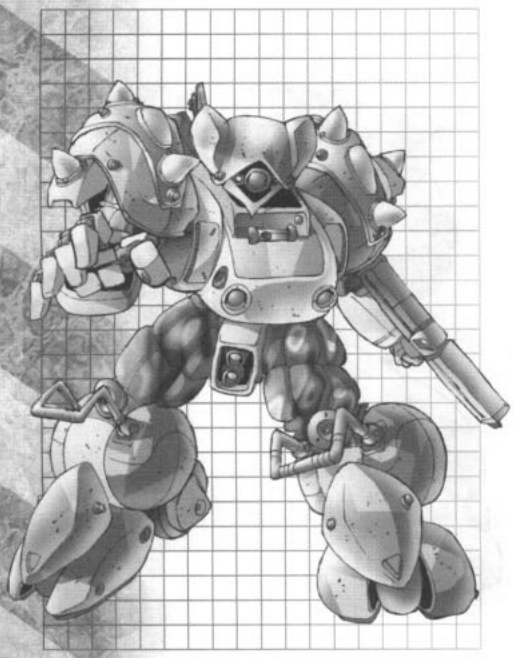
Silcore Stat block

Size: 6 (Tall, 4.1 m), Width: 3.3 meters, Standard operational weight: 5,101 kg, Cost: 495,000 dinars								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (54 kph) Ground 7/14 (83 kph), Maneuver: +1, Armor: 14/28/42								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Ram Plate (Front Arc); Arms: 2 x Manipulator Arms (Rating 6, Can Punch); Communications (+1/20 km); Feature: Advanced Controls (+1 Action,Not in Stats); Hostile Environment Protection (Desert); Reinforced Feature: Backups; Sensors (0/3 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Deployable Pack Gun	F	-1	x8	2	+2	Hand-Held	30
1	Vibro Rapier	F	+1	x6	0	0	Armor Piercing, Hand-Held	-
1	Shield	F	0	x12	0	0	Shield, Hand-Held	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.1 m), Hit Points: 44, Occupancy: 1 operator, no cargo, Armor Hardness: 14, Defense: 0, Strength: 35 (+12)						
Speed: Land 126 kph, Tactical Speed: Land 225 m, Initiative: 0, Maneuver: +1						
Special Abilities: ECM (Comm +3, Radar +3), GPS, NBC Filter, High Rez Radar (4 km), Tactical Radio, Infrared (3km), Infrared (3km)						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (6 hours at combat speed), Start Up Time (1 minute), Limited A.I. (Dex3/Wis1/Cha1)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
20mm Autocannon*	4d12	A	80m	30	Automatic, Extra Ammo	Arc of Fire (Fr)
Vibro Rapier						
Shield						
NOTE: *Ballistic Weapons.						

EMILI ROYAL'S DARTJAGER



The Dartjäger piloted so successfully by Emili Royal is the result of a promotional campaign by the J‰ger design office at Territorial Arms. Worried that their colleagues at the Black Mamba development office were stealing all the attention from their "old reliable" machine, a concerted effort was made to create specialized high-profile modifications to advertise the benefits of their machine. Professional dueling seemed an obvious market and they began to court various professional teams to advertise their materiel.

When the arena game of "Block and Run" became extremely popular in the TN 1920s, the design team at TA came up with a dedicated version of their Dartjäger. Although many players still choose the Iguana, the Dart is much less expensive to purchase, maintain and upgrade, and hence is highly attractive to team owners.

The Gears are less popular for use in other dueling sports because of their reduced armor and offensive capabilities, but as Block and Run becomes the sport of choice for many teams, the modified Dart is finding its way into most of the professional stables in the South. The project has been successful enough that Territorial Arms has announced long-term plans to create a whole line of dueling variants aimed at the different markets. A "blocker" Gear based on the chassis of the Spitting Cobra is expected to appear in the stables of several top teams by the mid TN 1930s.

The Dartjägers purchased by the Stingers have proven to be crowd pleasers as they zip down the playing field at dizzying speeds. Outtakes from several Stingers matches are featured in many Territorial Arms promotional trideos. Emili's exploits on the field have made her the favorite choice for promotional coverage and her Gear is featured on many of the Stingers' shirts, banners, beverage holders and a wide variety of other merchandise. Especially popular has been a Stingers trideo filmed from Emili's Gear, entitled Run Like Hell. The recording is widely available in Southern sporting good stores.

Silcore Stat block

Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard operational weight: 6120 kg, Cost: 277,680 dinars								
*Defensive Threat Value (DTV); Movement: Walk 4/8 (48 kph) Ground 8/16 (96 kph), Maneuver: +1, Armor: 11/22/33								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 300 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Ram Plate (Front Arc); Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (0/10 km); Feature: Easy to Modify (All), Off-Road Ability; Hostile Environment Protection (Desert); Sensors (0/2 km); Negative Feature: Poor Towing Capacity								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Deployable Pack Gun	F	-1	x8	2	+2	Disposable, Hand-Held	30
1	Antipersonnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6

OGL Stat Block

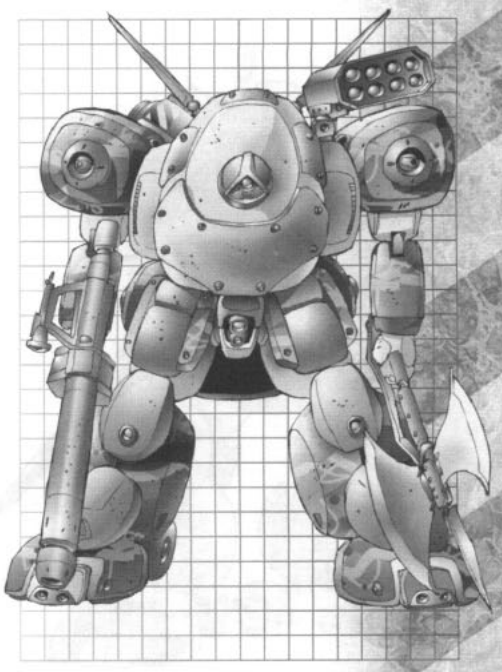
Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 45, Occupancy: 1 operator, no cargo, Armor Hardness: 16, Defense: 0, Strength: 39 (+15)						
Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: 0, Maneuver: +1						
Special Abilities: GPS, NBC Filter, Radar (3 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km), Targeting System (+1, all weapons) Accessory: Sporting Weapons, Trideo Link						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (3.1 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
20mm Autocannon*	4d12	A	80m	30	Automatic, Extra Ammo	Arc of Fire (Fr)
APGL						
NOTE: *Ballistic Weapon; All weapons are Hardpoint-mounted, the A/C is handheld.						

ALEIXANDER TORVAS' BLACK ADDER

When he was forced to leave the 11th HG Regiment, Aleizander Torvas did not leave empty handed. Thanks to his contacts within the Légion Noire, Torvas was able to leave with his Gear, a modified Black Adder. The machine was one of hundreds maintained by the Légion outside of standard Southern records, making it untraceable for all intents and purposes. Smuggling the Gear out of the South was handled through the same channels, more proof of the LÈgion's credo of looking out for its own.

Once in Khayr ad-Din, Torvas piloted the Adder to a quick string of victories, claiming the lives of three inexperienced pilots. Although his thirst for blood repulsed many, others found it very exciting and began to enthusiastically support him in the arena. He found that victory ensured him a plentiful supply of spare parts and resources for modifications, and has altered the Adder to suit his tastes. Those who know him, and those who have fought against him, say that the Gear matches Torvas' personality perfectly. The heavy war machine is armed to the teeth with devastating weaponry and is designed to take no prisoners. Although not all matches in the Web Arena are meant to be deadly, Torvas' weapons load means that he often walks out of the battle with blood on his hands.

Technicians in the city have come to know Torvas as a pilot who tends to blame his machinery for any failings and downplay its role in his successes. Several techs have paid a heavy price for this tendency, finding themselves alone with an irate Torvas after a new weapon has "failed to perform" in the arena. Others have learned that they can use Torvas' personality against him. By inventing new and interesting technical glitches for him to blame every failure upon, they can make a handsome profit by "repairing" them, but it is a very dangerous game. Torvas does not take well to being cheated and gives no second chances.



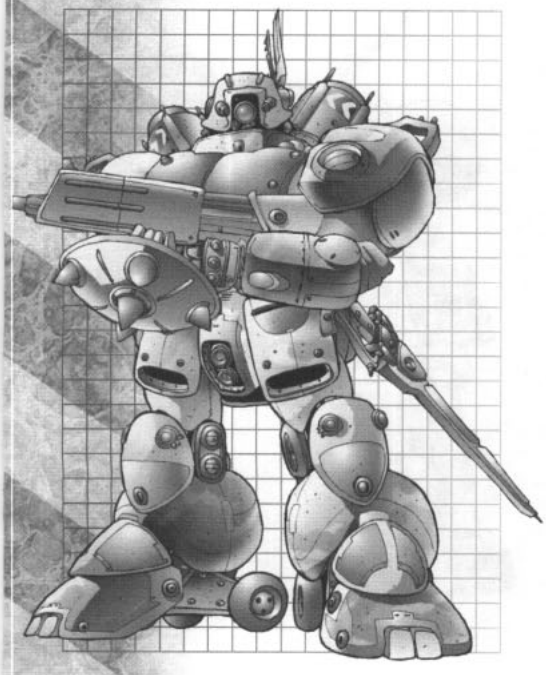
Silcore Stat block

Size: 7 (Tall, 4.5 m), Width: 3.5 meters, Standard operational weight: 7600 kg, Cost: 1,272,511 dinars								
*Defensive Threat Value (DTV); Movement: Walk 3/6 (35 kph) Ground 5/10 (60 kph), Maneuver: 0, Armor: 19/38/57								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 6, can punch); Armor Quality: Location (Rating 1, Crew); Communications (0/10 km); Hostile Environment Protection (Desert); Reinforced System: Crew, Backups; Sensors (0/2 km); Movement Flaw: Poor Off-Road Ability; Negative Feature: Sensor Dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Snub Cannon	F	-1	x28	1	0	Hand-Held, HEAT	10
2	Medium Panzerfaust	F	-1	x15	1	0	Disposable, Hand-Held, HEAT	-
1	Medium Rocket Pod/36	F	-1	x18	2	+4	HEAT, Indirect Fire	36
1	Vibroaxe	F	-1	x10	0	0	Armor-Crushing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.5 m), Hit Points: 49, Occupancy: 1 operator, no cargo, Armor Hardness: 19, Defense: 0, Strength: 42 (+16)						
Speed: Land 90 kph, Tactical Speed: Land 150 m/turn, Initiative: 0, Maneuver: 0						
Special Abilities: ECM (Comm +3, Radar +3), GPS, NBC Filter, High Rez Radar (4 km), Tactical Radio, Infrared (3km), Infrared (3km)						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (8.3 hours at combat speed), Start Up Time (1 minute), Road Vehicle, Poor Visibility						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
90mm Snub Cannon*	5d20	SS	75m	10	—	Arc of Fire (Fr), Short Range
Medium Panzerfaust						
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Vibroaxe***	5d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

YANG JOWNZ'S BLACK MAMBA



The modified Black Mamba piloted by Yang Jownz was a gift from the specialized design office of Territorial Arms to the Special Intervention Unit, from which it found its way to Jownz. The Gear is an attempt by the Mamba development office to build on the success of their elite battlefield machine by producing a dueling variant. The project is a direct challenge to the place of the Rapier Iguana as the standard Gear of choice for Duelists in the Southern Republican Army and the favored units of the Southern MILICIA.

To challenge the Rapier, the Mamba office proposed a very simple conversion that kept the Gear battle worthy. By modifying only the weapons load, the Territorial Arms team ensured that the Mamba variant was very easy to retrofit to the standard battlefield model's specifications. Indeed, the Gear's NNet retains the dedicated programming for all the Mamba's weapon options.

To begin creating some interest in the new variant, the customized Mamba was given to the MILICIA's elite SIU. Several members of the Mamba design team have a close relationship with the SIU and its leader, Commandant Aristide Lazarus; from Lazarus, they received assurances that the Gear would find its way to a position that would test its capabilities and begin spreading the word of the new variant. Lazarus arranged for the machine to be transferred to Yang Jownz' regiment so that his student could pilot it, and Jownz stole it, bringing it with him when he defected.

Jownz has appreciated the machine's abilities, using it both in the field of honor and during standard operations. Technicians found the Mamba to be very easy to retrofit and spread the word through the Southern technical community. Before Jownz deserted, he was under pressure to record some of his duels for advertising purposes, but he always refused, feeling such an agreement would cheapen the Duelist tradition. A few private recordings of some his fights remain, however, taken by his crew, and can be obtained if one is well connected.

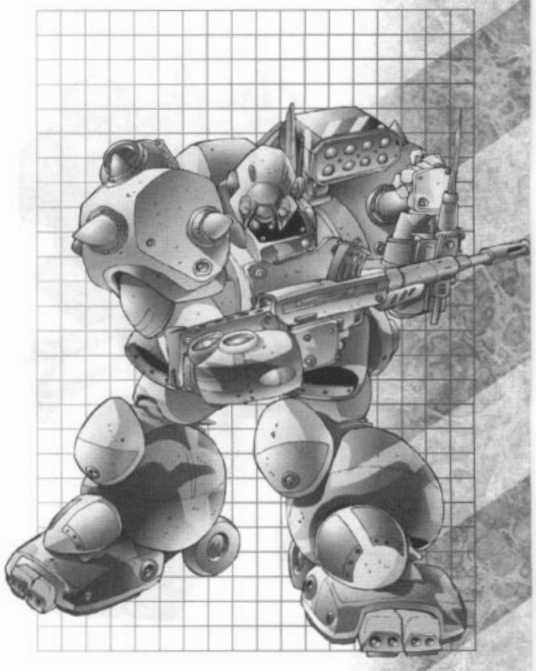
Silcore Stat block

Size: 6 (Tall, 4.6 m), Width: 3.4 meters, Standard Operational Weight: 6,320 kg, Cost: 563,845 dinars								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (54 kph) Ground 8/15 (90 kph), Maneuver: +1, Armor: 16/32/48								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 450 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Airdroppable, Autopilot; Armor Quality: Location (Crew, Rating 1); Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (+1/12 km); Hostile Environment Protection (Desert); Sensors (+1/3 km); Weakness: Weak Facing (Rear)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	+1	x10	3	+1	Hand-Held	40
1	Vibrorapier	F	+2	x6	0	0	Armor-Piercing, Melee	-
1	Antipersonnel Grenade Launcher	FF	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
1	Antipersonnel Grenade Launcher	FR	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
1	Shield	F	+1	x12	0	0	Shield, Hand-Held	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 46, Occupancy: 1 operator, no cargo, Armor Hardness: 16, Defense: 0, Strength: 41						
Speed: Land 135 kph, Tactical Speed: Land 225 m, Initiative: 0, Maneuver: +1						
Special Abilities: GPS, NBC Filter, Radar (3 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km), Parachute, Targeting System (+1, all weapons), Parachute, Limited A.I. (Dex3/Wis1/Cha1)						
Exotic Abilities: Limited A.I. (Dex3/Wis1/Cha1), Mecha Defects: Optimized Armor (Front) Noisy, Reduced Endurance (8.3 hours at combat speed), Start Up Time (1 minute), Negative Feature: Large Sensor Profile						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Autocannon*	5d12	A	100m	40	Automatic, Extra Ammo	Arc of Fire (Fr)
Vibrorapier***						
APGL						
APGL						
Shield						
NOTE: *Ballistic Weapon; **Blast Weapons, ***Slashing Weapon.						

SOLITAIRE'S BLACK MAMBA



Antoni "Solitaire" Mor has been piloting his Black Mamba since the early days of the War of the Alliance. His father's connections in the MILICIA allowed him to obtain precious military resources during the Desert Wolves' guerrilla struggle, including two Mambas. During the conflict, Antoni used his machine to the acclaim of the Wolves but still failed to get any approval from his father. When Antoni left his clan behind, he took his Gear with him.

As a successful pilot on the Khayr ad-Din circuit, Antoni had little trouble obtaining the resources to have his Gear maintained and modified, although these resources did become harder to come by after his loss of the championship to Lash. As a former champion who seemed to have lost the will to fight, Solitaire slowly lost the support of the best techs in the city-of-trash and found himself needing to pay increased amounts for fuel, parts and repairs. For several cycles, the Heavy Gear was in poor condition as Solitaire could only afford to make repairs to critical systems.

Reconciliation with the Desert Wolves has meant that several of the rover mechanics have volunteered their services to upgrade the Mamba, putting it in the best fighting condition it has seen in several cycles. Their support has also meant that local technicians have become interested again, especially as Solitaire's fighting style has improved very markedly. Solitaire has begun to decorate his Gear in the Desert Wolves' style for the first time, adding wolf paw markings and the crest of the gang.

Solitaire's recent string of successes has inspired some of the fans to adopt his markings as support. Some have even taken on the Wolves' practice of wearing braids in their hair. This has caused some conflicts with visiting Wolves who do not appreciate loud fans taking their symbols of merit for granted. The best-informed of Solitaire's fans quickly noticed this and dropped wolf-markings from their wardrobe. Now, only the "poseurs" annoy the rovers.

Silcore Stat block

Size: 6 (Tall, 4.6 m), Width: 3.4 meters, Standard Operational Weight: 6,320 kg, Cost: 513,970 dinars								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (55 kph) Ground 7/14 (85 kph), Maneuver: +1, Armor: 17/34/51								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Airdroppable, Autopilot, Ram Plate (Front Arc); Armor Quality: Location (Crew, Rating 1); Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (0/12 km); Hostile Environment Protection (Desert); Sensors (+1/3 km); Weakness: Weak Facing (Rear)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Rifle	F	+1	x12	4	0	Hand-Held	15
1	Very Light Rocket Pod/128	FF	0	x8	1	0	HEAT, Indirect Fire	128
1	Spike Gun	F	0	x12	0	0	Melee	5
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Hand-Held, Melee	-
3	Hand Grenade	F	0	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 47, Occupancy: 1 operator, no cargo, Armor Hardness: 18, Defense: 0, Strength: 41							
Speed: Land 126 kph, Tactical Speed: Land 210 m, Initiative: 0, Maneuver: +1							
Special Abilities: GPS, NBC Filter, Radar (3 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km), Parachute, Targeting System (+1, all weapons), Limited A.I. (Dex3/Wis1/Cha1), Parachute							
Exotic Abilities: Limited A.I. (Dex3/Wis1/Cha1), Mecha Defects: Optimized Armor (Front) Noisy, Reduced Endurance (9 hours at combat speed), Start Up Time (1 minute), Weakness: Weak Facing (Rear), Negative Feature: Large Sensor Profile							
Weapons:							
Name	Dam.	ROF	RI	Ammo	Qualities		Restrictions
30mm Autocannon*	6d12	A	120m	15	Automatic, Extra Ammo		Arc of Fire (Fr)
Very Light Rckt Pod/128							
Spike Gun							
3	Hand Grenade	F	0	x15	0	0	Anti-Infantry, HEAT	-
NOTE: *Ballistic Weapons.							

PA-09 GLADIATOR

Based on Paxton's successful Warrior series Heavy Gear, the Gladiator was introduced as a dedicated dueling model in TN 1862. Designed with the close and dirty fighting of underground arenas in mind, the Gladiator is renowned for its speed and agility over the uneven ground often featured in such arenas. This permits it to close quickly with its opponents and make use of the close combat weapons it features. A shield and armored jacket provide extra protection in the arena.

Paxton designers abandoned the defense-only shield employed by police Gears when designing the buckler used by the Gladiator. Mounting impressive spikes on the shield has made it a dangerous weapon as well. The addition of reinforced shoulders for ramming and a huge vibroax make the Gladiator an underground dueling favorite.

The basic Gladiator chassis has inspired several variants including the Gladiator-C designed for the Southern market and featuring a vibrorapier. Variants used for other functions than dueling are beginning to be produced in limited numbers, but Paxton continues to focus on its Warrior line for military designs, although the Gladiator design office vehemently disagrees.

The Gladiator has been a favorite of underground kingpins since its inception. Designed for their needs and backed by Paxton's willingness to sell spare parts to just about anyone, the Gear has found a home throughout the Badlands, the Eastern Sun Emirates and other disreputable areas. Unfortunately, the awful smell of half-consumed fuel oil — taken in by a poorly placed ventilation intake — annoys Duelists to no end. The sight of Gladiator crew compartments stuffed with saguaro-sweet hanging deodorant strips and other air-freshening material is common in underworld hangars.

Silcore Stat block

Size: 6 (Tall, 4.3 m), Width: 2.5 meters, Standard operational weight: 6541 kg, Cost: 1,581,333 dinars

*Defensive Threat Value (DTV); Movement: Walk 5/9 (55 kph) Ground 6/12 (73 kph), Maneuver: +1, Armor: 15/30/45

*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a

Perks and Flaws: Accessory: Ram Plate (Front Arc); Arms: 2 x Manipulator Arms (Rating 6, can punch); Armor Quality: Location (Rating 2, Crew); Communications (0/10 km); Hostile Environment Protection (Desert); Reinforced System: Chassis; Sensors (0/2km); Negative Feature: Fuel Inefficient (Rating 1), Poor Towing Capacity

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	+1	x10	3	+1	Hand-Held	30
1	Spike Gun	F	0	x12	0	0	Melee	6
1	Shield	F	+1	x15	0	0	Shield, Hand-Held	-
1	Chassis Reinfocement	F	+1	+1	0	0	Armor-Piercing	-
1	Vibroaxe	F	0	x10	0	0	Armor-Crushing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 45, Occupancy: 1 operator, no cargo, Armor Hardness: 17, Defense: 0, Strength: 38 (+15)

Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: 0, Maneuver: +1

Special Abilities: GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (2km)

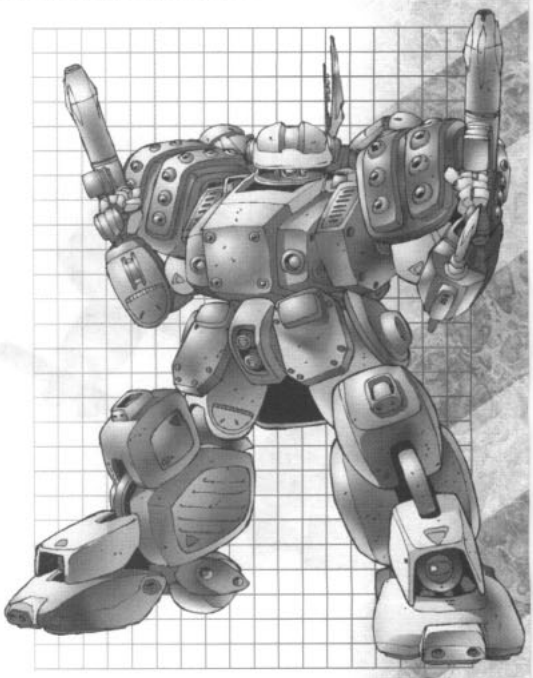
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), sNegative Feature: Fuel Inefficient

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Autocannon*	5d12	A	100m	30	Automatic, Extra Ammo	Arc of Fire (Fr)
Spike Gun						
Shield						
Vibroaxe***	5d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)

NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.

ADRANNE BILS' GLADIATOR



When the Peace Officer Corps decided to participate in the Desert Dueling League as a way to boost morale and public appreciation of the police force, they purchased a series of Gladiator Heavy Gears. These dedicated dueling machines from Paxton Arms were then modified by POC mechanics to match the style of combat expected of them. In most cases these modifications were aimed at lowering the lethal nature of the Gladiator's weapons load, as the original Gears were designed to be sold to the underground dueling circuits so prevalent in the Badlands. Peace Officer Corps technicians produced a standard set of modifications and then allowed their teams to customize the Gears of individual pilots based on these design specifications. The Gladiator piloted by Adrianne Bils is a fairly popular customization, reflecting the types of battles most preferred by POC pilots and the New Peace River home crowd.

Adrianne, used to the Warrior and Pit Bull military and police Gears, has learned to appreciate the flexibility of the dueling machine. When she returns to active duty she can hardly prevent herself form complaining about the comparative sluggishness of her standard Gears. Comments such as these have lead to a movement within the POC to have their Gears overhauled to match the performance of the dueling machines. The officers argue that it is the pilots in the trenches (or on the battlefield) who should benefit from the peak of Paxton Arms technological advancement, rather than those partaking in sports events. A limited number of modified Police Gladiators — more prototypes than actual variants — have appeared within their ranks as a result of these negotiations. Company insiders believe that this project is designed to ensure labor peace in the POC rather than actually lead to a new Gear design. Indeed the cost of the limited production Gladiator makes it an unlikely candidate to replace the popular Pit Bull urban police Gear, although some members of the Gladiator design team have begun working on converting the Gear for mass production.

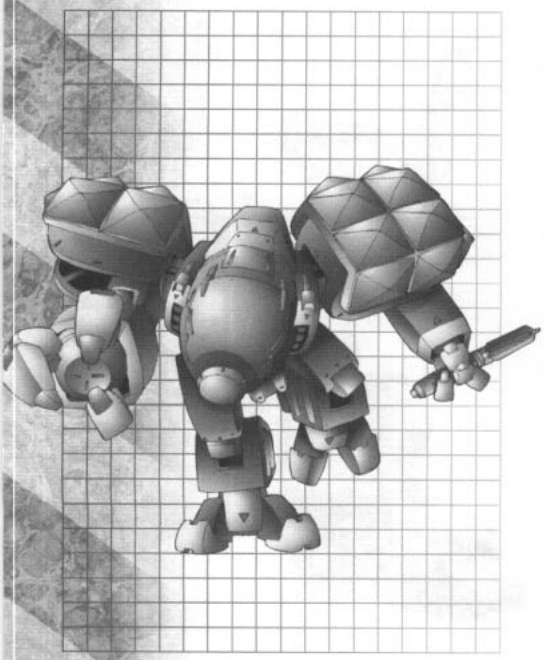
Silcore Stat block

Size: 6 (Tall, 4.3 m), Width: 2.5 meters, Standard operational weight: 6230 kg, Cost: 1,746,826 dinars								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (55 kph) Ground 7/13 (80 kph), Maneuver: +1, Armor: 13/26/39								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Ram Plate (Front Arc); Arms: 2 x Manipulator Arm (Rating 6, can punch); Armor Quality: Location (Rating 2, Crew); Communications (-1/10 km); Hostile Environment Protection (Desert); Reinforced System: Chassis; Sensors (0/2km); Negative Feature: Fuel Inefficient (Rating 1), Poor Towing Capacity								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	+1	x8	2	+2	Hand-Held	30
1	Light Autocannon	F	+1	x8	2	+2	Hand-Held	30

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 43, Occupancy: 1 operator, no cargo, Armor Hardness: 15, Defense: 0, Strength: 38 (+15)						
Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: 0, Maneuver: +1						
Special Abilities: GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (2km), Ram Plate: Scoring Sensors, Sporting Weapons						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Negative Feature: Fuel Inefficient						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
20mm Autocannon*	4d12	A	80m	30	Automatic, Extra Ammo	Arc of Fire (Fr)
20mm Autocannon*	4d12	A	80m	30	Automatic, Extra Ammo	Arc of Fire (Fr)
NOTE: *Ballistic Weapon; All weapons are Hardpoint-mounted, the A/C is handheld.						

TERESA ORLOV'S BRUISER



When the Liberati resistance movement recruited Teresa Orlov to work the gladiatorial arenas of Alpha Level, looking for talented pilots to recruit herself, her superiors offered her a choice of Mounts to use in her role. She immediately picked a battered old Bruiser — while not any real comparison to the Pithom Workmount she had operated and maintained while prospecting for petroleum, its large size and broad shoulders at least appealed to her on a personal level. A Duelist's vehicle often reflects its operator, after all.

It turned out that her Bruiser was actually one of the very first production units to roll off the assembly line when the Big Guy duelist conversion first appeared. The discovery of its history pleased Orlov greatly. Not only did she have a Mount suited to her personality and size, she had a piece of mechanized dueling history, an enviable position for any tinker or mechanic. (Additionally, the old age of the Mount appealed to her natural Liberati nomad propensity for recycling and reusing items and materials rather than discarding them.) Further research into the old Mount's past, however, revealed a trend that would have disturbed other pilots: the Mount had never won a duel. In fact, more than half of its previous pilots had died in battle. This fact hardly fazed Orlov, however. Her indomitable Liberati spirit saw merely another challenge to overcome, which she has accomplished in spades, having never lost a duel in the venerable machine. While she attributes this record to her own skill (not counting wins in fixed fights against recruits), she does keep a small Fate idol in a secret cache beneath her seat. The idol bears her ribbons and holds a small eagle, her symbol, in its left hand.

Orlov maintains her Mount herself, being an accomplished mechanic as well as a respectable Duelist. In addition to providing her with the reassurance that the machine is always in top shape, it keeps the secret of her theatrics safe from prying eyes. Only she knows all the tricks her Mount can perform to simulate the death of a "foe."

Silcore Stat block

Size: 5 (Tall, 4.0 m), Width: 4.4 meters, Standard operational weight: 4100 kg, Cost: 135,000 pounds								
*Defensive Threat Value (DTV); Movement: Walk 5/10 (60 kph), Maneuver: +1, Armor: 9/18/27								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 150 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Life Support (Limited), Ram Plate (Front Arc), Loudspeakers, Trideo Link; Armor Quality: Reinforced (Rating 2, Front Arc); Arms: 2 x Manipulator Arms (Rating 5, can punch); Communications (0/10 km); Feature: Off-Road Ability, Urban Friendly; Hostile Environment Protection (Desert, Extreme Cold); Reinforced System: Chassis; Sensors (0/2km); Negative Feature: Sensor Dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

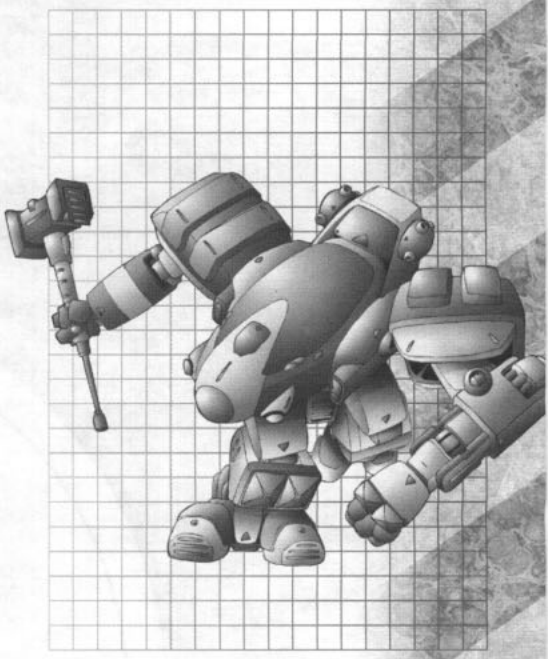
Type: Giant Robot, Size: Large (Tall, 4.0 m), Hit Points: 39, Occupancy: 1 operator, no cargo, Armor Hardness: 11, Defense: 0, Strength: 40 (+15)						
Speed: Land 90 kph, Tactical Speed: Land 150 m, Initiative: 0, Maneuver: +1						
Special Abilities: GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (2km), Accessory: Loudspeakers, Trideo Link						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (2.5 hours at combat speed), Start Up Time (1 minute), Negative Feature: Sensor Dependent						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Vibroknife*••	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

KYLE SEITZ' MAYHEM

MassTech's new Type 119(D) "Mayhem" Mount was the last vehicle Kyle Seitz operated as MassTech's Principal Test Pilot, and it is the one with which he is most comfortable. He took it from its early stages of development through to its final production, and he toured the Gomorran trade shows with his Mayhem. It was only natural that he continue operating the machine as Hakkar's Principal Duelist.

His particular Mayhem Combat Mount is actually the original prototype model. It has seen its share of mishaps, accidents and catastrophes during its days on the test course, in the exhibition halls and on the dueling arena floor. Practically every component in the vehicle has been replaced at least once; the sole exception is the pilot's seat, which is still the original (if beat-up) item — a fact not lost on Seitz, who sees it as something of a good sign despite his otherwise negative attitude towards dueling. Most of the outer shell has actually been replaced numerous times. The first time it had to be replaced followed a test course mishap that put Seitz into the hospital for a week (an extremely long time considering the advancement of modern medical procedures). In a careless moment, while practicing his exhibition moves (such as his signature victory lap with arms outstretched) and taking the Mount through the Gauntlet obstacle course at the same time, Seitz lost control of his machine, stumbled fifteen meters through tank trap blocks, and flipped head over heels into a pit. Every surface of the Mount's shell was dented, punctured or scraped raw. He became a much more careful pilot following that particular accident.

The original design of the Mayhem featured a compressed gas spike gun designed to damage severely an opponent's Mount. On a whim, Seitz used a heavy, studded mace while demonstrating the machine at the Tercentennial B. F. T. Heights Motor Show in LC 272 and was delighted to note that the crowds seemed to respond better to the mace than they had to the more effective spike gun. Immediately following the show, he suggested the final production version of the Mayhem feature the more viscerally exciting weapon.



Silcore Stat block

Size: 5 (Tall, 3.2 m), Width: 2.9 meters, Standard operational weight: 3300 kg, Cost: 139,000 pounds								
*Defensive Threat Value (DTV); Movement: Walk 6/11 (68 kph), Maneuver: +1, Armor: 9/18/27								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 200 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Life Support (Limited), Ram Plate (Front Arc), Loudspeakers, Trideo Link; Armor Quality: Reinforced (Rating 2, Front Arc); Arms: 2 x Manipulator Arms (Rating 5, can punch); Communications (0/10 km); Feature: Off-Road Ability, Urban Friendly; Hostile Environment Protection (Desert, Extreme Cold); Reinforced System: Chassis; Sensors (0/2km); Negative Feature: Sensor Dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Mace	FF	0	x8	0	0	Hand-Held, Melee	-
1	Piston Punch	F	+1	x10	0	0	Clumsy, Melee	-
1	Smoke Launchers	T	0	x0	0	0	Smoke	6

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 3.2 m), Hit Points: 39, Occupancy: 1 operator, no cargo, Armor Hardness: 11, Defense: 0, Strength: 40 (+15)					
Speed: Land 90 kph, Tactical Speed: Land 150 m, Initiative: 0, Maneuver: +1					
Special Abilities: GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (2km), Accessory: Loudspeakers, Trideo Link					
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (2.5 hours at combat speed), Start Up Time (1 minute), Negative Feature: Sensor Dependent					
Weapons:					
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Mace						
Piston Punch						
Smoke Launchers						
NOTE: *Ballistic Weapons.						

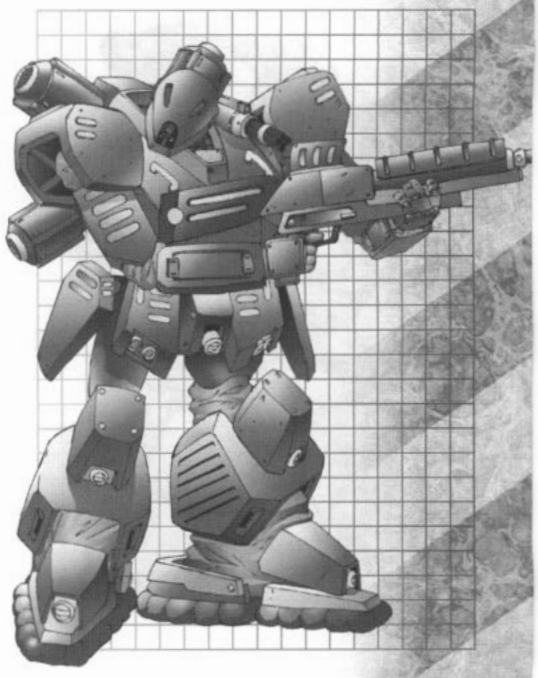
Chapter 5: Paxton

PA-PX07 PERSEUS

The Perseus was one of the latest designs to originate from the depths of the Paxton Karaq Wastes Research and Development facility. Meant to serve in a multi-role scout/harasser capacity, the Perseus's primary mission would be to detect any large force heading towards Peace River, perform hit and run attacks along their entire advance, and to continue to do so in their rear once the enemy force had reached their destination.

The chief engineer of the Perseus team, Dan Olivier, made the decision to equip the vehicle with a highly experimental SMS design that had been a work-in-progress since the War of the Alliance. This hover SMS proved to be rather temperamental and difficult to control, and it required a lot of efforts to be made viable. This increased speed and mobility did come at a cost: in order to stabilize the H-SMS system, the torque generated by the Perseus's leg actuators had to be increased while in this mode, resulting in a considerable loss of maneuverability. The amazing speed provided to the Gear, however, was decided to be a fair enough tradeoff for this loss in agility.

The rest of the Perseus's systems, though not as radical (or problematic) as the Gears H-SMS's hoverskirts, are no less impressive. To aid in its role as a scout, the Perseus was given a basic stealth coating similar to that found on the Southern Chameleon design, as well as improved sensors and communications systems. For its role of harasser, the Perseus was equipped with an advanced sniper rifle developed by PARD's Arsenal division. A target designation system is carried so that the Gear can perform the task of spotter.



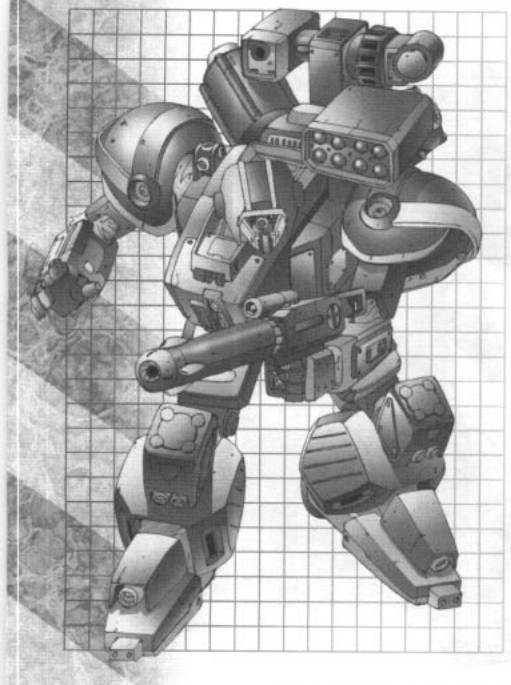
Silcore Stat block

Size: 6 (Tall, 4.1 m), Width: 2.9 meters, Standard operational weight: 5600 kg, Cost: 77,200,000 marks/dinars								
*Defensive Threat Value (DTV); Movement: Walk 6/11 (66 kph) Hover 10/20 (120 kph), Maneuver: +2, Armor: 10/20/30								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 250 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (+1/10 km); Hostile Environment Protection (Desert, Underwater); Information Warfare Device: Stealth (Rating 5); Sensors (+2/4 km); Movement Flaw: Reduced Maneuver (Rating 3, Hover Mode)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Rifle	F	+1	x10	3	0	Hand-Held, Sniper	40
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Hand-Held, Melee	-
1	Target Designator	F	+1	x0	2	0	Target Designator	Unlimited

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 40, Occupancy: 1 operator, no cargo, Armor Hardness: 10, Defense: 0, Strength: 40 (+15)						
Speed: Land 190 kph, Tactical Speed: Land 315 m, Initiative: 0, Maneuver: +1 (-1 in Hover Mode)						
Special Abilities: Laser Designator (RI: 100m), GPS, NBC Filter, Hi-Rez Radar (4 km), Tactical Radio, Infrared (2 km), Reflective Coating, Targeting System (+1, all weapons)						
Exotic Abilities: None						
Mecha Defects: Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute), Hovercraft						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Rifle*	5d12	SS	100m	60	Extra Ammo	Arc of Fire (Fr)
Vibroknife**	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Slashing Weapon. All weapons are Hardpoint-mounted, the Rifle is handheld.						

PA-02LG/ST-01C STALKER



With the polar forces deploying increasingly more sophisticated reconnaissance and stealth Gears, the PRDF High Command became concerned that their current crop of recon Gears would not be up to the task of penetrating enemy areas of operation and reporting back to base. In the Summer of TN 1927 the High Command ordered a new series of stealth/recon vehicles to be built for the PRDF. In the Winter of TN 1930, Paxton Arms rolled out the first prototype of the Stalker.

The first Stalkers were fitted with protype radar absorbing durasheet armor, which was not retained on the main production version. Similarly, the prototype Gear was fitted with a newly developed gas turbine engine, while the production models have a modified Thorson S-V950X series V-engine, which is less efficient than the gas turbine but provides more power and simpler maintenance. Engineers at Thorson equipped the X series engines with a heat suppression system that vents the hot exhaust through a series of cooling baffles built into the top of the pack, reducing the Gear's signature by 90% but proving too costly for the advantage confered.

The Stalker's weapon complement, while not overly impressive, is more than adequate for the Gear's mission. A Riley Arms Medium Autocannon and Paxton Arms Medium Rocket Launcher are the Stalkers primary weapons, while an APGL round out the armament.

The PRDF took delivery of its first Stalker in the Spring of TN 1932; since then, Paxton Arms has built just over one hundred of the Gear. While some have been deployed in front line regiments, most were never fielded. During Autumn TN 1931, PRDF High Command asked for volunteers to be part of a new unit. Neither the purpose or the composition of the unit has ever been revealed, but some polar military Intel divisions speculate that the PRDF has been training a black ops commandoes.

Silcore Stat block

Size: 6 (Tall, 4.0 m), Width: 3.1 meters, Standard operational weight: 6275 kg, Cost: 1,376,000 marks/dinars								
*Defensive Threat Value (DTV); Movement: Walk 4/8 (48 kph) Ground 7/14 (84 kph), Maneuver: +1, Armor: 12/24/36								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (+1/15 km), Satellite Uplink; Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 2), ECCM (Rating 3); Reinforced System: Backups; Sensors (+1/4 km); Weakness: Exposed Auxiliaries								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	0	x10	3	+1	Hand-Held	30
1	Light Rocket Pod/32	F	-1	x12	1	+4	HEAT, Indirect Fire	32
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-
1	Antipersonnel Grenade Launcher	F	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6

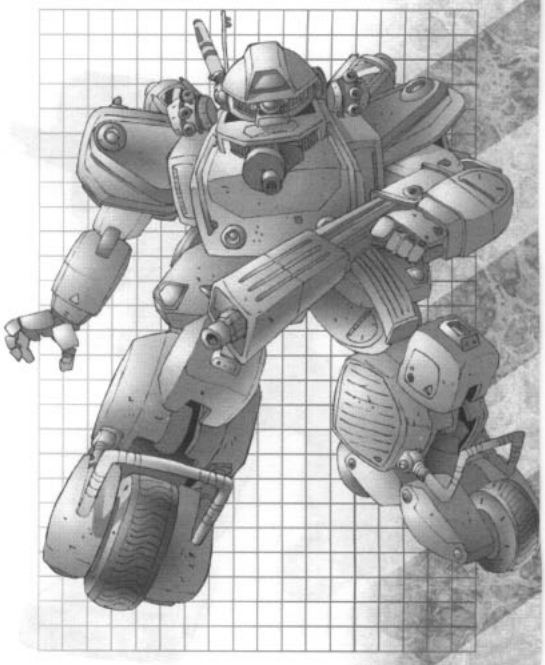
OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.0 m), Hit Points: 42, Occupancy: 1 operator, no cargo, Armor Hardness: 12, Defense: 0, Strength: 40 (+15)						
Speed: Land 126 kph, Tactical Speed: Land 225 m, Initiative: 0, Maneuver: 0						
Special Abilities: ECM (Comm +2, Radar +2), ECCM (Comm +3, Radar +3), GPS, NBC Filter, High Rez Radar (4 km), Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2 km)						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute), Weak Point						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Rifle*	5d12	SS	100m	60	Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	32	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

PA-POC-03 PIT BULL

The Pit Bull is one of Paxton's success stories in the Gear market. Essentially a redesign of the Warrior for police and urban control use, it has found its way into many police forces on both poles and across the Badlands. The Pit Bull was designed with the Peace Officer Corps in mind and reflects their needs. The Pit Bull features improved suspension and lighter armor as compared to the Warrior, giving it increased maneuverability when in walker mode. Large high speed tires give it dramatic ground speed when using secondary movement, although its maneuverability is not as great. Good electronics and an ECM pod allow the Pit Bull to use advanced surveillance and electronic warfare techniques to deal with criminals, such as monitoring their communications and jamming their systems. The weapon payload is centered on anti-personnel arms like twin light grenade launchers and a torso-mounted machinegun. These systems are generally loaded with stun or gas grenades and rubber bullets, but they can accept standard ammunition. The Pit Bull also wields the Warrior's autocannon, to be used against vehicles or as a deterrent.

The Pit Bull has served very well since its introduction in the TN 1870s. The Peace Officer Corps' SWOS division uses it almost exclusively and it has been sold to many other militias and police forces. The Pit Bull was widely retrofitted into a combat machine during the War of the Alliance and served with distinction in the Peace river Army. From there it spread to many rover gangs and smuggling rings and it is now not uncommon to see police and criminal forces squaring off, each with Pit Bulls of their own. Like the Warrior, the Pit Bull has undergone several refits and the current model is actually the Pit Bull Mark III. The changes have been relatively minor, however. The first involved an electronics upgrade, while the second replaced the standard PMW-V470 V-engine with a slightly more powerful version, the PMW-V480.



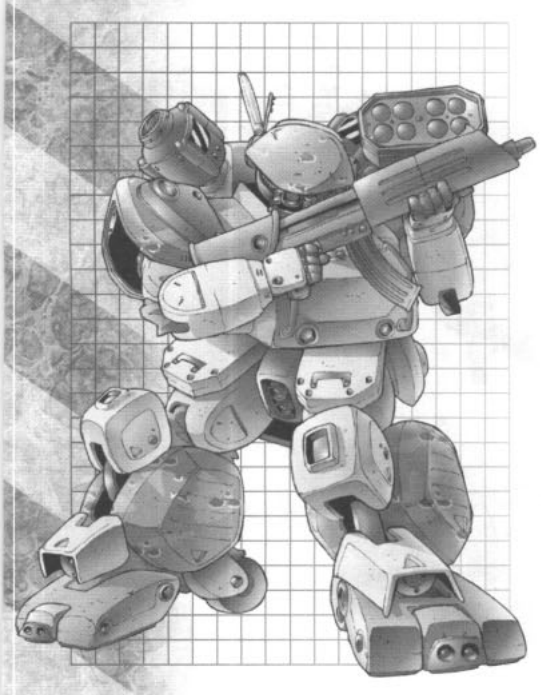
Silcore Stat block

Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard operational weight: 5900 kg, Cost: 187,833 marks/dinars								
*Defensive Threat Value (DTV): Movement: Walk 4/8 (45 kph) Ground 8/15 (88 kph), Maneuver: +1, Armor: 12/24/36								
*Miscellaneous Threat Value (MTV): Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Searchlight (100 m, FF); Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (+1/10 km); Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 1); Reinforced System: Backups; Sensors (+1/3 km); Movement Flaw: Decreased Maneuverability (Rating 1, Ground)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	0	x8	2	+2	Hand-Held	60
1	Light Machinegun	F	0	x3	1	+4	Anti-Infantry, Non-Lethal	200
1	Antipersonnel Grenade Launcher	F	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire, Non-Lethal	12
1	Antipersonnel Grenade Launcher	F	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire, Non-Lethal	12
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 42, Occupancy: 1 operator, no cargo, Armor Hardness: 12, Defense: 0, Strength: 40 (+15)						
Speed: Land 135 kph, Tactical Speed: Land 225 m/turn, Initiative: 0, Maneuver: 0 (-1 in Ground Mode)						
Special Abilities: Headlights, ECM (Comm +1, Radar +1), GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (1 km), Targeting System (+1, all weapons)						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
25mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	-
Light Machineguns	2d12	A	40m	200	Automatic, 12x Extra Ammo	Arc of Fire (Fr)
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

PA-01 WARRIOR



Paxton Arms has always been the major weapons supplier in the Badlands. The corporation's only setback was its tardiness in entering the Gear market. Paxton's research and development division had a very hard time duplicating the required neural net and, by the time the new Warrior rolled off the Peace River #2 production line in TN 1802, Northco and Territorial Arms had already cornered the military Gear market. There have long been rumors that polar agents used dirty tricks to keep Paxton out of Gear production. The Warrior is based on the original Hunter design since Paxton did not want to spend research money "reinventing the wheel." The Warrior was conceived with both the terrain and the market of the Badlands in mind, so it incorporates special features that make it more efficient in the harsh conditions that prevail in this region. All joints are covered with thick cloth to protect them against the dust that would otherwise chew up the delicate bearings in no time. The engine is equipped with dust filters and a special cooling system, which also serves as the cockpit's air conditioning. A small 1-liter cooler placed behind the pilot's seat contains fresh water. Another notable feature is the basic ECM package installed in the head, used primarily to defeat rovers' unsophisticated sensor arrays.

Since its introduction to the public, the Warrior has served mainly in Paxton's own forces and in various Badlands militias. In this role it developed a reputation as a reliable alternative to the Hunter or Jäger general purpose trooper Gears. The Mark I was replaced in many places by the Mark II and Mark III Warriors introduced in the early 1900s. The changes between these models were relatively minor except for the addition of a ECM pod. Most Mark I's have been retrofitted with the ECM pod as well, and most pilots still refer to their Mark IIs or IIIs just as "Warriors." The only polar market that has been successfully penetrated by the Warrior is the Eastern Sun Emirates. Several emirs have entered deals with Paxton and equipped their militias with Badlander Gears.

Silcore Stat block

Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard Operational Weight: 6642 kg, Cost: 963,667 marks/dinars								
*Defensive Threat Value (DTV); Movement: Walk 4/7 (42 kph) Ground 6/12 (72 kph), Maneuver: 0, Armor: 15/30/45								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 550 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (0/12 km); Feature: Easy to Modify (All); Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 1); Sensors (0/3km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	0	x8	2	+2	Hand-Held	60
1	Light Rocket Pod/24	F	-1	x12	1	+3	HEAT, Indirect Fire	24
1	Antipersonnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	-1	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

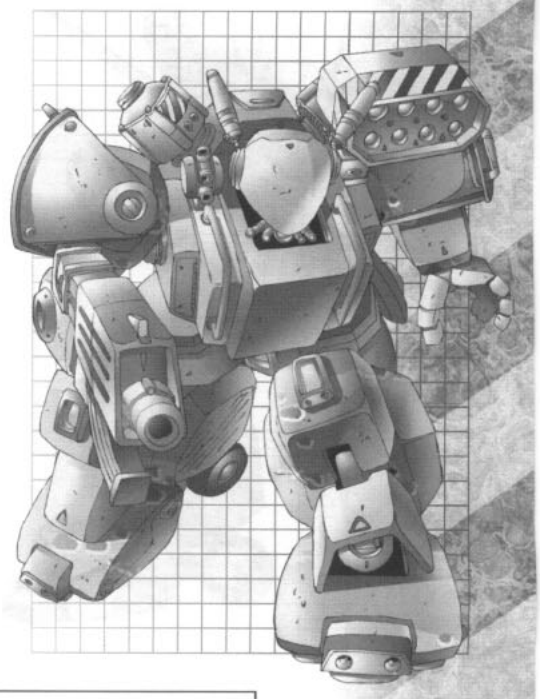
OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 45, Occupancy: 1 operator, no cargo, Armor Hardness: 15, Defense: 0, Strength: 40 (+15)						
Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: -1, Maneuver: -1						
Special Abilities: ECM (Comm +1, Radar +1), GPS, NBC Filter, Radar (3 km), Tactical Radio (Secure), Infrared (2km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
25mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

PA-04 WARRIOR IV

The successor to the Warrior general purpose trooper Gear, the Warrior IV was designed to compete with modern commando units like the Northco Jaguar and the Territorial Arms Black Mamba. Unlike the first generation of the Warrior — which was for the most part a copy of the Hunter — the Warrior IV is its own machine. The Warrior IV was designed to provide a combination of speed and protection that is virtually unparalleled on the modern battlefield. Able to attain speeds matching a scout machine like the Northern Cheetah, it carries enough armor to shrug off many light to medium weapons. Paxton designers did have to sacrifice desired maneuverability improvements to have both speed and armor, however. The offensive profile of the Warrior IV is almost identical to its predecessor, although the light RP-109 rocket pod is replaced by a more powerful RP-110, allowing the Gear to assault heavier targets. The frame is reinforced for airdropping, a modification long requested by the air-mobile Peace River Defense Force. Unlike either the Jaguar or Black Mamba, the Warrior IV also brings electronic warfare capabilities to the field, with an augmented ECM pod.

Introduced in TN 1922, the Warrior IV has not seen any major conflict yet. It has, however, become a standard part of the Peace River Defense Force and seen a fair amount of action in that capacity. The PRDF has faced down rovers and polar forces across the Western Desert and Karaq Wastes since the War of the Alliance and the cutting-edge Gear has performed well in these duties. Until the recent withdrawal of PRDF assets from the eastern extremity of the Western Desert, confrontations with the hovertanks of the Arthurian Corps were also common. The Warrior IV stands up well to these Terran forces, using its electronic warfare equipment to blind the enemy. The Warrior IV has not been a sales success as of yet, however. Only in limited production, it is an expense few Badlanders can afford.



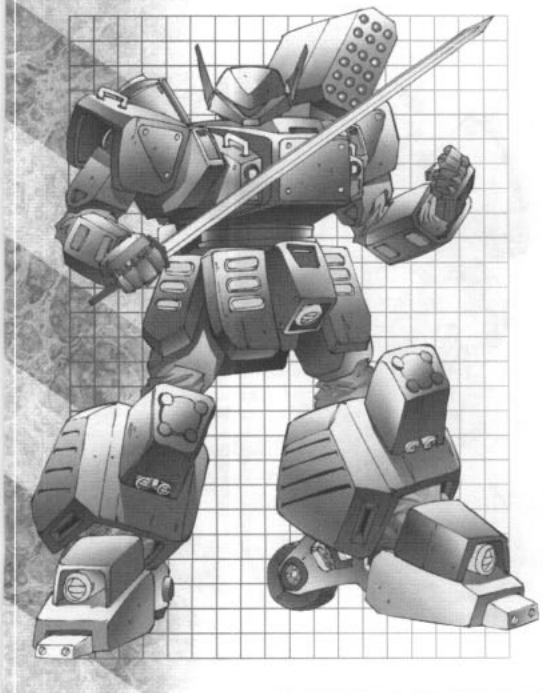
Silcore Stat block

Size: 6 (Tall, 4.4 m), Width: 3.1 meters, Standard Operational Weight: 6771 kg, Cost: 2,100,000 marks/dinars								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (52 kph) Ground 7/14 (83 kph), Maneuver: 0, Armor: 17/34/51								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 550 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Ram Plate (Front Arc); Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (0/12 km); Feature: Airdroppable; Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 2); Sensors (0/3km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	+1	x8	2	+2	Hand-Held	60
1	Medium Rocket Pod/18	F	0	x18	2	+3	HEAT, Indirect Fire	18
1	Antipersonnel Grenade Launcher	FF	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	0	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.4 m), Hit Points: 48, Occupancy: 1 operator, no cargo, Armor Hardness: 18, Defense: 0, Strength: 40 (+15)						
Speed: Land 126 kph, Tactical Speed: Land 203 m, Initiative: -1, Maneuver: -1						
Special Abilities: ECM (Comm +2, Radar +2), GPS, NBC Filter, Radar (3 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km), Parachute, Targeting System (+1, all weapons)						
Exotic Abilities: None						
Mecha Defects: Optimized Armor (Front) Noisy, Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Autocannon*	5d12	A	100m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

PA-EX01 WARRIOR ELITE



The Warrior Elite was the first of a new generation of Gears born from one of the most secret of Paxton Arms' research and development projects: the Elite Program. Its purpose was to produce a series of Gears which could match both their Northern and Southern counterparts, but more importantly, to be able to do so when out numbered. It was hoped that the products of the Elite Program would serve as a deterrent to marauding polar forces and bandits hoping to take advantage of the chaos of the Interpolar War.

The Warrior Elite was the first of this programs' children, the flagship Gear of the next generation of Paxton Arms combat vehicles. The Elite has been designed to perform both commando and duelist roles and to exceed the performance capabilities of both the Jaguar and Mamba designs of the Northern and Southern forces.

At the time of Peace River's destruction, the Warrior Elite had reached a late prototypical stage and was undergoing final trials deep within the Karaq Wastes. The last prototype (the third prototype built) used an advanced actuator design that allowed it to attain a degree of maneuverability approaching that of the Cheetah design. In addition, the Elite was said to have been equipped with advanced control systems able to perform feats of agility and speed equal to none.

To date, the Elite has not joined the surviving PRDF's arsenal; in fact, all queries about the Warrior Elite and its existence have been ignored by Paxton Arms officials. Their official stance on the Elite Program as a whole has been a firm "no comment," though it is obvious to trained observers that Elite has probably served as a base for the Black Talon Werks (no other explanation accounts for how the Werks developed their new machines so fast).

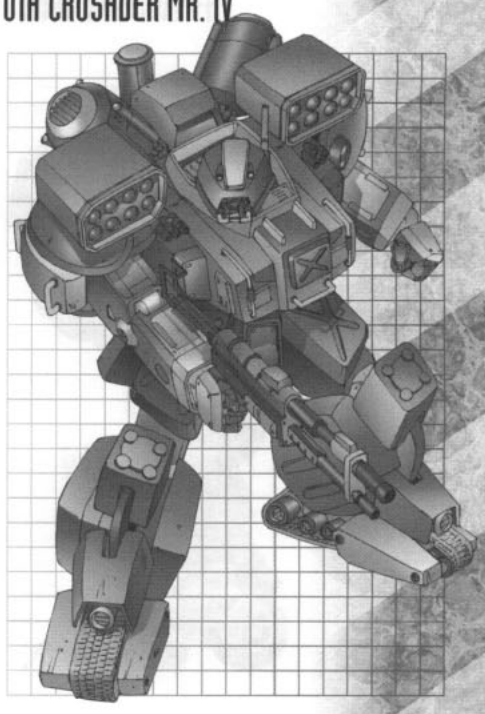
Silcore Stat block

Size: 6 (Tall, 4.6 m), Width: 3.1 meters, Standard operational weight: 6900 kg, Cost: 115,350,000 marks/dinars								
*Defensive Threat Value (DTV); Movement: Walk 5/10 (60 kph) Ground 8/15 (90 kph), Maneuver: +2, Armor: 16/32/48								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Emergency Medical; Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (+1/10 km); Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 3); Sensors (+1/2 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	+1	x10	3	+1	Hand-Held	70
1	Light Rocket Pod/32	F	0	x12	1	+4	HEAT, Indirect Fire	32
1	Antipersonnel Grenade Launcher	FF	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	0	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Vibrorapier	F	+2	x6	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 46, Occupancy: 1 operator, no cargo, Armor Hardness: 16, Defense: 0, Strength: 40 (+15)						
Speed: Land 135 kph, Tactical Speed: Land 225 m/turn, Initiative: 0, Maneuver: +1						
Special Abilities: ECM (Comm +3, Radar +3), GPS, NBC Filter, Radar (2 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km), Targeting System (+1, all weapons), Room (Emergency Medical)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Autocannon*	5d12	A	100m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibrorpier***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Piercing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

PA-01HG/GP/01A CRUSADER MK. IV



First developed in the early 1800s to compete with the CNCS's Grizzly and the AST's Cobra, the Crusader rolled off Paxton Industries' production lines in Summer TN 1814. Not as powerful as either of its counterparts, it was shunned by most of Paxtons customers. Moving quickly, the R&D department set out to fix the long laundry list of problems, but most of the early Crusaders ended up in second line or city militia units.

Over the next sixty cycles, Paxton issued more updated refit kits to improve the Crusader's performance. In a desperate attempt to save the Gear, Henrick Langsdorff, lead engineer for the R&D department pleaded with the board to give his department one last chance to improve the Crusader. Working night and day, the design team started from scratch and entirely redesigned the Crusader. In Autumn TN 1873, Paxton introduced the revamped Crusader Mk. IV; from the start, many military commanders were impressed by the new Gear's performance and weapons. Orders for the new Crusader rose steadily as word spread.

Just before the destruction of its city-state, Paxton Arms was rumored to be working on a Crusader Mk. V: preliminary reports stated that the new model would have had better armor protection, a new fire control system and a more powerful engine. A working prototype was supposedly ready by Spring TN 1934.

The Crusader was used by both polar forces and Peace River armies during the War of the Alliance. During the sieges of Forts James and Fort Henry, Western Protectorate units used the city fighter variant of the Crusader with great efficiency to clear out stubborn pockets of resistance. Nowaday, the machine is found mostly within the surviving PRDF regiments and some second line units.

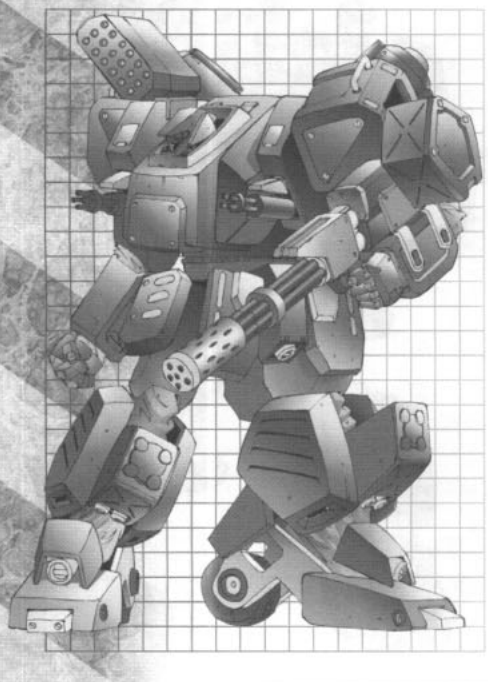
Silcore Stat block

Size: 7 (Tall, 5.2 m), Width: 3.6 meters, Standard operational weight: 9567 kg, Cost: 654,285 marks/dinars								
*Defensive Threat Value (DTV); Movement: Walk 3/5 (30 kph) Ground 5/10 (60 kph), Maneuver: -1, Armor: 19/38/57								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 7, can punch); Communications (0/10 km); Hostile Environment Protection (Desert); Reinforced System: Ammo/Fuel, Crew; Sensors (0/2 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Autocannon	F	0	x12	3	+1	Hand-Held	40
2	Medium Rocket Pod/36	F	-1	x18	2	+4	HEAT, Indirect Fire, Weapon Link	36 each
2	Antipersonnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6 each
1	Heavy Guided Mortar	F	-1	x20	5	0	Guided, HEAT, Indirect Fire, Minimum Range: -1	20
1	Vibroaxe	F	-1	x10	0	0	Armor-Crushing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 5.2 m), Hit Points: 54, Occupancy: 1 operator, no cargo, Armor Hardness: 19, Defense: 0, Strength: 45 (+17)						
Speed: Land 90 kph, Tactical Speed: Land 155 m/turn, Initiative: -2, Maneuver: -2						
Special Abilities: Chobham Armor, GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (1 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
40mm Autocannon*	6d12	A	120m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Hvy Guided Mortar**	3d20	SS	80m	12	Blast, Indirect	Arc of Fire (Fr), Less Ammo
Vibroaxe***	5d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

PA-MX01 MYRMIDON



With the success of the initial prototypes of the Warrior Elite came additional funding, resources and an extended research and development profile. The extended profile called for the research and development of four additional Gear designs to fill a wide range of mission requirements. The first of these, meant to fill the role of heavy assault Gear, was given the name Myrmidon.

The Myrmidon's primary function is to act as a multipurpose heavy weapons platform for the defense of Peace River. The Myrmidon prototype was armed with a 45 mm drum-fed Banshee heavy autocannon, a prototype design itself. The main gun was supplemented by a light field mortar to allow the Myrmidon to perform in a limited fire support capacity, as well as medium rockets and twin linked autocannons for close defense. In addition to heavy armor and reinforcement for the pilot, the entire crew compartment was moved towards the rear of the chassis and away from the head assembly, a design choice similar to the venerable Black Adders of the South.

The Myrmidon has been brought to a late prototype stage in record time due to the efforts of engineers Bohnet, Leblanc and the rest of the Myrmidon design team. At present, two versions of this late stage prototype have been produced. Due to the death of one of the Myrmidon team's pilots, however, only one of the prototypes has been undergoing trials.

In a number of trials, the Myrmidon design has proven itself to be a competent all-around fighter, its design allowing it to take a considerable amount of damage while safeguarding the pilot. More telling, however, will be how well the design functions in real combat. There has been some concern regarding the inclusion of the remaining Myrmidon's pilot in field operations: Unit 2's pilot, Sean O'Mara, may find his judgment clouded by a need for vengeance.

Silcore Stat block

Size: 7 (Tall, 5.0 m), Width: 3.6 meters, Standard Operational Weight: 9015 kg, Cost: 90,257,143 marks/dinars								
*Defensive Threat Value (DTV);Movement: Walk 4/7 (42 kph) Ground 6/11 (66 kph),Maneuver: 0,Armor: 20/40/60								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Emergency Medical; Arms: 2 x Manipulator Arms (Rating 7, can punch); Communications (+1/10 km); Hostile Environment Protection (Desert); Reinforced System: Chassis, Crew; Sensors (+1/2 km); Negative Feature: Large Sensor Profile (Rating 1)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Very Heavy Autocannon	F	0	x15	3	+1	Hand-Held	80
2	Light Autocannon	FF	0	x8	2	+2	Linked	60 each
1	Medium Rocket Pod/36	F	-1	x18	2	+4	HEAT, Indirect Fire	36
1	Antipersonnel Grenade Launcher	FF	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 5.0 m), Hit Points: 60, Occupancy: 1 operator, no cargo, Armor Hardness: 20, Defense: 0, Strength: 45 (+17)						
Speed: Land 99 kph, Tactical Speed: Land 165 m/turn, Initiative: -1, Maneuver: -1						
Special Abilities: Chobham Armor, GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (1 km), Room (Emergency Medical)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
55mm Autocannon*	7d12	A	120m	80	Automatic, Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
25mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
25mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

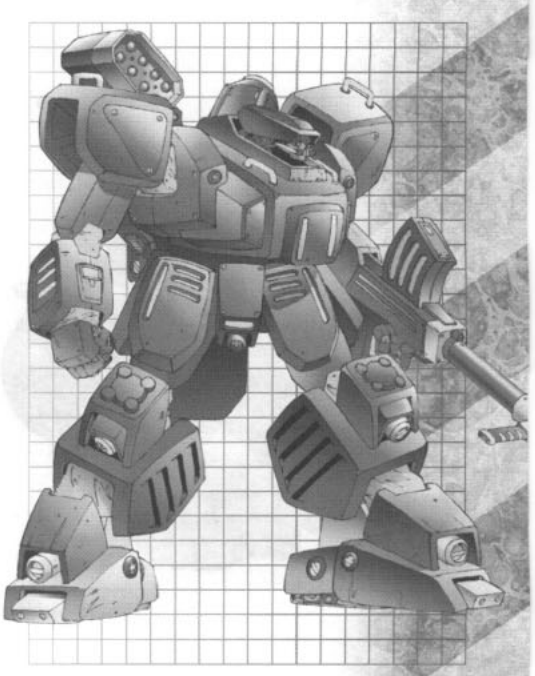
PA-AX01 AGAMEMNON

If war were to break out between the North and South, repercussions upon the Badlands would be unavoidable. Seeing the tension build between the polar powers, the probability of conflict became a foregone conclusion. In preparation, Peace River and Paxton Arms began vehicle research and development in earnest.

L. Derek Evans, regarded by many to be a Gear design prodigy, was assigned to lead the Agamemnon team. Within three seasons, the first of the Agamemnon prototypes had been built. The armor necessary to meet the design's required specifications was too heavy, and so Jean Robertson developed a special composite material for the design which proved lighter and more resilient than the armor used on the other Elite designs. Unfortunately the cost and labor involved in manufacturing the new composite prevent the replacement of the armor on the other designs with the Robertson composite until a more efficient manufacturing process is devised.

Weapons systems expert Jesse Lloyde was assigned the task of testing and in some cases, designing from scratch, the weapons for the Agamemnon that would best serve it in its intended role. The primary weapon is a Thunderclap II field gun, a clip-fed affair capable of direct as well as indirect fire. It is backed by a rocket pack for supplementary firepower, a light field mortar on the backpack to lay down covering fire and a vibroknife, in case things became most dire.

At the time of Peace River's destruction, the Agamemnon was at an early prototype stage. Even then, though, the PA-AX01 showed great promise, and its design team is determined to make the design worthy of the heroic deeds that will be required of its pilots in the future, should the vehicle be chosen to go into mass production.



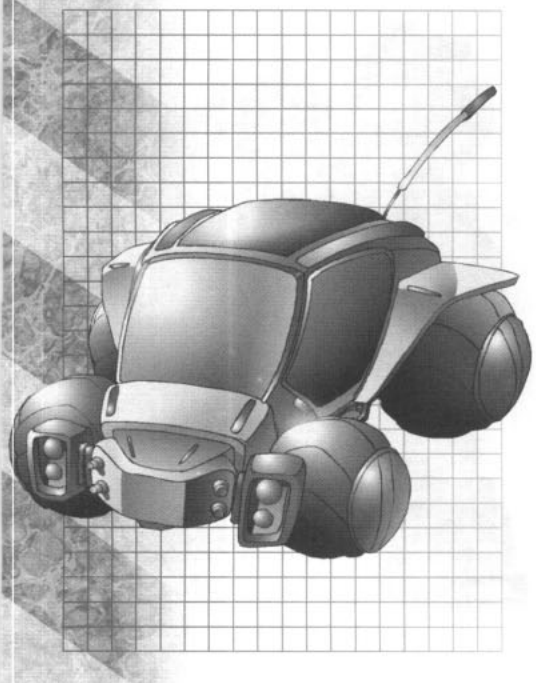
Silcore Stat block

Size: 3 (Tall, 5.2 m), Width: 3.8 meters, Standard Operational Weight: 2350 kg, Cost: 90,514,286 marks/dinars								
*Defensive Threat Value (DTV); Movement: Walk 3/6 (36 kph) Ground 6/11 (66 kph), Maneuver: -1, Armor: 21/42/63								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Emergency Medical; Arms: 2 x Manipulator Arms (Rating 7, can punch); Armor Qualities: Reinforced (Rating 2, Front Arc), Heat Resistant (Rating 3); Communications (+1/10 km); Hostile Environment Protection (Desert); Reinforced System: Crew; Sensors (+1/2 km); Negative feature: Large sensor Profile (Rating 1)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Very Light Field Gun	F	-1	x20	5	0	Hand-Held, Indirect Fire	12
1	Light Rocket Pod/32	F	-1	x12	1	+2	HEAT, Indirect Fire	32
1	Light Field Mortar	F	-1	x15	4	0	Area Effect: 0, HEAT, Indirect Fire, Min. Range: -1	20
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 5.2 m), Hit Points: 56, Occupancy: 1 operator, no cargo, Armor Hardness: 23, Defense: 0, Strength: 45 (+17)						
Speed: Land 99 kph, Tactical Speed: Land 165 m/turn, Initiative: -2, Maneuver: -2						
Special Abilities: Chobham Armor, GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (1 km), Room (Emergency Medical)						
Exotic Abilities: None						
Mecha Defects: Optimized Armor, Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Very Light Field Gun*	7d12	SS	440m	12	Extra Range	Arc of Fire (Fr), Less Ammo
71mm Rocket Pack**	8d8	A	480m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Light Field Mortar**	8d10	SS	200m	12	3x Blast, Indirect, Long Range	Arc of Fire (Fr), Less Ammo, Slow Firing
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

CIB UNMARKED CAR



The Criminal Investigation Bureau has a wide variety of unmarked civilian vehicles of all sizes and manufacturers, for use by its agents during their regular duties. These cars are generally modified with a hidden datcom system and sometimes have their structure reinforced to protect officers from gunfire. They are also equipped with sirens and removable flashers for emergency situations. CIB detectives mostly use these cars for simple transportation to a crime scene or during an investigation. Undercover officers only rarely use them as their vehicles, because the inclusion of police equipment (even if concealed) can give an officer away. That Office of the Marshal guidelines direct undercover officers entering "a potentially dangerous situation" ride in a datcom-equiped car is a source of constant gripping among CIB officers.

Silcore Stat block

Size: (Tall, 1.6 m), Width: 4.2 meters, Standard Operational Weight: 1630 kg, Cost: 10,250 marks/dinars
*Defensive Threat Value (DTV); Movement: Ground 10/20 (120 kph, 180 kph on road), Maneuver: -2, Armor: 4/8/12
*Miscellaneous Threat Value (MTV); Crew: Living 1/ Passenger 1, Deployment Range: 500 km, Reaction Mass: n/a
Perks and Flaws: Communications (0/5 km); Hostile Environment Protection (Desert)
*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

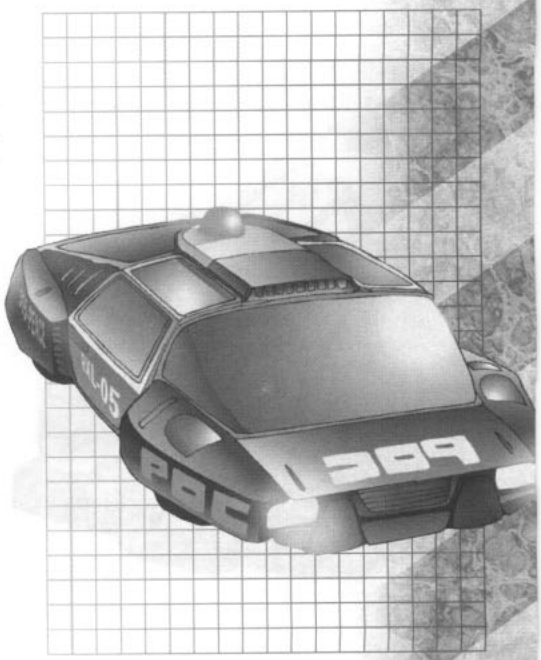
OGL Stat Block

Type: Vehicle, Size: Small (Tall, 1.6 m), Hit Points: 34, Occupancy: 1 driver & 3 passengers, no cargo, Armor Hardness: 4, Defense: 0, Strength: n/a
Speed: Land 190 kph, Tactical Speed: Land 315 m, Initiative: -2, Maneuver: -2
Special Abilities: Headlights, GPS, Tactical Radio (Secure)
Exotic Abilities: None
Mecha Defects: Reduced Endurance (14 hours at combat speed)
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

BULLDOG PATROL CAR

The most common POC vehicle is the patrol car known as the Bulldog. Built to withstand concentrated small-arms fire, the Bulldog has a number of useful features, including two holding seats (equipped with restraints and sealed off from the rest of the cabin), a cellular data/communications (datcom) terminal, emergency medical supplies and more. The Bulldog is also highly maneuverable and very fast on the road. Most patrol officers ride in a Bulldog along with a partner, rolling across the small surface roads of their precinct. These serve as a constant reminder of the POC's presence and makes the officers able to respond to emergency calls and to support patrol officers on foot.



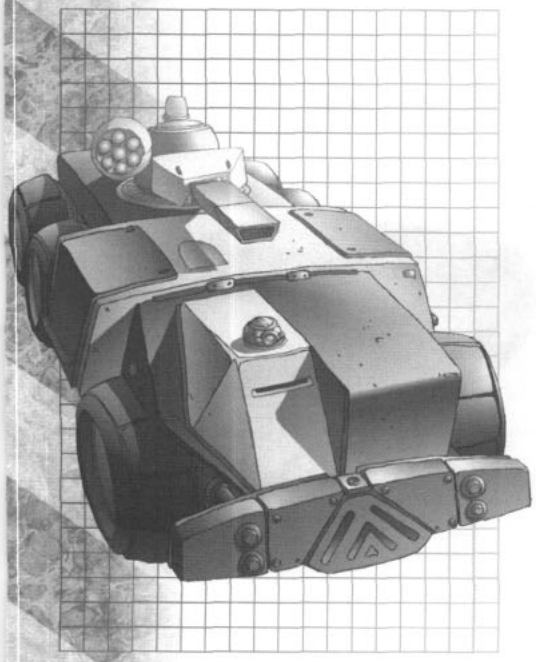
Silcore Stat block

Size: 3 (Tall, 1.6 m), Length: 5.5 meters, Standard Operational Weight: 2350 kg, Cost: 17,333 marks/dinars								
*Defensive Threat Value (DTV); Movement: Ground 13/25 (150 kph, 225 kph on road), Maneuver: -1, Armor: 5/10/15								
*Miscellaneous Threat Value (MTV); Crew: Living 1/Passenger 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Emergency Medical, Searchlight (50 m, FF); Communications (+1/10 km); Feature: Accomodation (3 Passenger Seatings), Urban Friendly; Hostile Environment Protection (Desert)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Small (Tall, 1.6 m), Hit Points: 35, Occupancy: 1 driver & 3 passengers, no cargo, Armor Hardness: 5, Defense: 0, Strength: n/a						
Speed: Land 225 kph, Tactical Speed: Land 375 m, Initiative: -1, Maneuver: -1						
Special Abilities: Headlights, GPS, Tactical Radio (Secure), Room (Emergency Medical)						
Exotic Abilities: None						
Mecha Defects: Reduced Endurance (14 hours at combat speed)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

MASTIFF APC



The Peace Officer Corps also fields a number of modified armored personnel carriers for crowd control and emergency situations. Called Mastiffs by peace officers, these have water cannons, gas canister launchers, sonic pacifiers, run-flat tires and a tight (sealed) holding cell in the rear for 6 prisoners. They also carry a small arsenal of conventional weapons (assault rifles, grenades, shotguns, etc.) for use in situations where lethal force is required. Most Mastiffs are used by the CPG, but variants with enhanced communication equipment are reserved for the Office of the Marshal as field command stations. The Tactical Response Group sometimes uses Mastiffs equipped with heavy ram plates to break into criminal hideouts.

Silcore Stat block

Size: 8 (Tall, 2.7 m), Length: 6.8 meters, Standard Operational Weight: 3500 kg, Cost: 40,875 marks/dinars								
*Defensive Threat Value (DTV); Movement: Ground 9/18 (108 kph, 164 kph on road), Maneuver: -3, Armor: 12/24/36								
*Miscellaneous Threat Value (MTV); Crew: Living 2/Passenegers 18, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Searchlight (150 m, FF), Ram Plate; Communications (+1/10 km); Feature: Accomodation (16 Passenger Seatings), Urban Friendly; Hostile Environment Protection (Desert); Sensors (-1/2)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Antipersonnel Grenade Launcher	T	-1	x3	1	0	Anti-Infantry, Area Effect: 0, Indirect Fire, Non-Lethal	12
1	Water Cannon	T	+1	x2	0	+1	Non-Lethal, Extreme Range: 1	30

OGL Stat Block

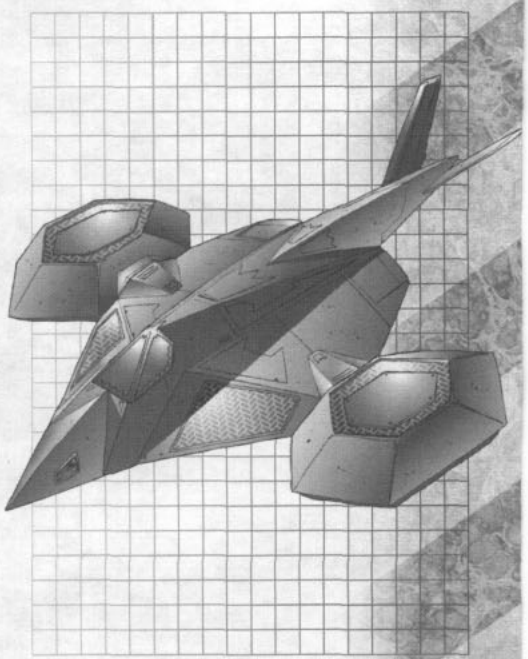
Type: Vehicle, Size: Large (Long, 6.8 m), Hit Points: 44, Occupancy: 2 operators & 18 passengaers, no cargo, Armor Hardness: 15, Defense: 0, Strength: n/a						
Speed: Land 164 kph, Tactical Speed: Land 270 m, Initiative: -3, Maneuver: -3						
Special Abilities: Headlights, GPS (MP: 2), NBC Filter (MP: 4), Radar (4 km), Tactical Radio (Secure), Infrared (1 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Water Cannon	2d6	A	18m	50	Automatic, Ex. Ammo, Hardpoint, Stream, Stun	Arc of Fire (Fr), Low Penetration
Anti-pers. Gr. Laun.*	2d10	SS	40m	30	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
NOTE: *Blast.						

HS-3 BLACK WIND

The *Black Wind* is Paxton's pride and joy. It is the end result of nearly twelve cycles of uninterrupted research that began at the start of the Earth conflict (incidentally, the *Black Wind* contains several systems developed using captured Earth technology). Its external appearance is angular, yet aerodynamic. The twin gas turbines are located deep within the craft's main body. The two suspension fans are likewise well shielded. Thrust is channeled out of specially designed ports located on the sides of the fuselage and the wing pods. The shape of these ports was computer-designed to eliminate as much noise-producing turbulence as possible.

The *Black Wind*'s armament is equally impressive. A retractable, chin-mounted laser cannon fed through a large capacitor that occupies much of the craft's underbelly provides extremely accurate, long-range firepower. Two weapon bays house a deadly assortment of missiles. It is presumed that the *Black Wind* can carry other types of ordinance as well, but the present configuration is the only one seen to date.

Only Paxton's own Air Service fields the *Black Wind*. It has seen action throughout the PRDF's security zone, chasing down unsuspecting rovers and defending Paxton's interests. Both the CNCS and the AST would be interested in procuring one for study, although there are rumors that the Southern Republic has managed to snag two of them. Needless to say, all parties would pay highly for information regarding this hi-tech wonder.



Silcore Stat block

Size: Length: 16.4 meters, Width: 15.7 meters, Standard operational weight: 9200 kg, Cost: 325,631,429 marks/dinars								
*Defensive Threat Value (DTV); Movement: Flight 7/13 (390 kph) Stall 0 (0 kph) Ground 0/0 (0 kph), Maneuver: +1, Armor: 12/24/36								
*Miscellaneous Threat Value (MTV); Crew: Living 2, Computer 1 (Dumb, Level 2), Deployment Range: 1000 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot; Communications (+1/28 km), Airborne, Satellite Uplink; Hostile Environment Protection (Desert); Feature: NOE Flyer; Information Warfare Device: Stealth (Rating 5), Decoy (Rating 2, Sensor Only); Reinforced System: Backups; Sensors (+1/3 km), Airborne Sensors; Movement Flaw: Cannot Glide, Decreased Maneuverability (Rating 3, Ground), Maximum Ceiling (Rating 6)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Laser Cannon	F	+2	x20	5	0	Attenuating Damage (3), HEAT	80
2	Anti-Tank Missile Launcher	F	+2	x25	3	0	Guided, HEAT, Indirect Fire	3 each
2	Anti-Aircraft Missile Launcher	F	+3	x10	8	0	Guided, HEAT	1 each
1	Target Designator	F	0	x0	4	0	Target Designator	Unlimited

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 16.4 m), Hit Points: 47, Occupancy: 2 operators, no cargo, Armor Hardness: 12, Defense: 0, Strength: n/a						
Speed: Land 585 kph (6 km ceiling), Tactical Speed: Land 970 m, Initiative: 0, Maneuver: +1						
Special Abilities: Reflective Coating, Stealth (Deoy), Laser Designator (RI 200), GPS, NBC Filter, Hi-Rez Radar (30 km,), Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2 km), Targeting System (+1, all weapons)						
Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)						
Mecha Defects: Reduced Endurance (20 hours), Start Up Time (1 minute), Stall Speed (0 kph or 0m/round)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Heavy Laser Cannon*	6d12	SA	250m	80	2x Long Range, Extra Ammo	Less Ammo, Space Optimized
Guided Missiles**	10d10	SS	150m	6	Blast, Indirect, Guided (LG, SARH)	2x Less Ammo
Guided Missiles**	10d10	SS	150m	2	Blast, Indirect, Guided (LG, SARH)	3x Less Ammo
NOTE: *Energy Weapon, **Blast Weapons						

Chapter 6: Black Talon

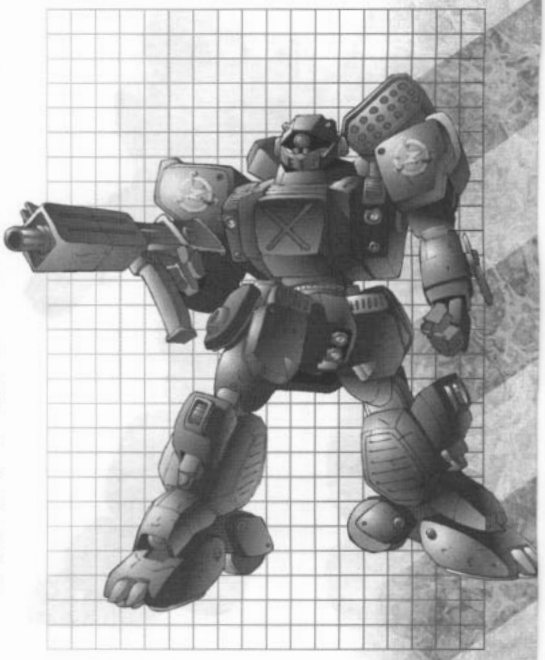
DARK CHEETAH

The swift Cheetah scout Gear was selected to perform the reconnaissance tasks of the mission. Its extensive sensor array and built-in electronic warfare suite make it well suited for this role. It will serve as the eyes and ears of the team once on the ground, but can also serve as a light skirmisher if it comes down to it. The basic Cheetah frame was substantially modified to incorporate additional armor and stealth equipment, but did not lose speed or agility. This can quickly change if too many weapon systems are loaded on the frame, so care must be chosen to ensure only critical devices are carried.

The overall speed of the vehicle match those of the Cheetah Mk2, though the amount of armor carried does not. The designers went for the "tried and battle tested" approach and used the proven CHAT/8 comm system and sensor array of the standard Cheetah rather than risk development problems with a more advanced system.

Like the other vehicles in the Dark-series, the Cheetah is equipped with a life support system. Such equipment has been made necessary by the unknown conditions the Talons will have to face during their missions. The life support system will also prove useful during operations on the surface of Caprice, where oxygen breathing apparatus is required due to the low ambient atmospheric pressure.

The Dark Cheetah is being used mostly as the team's eyes and hears, using its superior maneuverability and speed to make its way deep in enemy territory. It is the prefered vehicle for Talon teams that privilege a stealthy approach to their missions, and has proven to be widely popular assignment. More than once, a Dark Cheetah has used its all-terrain capabilities to lurk beneath cover with its Sensor Boom extended like a periscope, waiting for just the right moment to signal the rest of the Black Talons to initiate their surprise attack.



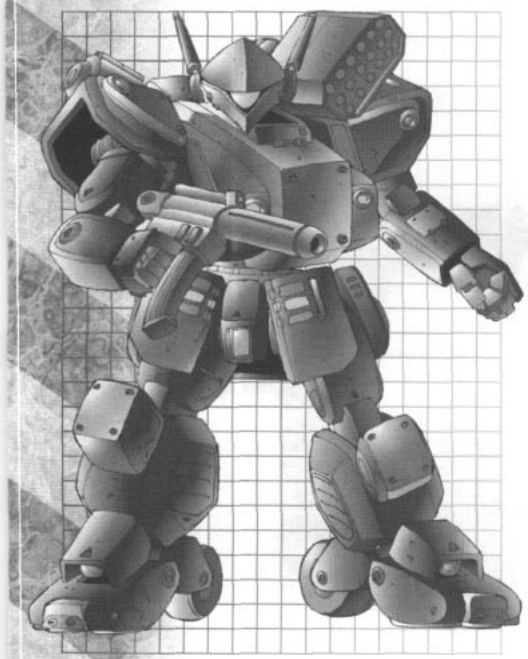
Silcore Stat block

Size: 6 (Tall, 4.1 m), Width: 3.3 meters, Standard operational weight: 5200 kg, Cost: 12,805,834 marks								
*Defensive Threat Value (DTV); Movement: Walk 6/12 (72 kph) Ground 8/15 (92 kph), Maneuver: +2, Armor: 10/20/30								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 600 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Life Support (Limited); 2 x Manipulator Arms (Rating 6, can punch); 1 x Tool Arm (Rating 1, Sensor Boom, Cannot Punch); Communications (+1/25 km); Hostile Environment Protection (All); Information Warfare Device: Stealth (Rating 3); Reinforced System: Crew, Movement; Sensors (+2/5 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	+1	x8	2	+2	Hand-Held, Sniper	60
1	Deployable Pack Gun	F	0	x8	2	+2	Hand-Held	30
1	Light Rocket Pod/32	F	0	x12	1	+4	HEAT, Indirect Fire	32
1	Antipersonnel Grenade Launcher	F	0	x3	1	0	Indirect Fire, Anti-Infantry, Area Effect: 0	6
1	Vibroblade	F	+1	x8	0	0	Hand-Held, Armor-Piercing, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.1 m), Hit Points: 50, Occupancy: 1 operator, no cargo, Armor Hardness: 14, Defense: 0, Strength: 40 (+15)						
Speed: Land 126 kph, Tactical Speed: Land 225 m, Initiative: 0, Maneuver: 0						
Special Abilities: Environmental Controls (Life Support), Reflective Coating, GPS, NBC Filter, High Rez Radar (4 km), Long Range Radio (Secure), Tactical Radio, Infrared (3km), Targeting System (+1, all weapons)						
Exotic Abilities: None, Mecha Defects: Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
20mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	48m	32	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

DARK WARRIOR



The Dark Warrior is a modified version of the Warrior Elite, a Gear prototype created by Paxton Arms' ultra-secret advanced Gear development program. The Warrior Elite was to be the vanguard of a new generation of highly mobile Gears for Peace River's army, and only three prototypes are know to have escaped the city-state's destruction. The remaining vehicles were discreetly moved to the Talon Werks facility for study and modifications (the very first Dark Warriro, piloted by Lieutenant Keiji Kage, was actually one of the original prototype, albeit highly modified).

The Dark Warrior upgrade retains the Elite's agility and speed but features additional stealth and environmental protection equipment. All limbs and major systems have been reworked to incorporate as many modular attachments as possible to facilitate maintenance and modifications in the field. Though the Dark Warrior can potentially carry almost any combination of Gear-class weaponry, a prefered payload has evolved to take advantage of the Gear's inherent strengths.

The modular weapon hardpoints allow a number of different weapon payloads to be carried, but a baseline configuration was retained for the Caprice mission. It includes the Elite's vibrorapier, at the request of Lt. Kage, and an unusual gatling laser cannon, which provides the unit with a high amount of firepower in regard to its size.

The Dark Warrior's combination of speed and brute force makes it a good all-around fighter. Though the production of the machine has proven somewhat difficult, given the low number of Warrior Elites in existence, it has quickly become a favorite with the Talon field commanders. They appreciate its versatility, which makes mission planning a lot easier.

Silcore Stat block

Size: 6 (Tall, 4.6 m), Width: 3.2 meters, Standard operational weight: 6900 kg, Cost: 16,070,000 marks/dinars

*Defensive Threat Value (DTV); Movement: Walk 5/10 (60 kph) Ground 8/15 (90 kph), Maneuver: +2, Armor: 16/32/48

*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 550 km, Reaction Mass: n/a

Perks and Flaws: Accessory: Life Support (Limited); 2 x Manipulator Arms (Rating 6, can punch); Communications (+1/10 km); Hostile Environment Protection (All); Information Warfare Device: ECM (Rating 3), Stealth (Rating 3); Reinforced System: Crew, Movement; Sensors (+1/2 km)

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Gatling Laser Cannon	F	+2	x16	2	+1	Attenuating Damage (3), Hand-Held, HEAT	40
1	Medium Rocket Pod/36	F	0	x18	2	+4	HEAT, Indirect Fire	36
1	Antipersonnel Grenade Launcher	F	0	x3	1	0	Indirect Fire, Anti-Infantry, Area Effect: 0	6
1	Vibrorapier	F	+2	x6	0	0	Hand-Held, Armor-Piercing, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 56, Occupancy: 1 operator, no cargo, Armor Hardness: 16, Defense: 0, Strength: 40 (+ 15)

Speed: Land 126 kph, Tactical Speed: Land 225 m, Initiative: 0, Maneuver: 0

Special Abilities: ECM (Comm +3, Radar +3), Environmental Controls (Life Support), Reflective Coating, GPS, NBC Filter, High Rez Radar (2 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2km), Targeting System (+1, all weapons)

Exotic Abilities: None

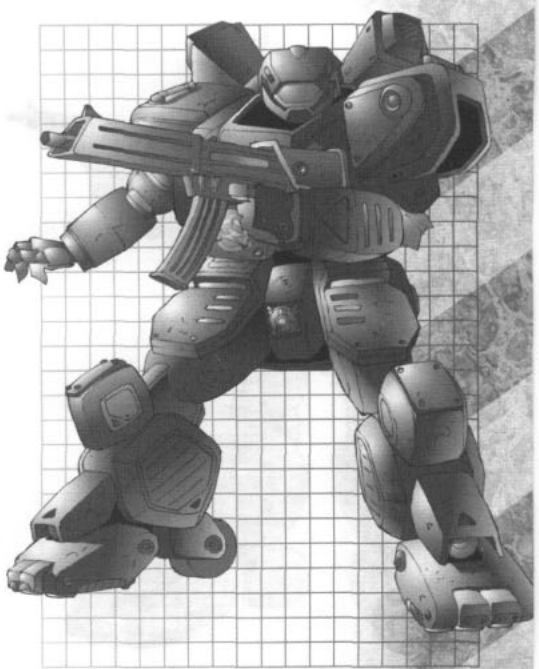
Mecha Defects: Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute)

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Gatling Laser Cannon*	4d12	SA	90m	60	Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Vibrorapier***	3d8	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)

NOTE: *Ballistic Weapon; **Blast Weapons; ***Piercing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.

DARK JAGUAR



The high performance Jaguar was high on the list of combat vehicles earnmarked for service in the Black Talon. Over the cycles, the versatile Gear had become the symbol of progress in the Northern military forces, and the design performed spectacularly in most of the battles it has ever been engaged in. Most of the modifications incorporated technology from other Northern stealth designs, such as the Panther, to save time. Numerous secondary systems were adapted from the time-proven Hunter to ensure easy of repair in the field.

The result performed well above expectations. While a jack-of-all-trade, the Dark Jaguar still offer significant performances across the board. Like its mass-produced brothers, it is very mobile and features an above average sensor suite for a line unit. This can prove helpful in confined environments, or if no dedicated scout unit is available to the team.

Like the other Talon vehicles, the Dark Jaguar uses a collection of weapon hardpoints instead of built-in armament to facilitate repairs and upgrades in the field. Nevertheless, prefered weapon loads have been designed for each machine; the Jaguar became the close support unit, carrying a pair of high-yield rocket pods to supply quick burst of firepower to get the team out of any given predicament. *The vehicle's advanced fire control system does an excellent job of compensating for the rockets'* inherent low accuracy, making them a valued addition to the team's arsenal.

The dark Jaguar is probably the closest to a standard soldier unit for the Black Talon program. The Jaguar's high availability and proven track record have ported over to its commando version, which can fulfill several combat roles as required by the tactical situation.

Silcore Stat block

Size: 6 (Tall, 4.6 m), Width: 3.2 meters, Standard operational weight: 7100 kg, Cost: 17,690,000 marks								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (53 kph) Ground 7/13 (81 kph), Maneuver: +1, Armor: 18/36/54								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 550 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Life Support (Limited); 2 x Manipulator Arms (Rating 6, can punch); Armor Quality: Heat Resistant (Rating 2), Reinforced (Rating 2, Front Arc); Communications (+1/15 km); Hostile Environment Protection (All); Information Warfare Device: Stealth (Rating 3), Reinforced System: Crew, Movement; Sensors (+1/3 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	+1	x10	3	+1	Hand-Held	40
2	Medium Rocket Pod/36	F	0	x18	2	+4	HEAT, Indirect Fire	36 each
1	Vibroblade	F	+1	x8	0	0	Hand-Held, Armor-Piercing, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 58, Occupancy: 1 operator, no cargo, Armor Hardness: 21, Defense: 0, Strength: 40 (+15)						
Speed: Land 122 kph, Tactical Speed: Land 203 m, Initiative: -1, Maneuver: 0						
Special Abilities: Environmental Controls (Life Support), Reflective Coating, GPS, NBC Filter, Radar (3 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (3 km), Targeting System (+1, all weapons)						
Exotic Abilities: None						
Mecha Defects: Optimized Armor, Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Autocannon*	5d12	A	100m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

DARK MAMBA

The Southern Republic's Black Mamba design was already a cutting edge machine, and it was only natural that it be incorporated in the Black Talon program. Despite numerous early problems with the powertrain and the new modularized systems - not to mention Republican officials, who were extremely leery of releasing the stealth technology of their Snakeye Gear for adaptation - the current vehicle is an agile machine that should perform well. Much like the Warrior and Jaguar designs, the Mamba is not overly specialized and features improved performances across the board.

The one main difference with the other Dark-series Gear is in the inherent stealthiness of the design, which was made possible by the extensive research already done for the Snakeye program. The design's low sensor signature makes it a particularly fiendish weapon to use under cover of darkness or cluttered terrain. The fragility of the outer armor cover greatly limit the combat options open to the pilot, but the vehicle' given its strength, should essentially never be operating out in the open where it will be at a decided disadvantage. The Dark Mamba is a true hit-n-fade striker and should always be deployed in such a fashion.

Like all Talon machines, the Dark Mamba relies on weapon hardpoints and can carry a large variety of weapons. Most of the time, however, the machine is equipped with a powerful bazooka and rocket pod combination for high punch at short range.

The integration of a sniper system in the Dark Mamba's fire control computer, coupled with the design's incredible stealth characteristics, has made it the squad's unofficial assassin vehicle. Though the system can be retrofitted to other Talon vehicles as needed (though at the cost of much efforts), only the Dark Mamba comes with it in the base configuration.

Silcore Stat block

Size: 6 (Tall, 4.6 m), Width: 3.5 meters, Standard operational weight: 6200 kg, Cost: 15,660,000 dinars

*Defensive Threat Value (DTV); Movement: Walk 5/9 (55 kph) Ground 7/14 (84 kph), Maneuver: +1, Armor: 21/42/63

*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a

Perks and Flaws: Accessory: Life Support (Limited); 2 x Manipulator Arms (Rating 6, can punch); Communications (+1/15 km); Hostile Environment Protection (All); Information Warfare Device: Stealth (Rating 6); Reinforced System: Crew, Movement; Sensors (+1/3 km); Weakness: Exposed Auxiliaries

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Rapid Fire Bazooka	F	+1	x14	1	+2	Hand-Held, HEAT, Sniper	60
1	Light Rocket Pod/32	F	0	x12	1	+4	HEAT, Indirect Fire	32
2	Antipersonnel Grenade Launcher	FF/FR	0	x3	1	0	Indirect Fire, Anti-Infantry, Area Effect: 0	6 each
6	Heavy Hand Grenade	F	0	x25	0	0	Hand-Held, Heat	-
1	Vibroblade	F	+1	x8	0	0	Hand-Held, Armor Piercing, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 61, Occupancy: 1 operator, no cargo, Armor Hardness: 21, Defense: 0, Strength: 40 (+15)

Speed: Land 126 kph, Tactical Speed: Land 203 m, Initiative: -1, Maneuver: 0

Special Abilities: Environmental Controls (Life Support), Reflective Coating,GPS, NBC Filter, Radar (2 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km), Targeting System (+1, all weapons)

Exotic Abilities: None

Mecha Defects: Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute)

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Rapid Fire Bazooka*	5d12	A	50m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	48m	32	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Rr), 2x Less Ammo
Heavy Grenades	10d10	SS	15m	6	4x Blast, Hand-Held	Arc of Fire (Fr), 2 x Less Ammo
Vibroknife***•	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)

NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.

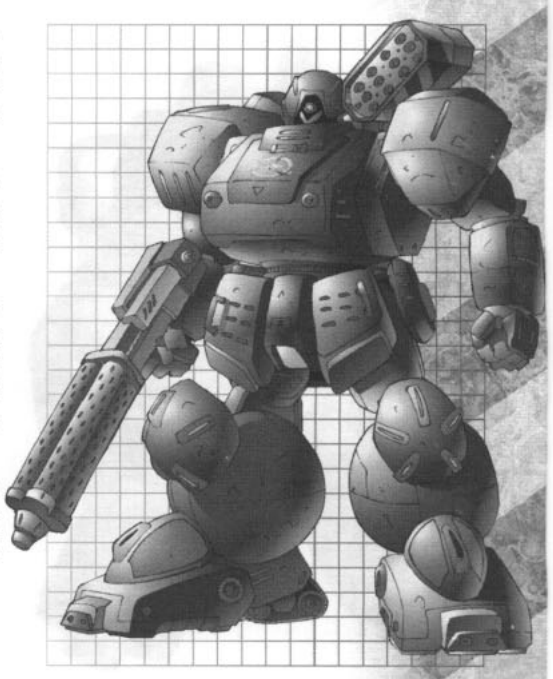
DARK COBRA

The Dark Cobra has been created to fulfill the task of long range fire support in Talon combat squads. Its strong frame is capable of carrying multiple ballistic and missile systems, and while it is slightly slower than the other machines, its heavy armor will keep it safe during engagements. The armor means that the machine can also be used as a brawler, but its poor agility makes it a dangerous practice to engage in.

Much of the Gear's systems and general design approach comes from the Hooded Cobra design, which pioneered the use of the light laser cannon on an assault-class Gear. The lesson learned in the construction of that design were put to good use in the creation of the Dark Cobra, which suffered from far less development flaws than its older brethren.

The rapid development of the design can also be explained by the fact that it is a relatively low technology vehicle among high tech wonders. The Dark Cobra's sensor and communication suite is only of average quality, since it was expected that other machines would take care of the scouting and forward observing duties (it is highly unlikely that a Talon team would be composed only of Cobras). Likewise, except for the EM-absorbing ablative skin of the hull, most of the inner mechanisms and armor plate configurations remain unchanged from the basic vehicle.

The Dark Cobra is found in few Talon teams, since many commanders have deemed it too heavy and over specialized for their needs. While the vehicle is indeed somewhat less mobile than the other Talon vehicles, it has performed admirably so far, its pilots using both the heavy armor and the long range weapons to pull victory from what seemed at first to be impossible odds.



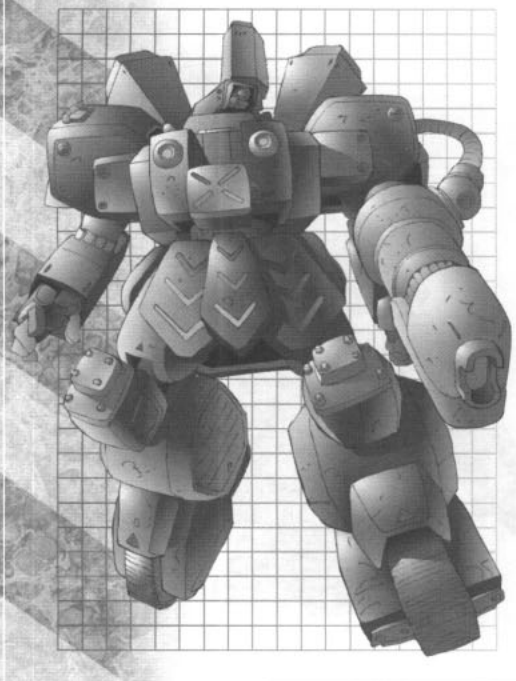
Silcore Stat block

Size: 7 (Tall, 5.0 m), Width: 4.0 meters, Standard operational weight: 8900 kg, Cost: 14,082,858 dinars								
*Defensive Threat Value (DTV); Movement: Walk 3/6 (36 kph) Ground 6/11 (67 kph), Maneuver: -1, Armor: 21/42/63								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Life Support (Limited); 2 x Manipulator Arms (Rating 7, can punch); Armor Quality: Heat Resistant (Rating 8), Reinforced (Rating 2, Front Arc); Communications (0/10 km); Hostile Environment Protection (All); Information Warfare Device: Stealth (Rating 2); Reinforced System: Crew, Movement; Sensors (0/2 km)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Laser Cannon	F	+1	x16	5	0	Attenuating Damage (2), Hand-Held, HEAT, Sniper	40
1	Medium Rocket Pod/36	F	-1	x18	2	+4	HEAT, Indirect Fire	36
1	Heavy Rocket Pod/24	F	-1	x20	3	+3	HEAT, Indirect Fire	24
1	Antipersonnel Grenade Launcher	FF	-1	x3	1	0	Indirect Fire, Anti-Infantry, Area Effect: 0	6 each
1	Light Autocannon	FF	0	x8	2	+2	-	120
6	Hand Grenade	F	0	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Vibroblade	F	0	x8	0	0	Hand-Held, Armor Piercing, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 5.0 m), Hit Points: 61, Occupancy: 1 operator, no cargo, Armor Hardness: 21, Defense: 0, Strength: 45 (+17)						
Speed: Land 126 kph, Tactical Speed: Land 43 m/turn, Initiative: -2, Maneuver: -2						
Special Abilities: Environmental Controls (Life Support), Reflective Coating, Chobham Armor, GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (2 km)						
Exotic Abilities: None, Mecha Defects: Optimized Armor, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Laser Cannon****	4d10	SS	160m	40	Long Range	Arc of Fire (Fr)
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr)
Heavy Rocket Pack**	10d8	A	120m	24	Automatic, Blast, Indirect	Arc of Fire (Fr)
Anti-pers. Gren. Laun.**	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
25mm Autocannon*	4d12	A	80m	120	Automatic,2x Extra Ammo	Arc of Fire (Fr)
Hand Grenades**	8d10	SS	12m	6	3x Blast	Arc of Fire (Fr), 2x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. ****Energy Weapon, All weapons are Hardpoint-mounted, the A/C is handheld.						

DARK KODIAK



The Black Talon Werks are working hard on adapting another series of machines to the mission specifications called for by Dr. Brokenhaggen and General Ascherbach. The Dark Kodiak was the last machine to come out of the workshop before the first mission to Caprice, and is one of the most sophisticated and brutal Gear designs ever created.

Whereas the other Talon machines are designed mainly for stealth, the Dark Kodiak is first and foremost a brawler. Its heavy armor, combined with an upgraded engine and transmission, were intended to supply the team with the means to fight their way out of the most desperate situation. The engineering precedents of the Kodiak and Kodiak Destroyer are evident in the Dark version, and it is probably the vehicle that has changed the least from one version to the other. Movement speeds and armor are at Kodiak Destroyer levels, and only the outer armor panels and exhaust systems received any significant alterations to reduce their sensor signature.

This Gear's development, despite the small extent of the changes to the basic Kodiak chassis, came in at an enormous price tag. Much of it can be attributed to the cost of the vehicle itself, which the Confederacy reluctantly provided to the Talon Werks. As a result, there are very few Dark Kodiaks in service, and no Talon team will ver have more than one.

Though the Dark Kodiak is much slower than the other Talon machines, its extraordinary heavy armor, practically equal to that of a tank, made it a useful asset for missions involving brute force. For example, the 1st Black Talon fielded one to great success in the cramped tunnels below the CEF's vehicle factory at Paladin's Lots on Caprice.

Silcore Stat block

Size: 7 (Tall, 5.2 m), Width: 3.9 meters, Standard operational weight: 10,200 kg, Cost: 16,697,143 marks

*Defensive Threat Value (DTV); Movement: Walk 3/6 (37 kph) Ground 5/10 (59 kph), Maneuver: -1, Armor: 20/40/60

*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a

Perks and Flaws: Accessory: Life Support (Limited); 2 x Manipulator Arms (Rating 7, can punch); Armor Quality: Heat Resistant (Rating 3), Reinforced (Rating 3/Front Arc, Rating 1/Rear Arc); Communications (+1/15 km); Hostile Environment Protection (All); Information Warfare Device: Stealth (Rating 2); Reinforced System: Crew, Movement; Sensors (+1/2 km)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Bazooka	F	+1	x25	2	0	Hand-Held, HEAT, Sniper	12
1	Medium Rocket Pod/36	F	0	x18	2	+4	HEAT, Indirect Fire	36
2	Heavy Machinegun	FF	+1	x4	1	+3	Anti-Infantry	400 each
3	Hand Grenade	F	0	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
3	Heavy Hand Grenade	F	0	x25	0	0	Hand-Held, HEAT	-
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 5.2 m), Hit Points: 60, Occupancy: 1 operator, no cargo, Armor Hardness: 28, Defense: 0, Strength: 45 (+17)

Speed: Land 90 kph, Tactical Speed: Land 150 m, Initiative: -2, Maneuver: -2

Special Abilities: Environmental Controls (Life Support), Reflective Coating, Chobham Armor, GPS, NBC Filter, Radar (2 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km)

Exotic Abilities: None, Mecha Defects: Optimized Armor, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)

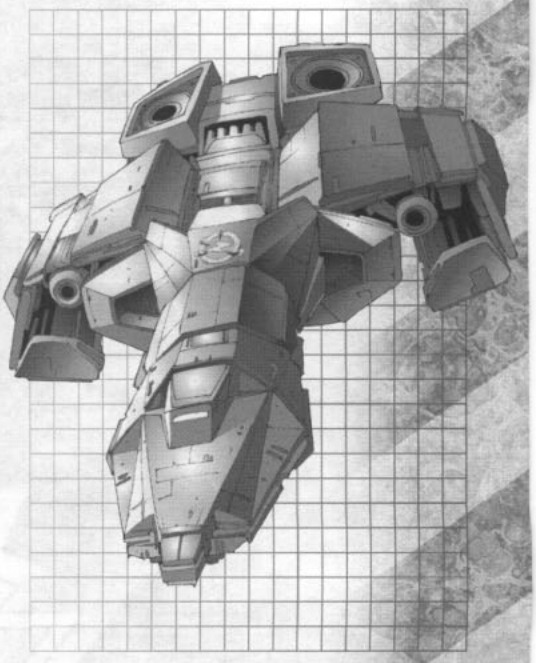
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Heavy Bazooka*	?d?	SS	?m	12	?	Arc of Fire (Fr), Less Ammo
71mm Rocket Pack**	8d8	A	48m	36	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Heavy Machinegun*	2d10	A	60m	400	Automatic,8x Ex. Ammo, Hardpoint, Lg Range	Arc of Fire (Fr)
Heavy Machinegun*	2d10	A	60m	400	Automatic,8x Ex. Ammo, Hardpoint, Lg Range	Arc of Fire (Fr)
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Heavy Grenades	10d10	SS	15m	6	4x Blast, Hand-Held	Arc of Fire (Fr), 2 x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)

NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.

FURY

The Fury Intersystem Assault Shuttle is the latest creation of the Terranovan shipyards. The fusion-powered spacecraft was already in the works prior to the Interpolar War, but only the needs of Operation Black Talon provided the impetus to complete the project. The Fury is designed to take a small detachment of Gears and armored vehicles from one planetary surface to another, passing through an interstellar Gate if necessary. The ship does not have its own Tannhauser Gate generator and must rely on a Gateship to initiate the sequence. Much of the craft's main hull and systems are derived from the CEF's Sleipnir-class space plane (see page 118).



The hull of the Fury is fairly angular due to the numerous stealth surfaces built into the design. The underside of the main body is covered with high temperature cerametal composites to withstand re-entry, while the rest is clad in armor. Hatches on the side and rear of the ship allow easy egress from the main cargo bays. The Fury is propelled by four fusion tubes, all of modular design, that can use any high density fluid as reaction mass. Enough reserves are carried to fly from a planetary surface to a Gate and back. Operational securities on all fusion tubes are patched to main ops and may be deactivated by authorized personnel to cause the vessel to self-destruct. Though it is intended mostly as a combat transport, the Fury is quite capable of defending itself: large particle accelerators are mounted on either side of the main body, and the spacecraft also carries a number of guided missiles and laser turrets.

Only one complete Fury has been produced up to now, though several others are in the building stage. The Caprice mission was the ultimate test of the vehicle's ability to infiltrate an hostile environment, deliver its cargo of troops and bring them back safely. Although the vehicle itself was lost, the operation, and by extension the Fury design, was successful. The other vessels currently being assembled will be used on subsequent missions to make contact with other human colonies.

Silcore Stat block

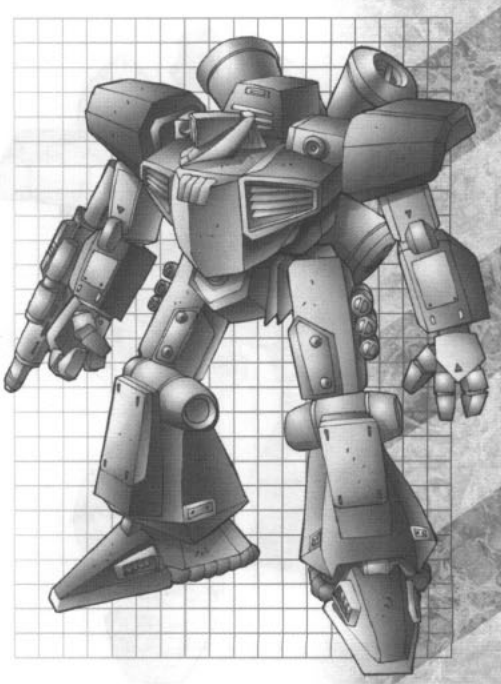
Size: 22 Length 120.4 m, Width: 69.5 meters, Standard operational weight: 4500 tons, Cost: 109,390,000 marks/dinars								
*Defensive Threat Value (DTV): Movement: Space 20/40 Flight 8/16, Maneuver: -2, Armor: 80/160/240								
*Miscellaneous Threat Value (MTV): Crew: Living 8, Deployment Range: 1000 km, Reaction Mass: 1000 BP								
Perks and Flaws: Accessory: Autopilot, Escape System (All crew), 2 x Life Support (Full); Communications (+1/30 km); Feature: Accomodation (Military Grade for 12 People; 2 x Cargo Bay (8000 m3 each), Cargo Bay (52 tons of Vehicles), Reentry System, Stratospheric Flight; Hostile Environment Protection (Desert, Extreme Cold, Vacuum, Radiation: 4); Information Waefare Device: Stealth (Rating 3); Sensors (+1/4 km); Airborne Sensors, Spaceborne Sensors; Movement Flaw: Cannot Glide								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Light Particle Accelerator	FF	+1	x10	2	0	Attenuating Damage (1), Haywire, HEAT	80 ea
1	Anti-Tank Missile Launcher	F	+1	x25	3	0	Guided, HEAT	8
5	Heavy Machinegun	R	0	x4	1	+3	Anti-Infantry	1000 each
5	Heavy Machinegun	L	0	x4	1	+3	Anti-Infantry	1000 each
12	Sniper Laser Cannon	T	+1	x12	5	0	Attenuating Damage (1), HEAT	40 each

OGL Stat Block

Type: Vehicle, Size: Colossal (Long, 120.4 m), Hit Points: 160, Occupancy: 8 operators, cargo bay (16,000 cubic meters), Armor Hardness: 30, Defense: 0, Strenght: n/a						
Speed: Realistic Space Flight: (3.0 g, G-Round 500), Flight (480 kph, Stratospheric), Tactical Speed: n/a, Initiative: -2, Maneuver: -2						
Special Abilities: Environmental Controls (Life Support), Reflective Coating, Ejection Seats, Hangar (52 tons of vehicles), Tactical Radio (Secure), Long Range Radio (Secure), Re-entry Shield, Hi-Rez Radar (4 km), Infrared (2 km), Rooms						
Exotic Abilities: Limited A.I. (Dex 2, Wis 2, Cha 1)						
Mecha Defects: Start-Up Time (1 minute)						
Weapons						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Guided Missile Launcher***	10d10	SA	150m	8	Blast, Indirect, Guided (SARH, LG)	Arc of Fire (Fr), 2x Less Ammo
Particle Cannon* (2)	5d10	SS	90m	80	2x Extra Ammo	-
Defensive Laser Cannon (x 12)*	4d10	SS	160m	40	Long Range	
Heavy Machinegun** (5)	2d10	A	60m	1000	Automatic, Ex. Ammo, Hardpoint, Lg Range	Arc of Fire (L)
Heavy Machinegun** (5)	2d10	A	60m	1000	Automatic, Ex. Ammo, Hardpoint, Lg Range	Arc of Fire (R)
NOTE: *Energy Weapon, **Balistic, ***Blast						

Chapter 7: CEF

TYPE 11-22 FRAME



Built as an alternative to the heavier Frames developed by Moscow Heavy Industries, the Type 11-22 proved too fragile for the sort of frontline assault duties that Ground Command had in mind. Unwilling to accept failure, KWS executives decided to pursue an independent schedule for the development of something the Colonial Expeditionary Force needed but hadn't asked for, a scout.

Beginning with the lighter frame and chassis, the project eventually evolved into a multipurpose forward observer/minesweeper machine. Lightly armed and armored, the 11-22 is capable of being inserted into a firezone by airdrop from an AC-56 or AT-33 transport. Once on the ground, any potential resistance can be rapidly identified and designated for attack by aerospace assets such as the TAAF-54. In this capacity, the 11-22 can act as a pathfinder for securing drop zones for following troopers, soldiers and equipment. A standard CEF minesweeper drone is also often carried as standard equipment for neutralizing any minefield that may be discovered during a search.

Kadellie Weapons Systems arranged for a surprise demonstration of their specialist Frame for Ground Command. Following the event, the CEF placed an order for mass production to begin immediately.

The Type 11-22 is definitely not a frontline fighting Frame, although it is armed for self-protection. KWS has also notably subcontracted significant portions of the Frame's systems to native Caprician corporations in an effort to gain better leverage in the Caprician financial markets. Unfortunately the program's image has been tarnished by numerous minuscule errors of management and engineering, leading to a poor reputation among troopers and soldiers assigned to work with the Frame.

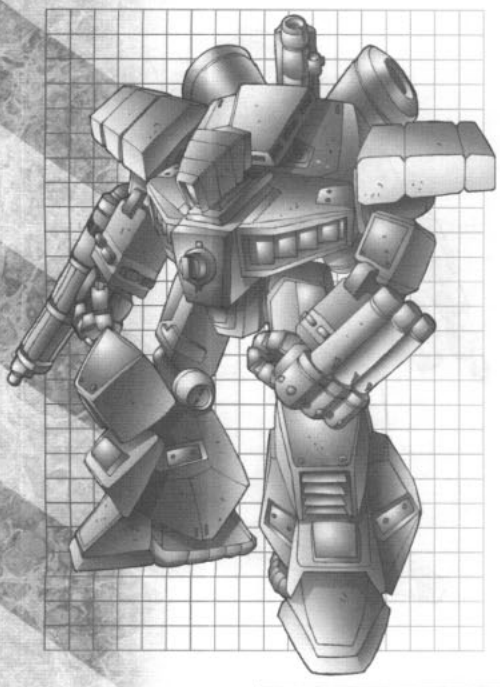
Silcore Stat block

Size: 5 (Tall, 4.0 m), Width: 3.4 meters, Standard operational weight: 4395 kg, Cost: 60,150,000 CEE								
*Defensive Threat Value (DTV): Movement Walk 5/10, Hover 13/25, Maneuver +1, Armor 9/18/27								
*Miscellaneous Threat Value (MTV): Crew Living 1, Computer 1 (Dumb2), Deployment Range 300 km								
Perks and Flaws: Armor Quality: Reinforced (R3, Front); Arms: Manipulator Arms x2 (R5, Can Punch); Communications (+2, 30 km, Satellite Uplink); Features: Airdroppable, Cargo Bay (size 1, enclosed, one minesweeper drone), Laboratory (R2, Mine Detection); Hostile Environment Protection: Desert; Sensors (+1, 6 km); Negative Features: Difficult to Modify, Vulnerable to Haywire Effects; Movement Flaws: Decreased Maneuver (R2, Hover)								
*Offensive Threat Value (OTV):								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Defensive Laser Cannon	F	+1	x12	5	0	AD1,Hardpoint, HEAT	10
3	Hand Grenade	F	-1	x15	0	0	Hand-held, AI, HEAT	1
3	Haywire Grenade	F	-1	x10	0	0	Hand-held, HW, HEAT	1
1	Target Designator	F	+0	x0	3	0	TD	Inf.

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4 m), Hit Points: 39, Occupancy: 1 operator, cargo: minesweeper drone, Armor Hardness: 9, Defense: 0, Strength: 30						
Speed: Land 225 kph, Tactical Speed: Land 375 m, Initiative: +1, Maneuver: +2						
Special Abilities: INS, NBC Filter, Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2km), Hi-Rez Radar (5km), Laser Designator (RI: 150m)						
Exotic Abilities: None						
Mecha Defects: Hangar Queen, Noisy, Reduced Endurance (20 hours at combat speed), Start-Up Time (1 minute)						
Weapons						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Laser Cannon*	4d10	SS	160m	10	Long Range	Arc of Fire (Fr), Less Ammo
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Haywire Grenade**	8d10	SS	12m	3	1x Blast, EMP	Arc of Fire (Fr), 3x Less Ammo
NOTE: *Energy Weapon; **Blast Weapons. All weapons are Hardpoint-mounted.						

TYPE 55 FRAME



The Type 55 has been developed as a general all purpose Battle Frame. Its primary duties include area suppression and anti-infantry support and in these roles it is seen as bridging the gap between traditional CEF armor and infantry forces. It is also designed to be airdropped in theater to extend its operational range and increase strategic flexibility.

While all the other Frames developed for the CEF have been designed to counter a particular mission threat, the Type 55 has been deliberately generalized. Of all the machines derived from captured Terranovan designs the Type 55 most closely matches the Hunter/Jäger Gears from which it was derived, albeit with significant differences. The primary weapon is a deep magazine gatling laser, the same type as is used by the HPC-64, mounted on a forearm hardpoint. The opposing forearm hardpoint mounts a quick-change triple tube disposable missile rack loaded with airburst missiles. Two extra sets of missile tubes are carried in an armored pack fitted with a dedicated internal storage compartment located below the V-Engine. When used together, these two weapon systems can quickly disperse concentrated opposition through repeated area saturation or inflict severe damage on static defenses.

Secondary weapons include a standard CEF infantry 55mm anti-personnel mortar mounted vertically behind one shoulder and an assortment of anti-personnel and anti-vehicular grenades. A stock Caprician vibroblade is standard issue for close combat situations. The Type 55 can also make use of any Octopus Pack currently in production.

In simulated combat situations the Type 55 has excelled, particularly when used in conjunction with hovertanks. A few live fire exercises have been conducted against known terrorist cells operating in the Caprician Highlands, but without contacting any Black Talon opposition as of yet. A decision for full-scale mass production has already been made, however, with most of the first machines to roll off the line earmarked for rebuilding the 8th Fleet.

Silcore Stat block

Size: 6 (Tall, 4.4 m), Width: 3.5 meters, Standard operational weight: 5952 kg, Cost: 50,175,000 CEE

*Defensive Threat Value (DTV): Movement Walk 5/10, Hover 12/23, Maneuver 0, Armor 11/22/33

*Miscellaneous Threat Value (MTV):, Crew Living 1, Computer 1 (Dumb2), Deployment Range 250 km

Perks and Flaws: Armor Quality: Reinforced (R3, Front); Arms: Manipulator Arms x2 (R6, Can punch); Communications (+1, 10 km); Features: Airdroppable, Cargo Bay (Size 1, enclosed, 6 ABMs/3 Reloads); Hostile Environment Protection: Desert; Sensors (+1, 2 km) Negative Features: Difficult to Modify; Movement Flaws: Decreased Maneuver (R2, Hover)

*Offensive Threat Value (OTV):

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Gattling Laser Cannon	F	+1	x16	2	+1	AD3, HEAT, hardpoint	150
1	Airburst Missiles	F	0	x10	3	0	AE1, HEAT, Hardpoint	2
1	Anti-Personnel Mortar	F	-1	x4	2	0	AE0, AI, IF, MR(-1), Hardpoint, HEAT	12
3	Hand Grenade	F	-1	x15	0	0	Hand-held, AI, HEAT	1
3	Heavy Hand Grenade	F	-1	x25	0	0	Hand-held, HEAT	1
1	Vibroblade	F	0	x8	0	0	Hand-held, AP	Inf.

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.4 m), Hit Points: 41, Occupancy: 1 operator, no cargo, Armor Hardness: 11, Defense: 0, Strength: 35

Speed: Land 140 kph, Tactical Speed: Land ?, Initiative: +0, Maneuver: +0

Special Abilities: INS, NBC Filter, Tactical Radio (Secure), Long Range Radio (Secure), Infrared (1km), Radar (2km)

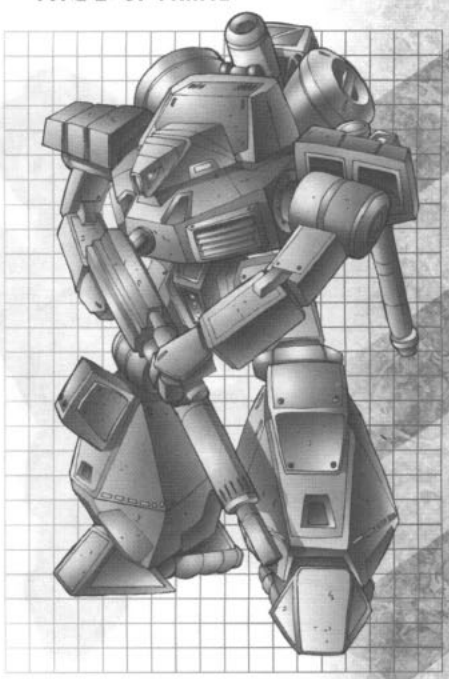
Exotic Abilities: None, Mecha Defects: Hangar Queen, Noisy, Reduced Endurance (18 hours at combat speed), Start-Up Time (1 minute)

Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Gatling Laser Cannon*	4d12	SA	90m	150	2x Extra Ammo	Arc of Fire (Fr)
Guided Missiles**	10d10	SS	150m	8	Blast, Indirect, Guided (LG, SARH)	Arc of Fire (Fr), 2x Less Ammo
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Heavy Hand Grenades**	10d10	SS	10m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroblade***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee

NOTE: *Energy Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hand-held or Hardpoint-mounted.

TYPE 2-07 FRAME



The difficulties encountered during the Terranovan campaign highlighted a serious shortcoming for Ground Command: their equipment was poorly suited to fighting in jungle terrain. In attempting to penetrate the dense vegetation of the Mekong lowlands many of the CEF's most important assets had to be left behind, including hovertanks, artillery and personnel carriers. This limited the amount of firepower that could be brought to bear in theater and greatly favored the rebellious colonists with their well armed and armored Gears.

The Type 2-07 redresses that shortfall with a dedicated fire support weapons payload intended to destroy enemy vehicles and personnel alike. A massive 152mm mortar is the primary weapon system and is firmly mounted behind the center of the V-Engine. Even with a 1.5m screw recoil traverse system the Frame cannot fire this weapon from a standing position and must assume a braced kneeling posture in which hydraulic interlocks engage to hold the entire machine rigid. Ballistic declination is controlled by pitching the entire torso forward at the correct angle prior to firing. A counter-battery sensor is also fitted and can detect the location of incoming fire from anywhere within the mortar's range.

An arm-mounted 55mm anti-personnel mortar comes as standard issue for use against enemy infantry and to support friendly infantry. The laser cannon carried by the Type 6-16 is used for direct fire engagements, although these should usually be avoided when possible.

The Type 2-07 is actually an outgrowth of development on the Type 6-16 Assault Frame. Not knowing if the 6-16 would be found acceptable, MHI experimented with several possible weapons loadouts and mission profiles. After years of testing and experience, Moscow Heavy Industries presented its best two prospects to fulfill the assault role envisioned by Ground Command. To its surprise both were accepted, although for very different reasons.

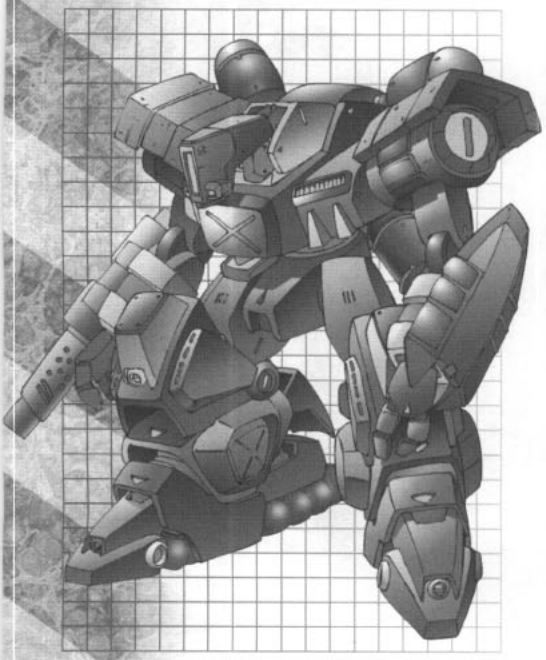
Silcore Stat block

Size: 6 (Tall, 4.6 m), Width: 3.5 meters, Standard operational weight: 6786 kg, Cost: 62,400,000 CEE								
*Defensive Threat Value (DTV): Movement Walk 4/8, Hover 10/20, Maneuver 0, Armor 13/26/39								
*Miscellaneous Threat Value (MTV):, Crew Living 1, Computer 1 (Dumb2), Deployment Range 200 km								
Perks and Flaws: Armor Quality: Reinforced (R4, Front); Arms: Manipulator Arms x2 (R6, Can Punch); Communications (+2, 10 km); Hostile Environment Protection: Desert; Sensors (+0, 4 km, Counter-Battery 0); Negative Features: Difficult to Modify; Movement Flaws: Decreased Maneuver (R2, Hover)								
*Offensive Threat Value (OTV):								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Laser Cannon	F	+1	x16	5	0	AD2, Hand-held, HEAT	20
1	Heavy Field Mortar	FF	-1	x25	6	0	AEO, IF, MR(-1), Hardpoint HEAT	8
1	Anti-Personnel Mortar	F	-1	x4	2	0	AEO, AI, IF, MR(-1), Hardpoint, HEAT	12
3	Hand Grenade	F	-1	x15	0	0	Hand-held, AI, HEAT	1

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 43, Occupancy: 1 operator, no cargo, Armor Hardness: 13, Defense: 0, Strength: 35						
Speed: Land 180 kph, Tactical Speed: Land 300 m, Initiative: +0, Maneuver: +0						
Special Abilities: INS, NBC Filter, Tactical Radio (Secure), Long Range Radio (Secure), Infrared (1km), Radar (4km)						
Exotic Abilities: None						
Mecha Defects: Hangar Queen, Noisy, Reduced Endurance (14 hours at combat speed), Start-Up Time (1 minute)						
Weapons						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Laser Cannon*	4d12	SS	160m	20	Long Range	Arc of Fire (Fr)
Heavy Field Mortar**	10d10	SS	300m	8	4x Blast, Indirect, Long Range	Arc of Fire (Fr), 2x Less Ammo, Slow Firing
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
NOTE: *Energy Weapon; **Blast Weapons. All weapons are Hardpoint-mounted.						

TYPE 6-16 FRAME



The Type 6-16 was the first Battle Frame successfully produced by CEF engineers. Reverse engineered and extensively modified from captured Terranovan machines and plans, the design and testing took the better part of a decade to complete. Battle Frames were already entering into low rate initial production runs in preparation for full-scale mass production when the 1st Black Talon strike team arrived on Caprice, disrupting the CEF's timetable.

Built to broadly similar specifications as a Terranovan Gear, the Type 6-16 is first and foremost a weapons platform built to carry heavy weapons into battle. Many of the machine's components would be familiar to a Terranovan military technician: V-Engines, hydraulic powertrain, neural net control systems and a torso cockpit. What would not be familiar is the advanced armor materials, the hover SMS, advanced superconductors and hydrogen fuel systems, among other things. Terran technical expertise cannot yet match the centuries of experience in ruggedized Gear manufacturing possessed by the Terranovans and consequently the Frame is not as solidly constructed as its colonial counterparts. The Type 6-16 does however have a much higher power-to-mass ratio due to the expertise of Terran and Caprician engineers in ceramic engines and high performance turbine systems.

Like all Frames the 6-16 doesn't have any built-in weapons and all armament is carried on forearm and shoulder hardpoints. The standard layout of energy weaponry and guided missiles is intended to complement that of the hovertanks with which it will most often be associated. Furthermore, the Frame is cleared to use any of the Octopus Packs already in production for even more firepower.

To date the Type 6-16 has fared very well in skirmishes with irregular resistance groups in the Caprician Highlands but less well when confronting Black Talon Teams. 3rd Fleet's Ground Command is at a loss to explain this disparity of performance and is coming under increasing pressure to solve problem. Current thinking is that a complete review of pilot training procedures for both troopers and soldiers may rectify these deficiencies.

Silcore Stat block

Size: (Tall, 4.6 m), Width: 3.5 meters, Standard operational weight: 6429 kg, Cost: 57,825,000 CEE

***Defensive Threat Value (DTV): Movement Walk 4/8, Hover 10/20, Maneuver 0, Armor 13/26/39**

***Miscellaneous Threat Value (MTV): Crew Living 1, Computer 1 (Dumb2), Deployment Range 200 km**

Perks and Flaws: Armor Quality: Reinforced (R4, Front); Arms: Manipulator Arms x2 (R6, Can Punch); Communications (+1, 10 km); Hostile Environment Protection: Desert; Sensors (+1, 2 km); Negative Features: Difficult to Modify; Movement Flaws: Decreased Maneuver (R2, Hover)

***Offensive Threat Value (OTV):**

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Laser Cannon	F	+1	x16	5	0	AD2, Hardpoint, HEAT	20
1	Anti-Gear Missile	F	+1	x15	3	0	Hardpoint, G, IF, HEAT	6
3	Hand Grenade	F	-1	x15	0	0	Hand-held, AI, HEAT	1
1	Vibroblade	F	0	x8	0	0	Hand-held, AP	Inf.
1	Target Designator	F	+0	x0	3	0	TD	Inf.

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 43, Occupancy: 1 operator, no cargo, Armor Hardness: 13, Defense: 0, Strength: 35

Speed: Land 180 kph, Tactical Speed: Land 300 m, Initiative: -1, Maneuver: -1

Special Abilities: INS, NBC Filter, Tactical Radio (Secure), Long Range Radio (Secure), Infrared (1km), Radar (2km), Laser Designator (RI: 150m)

Exotic Abilities: None

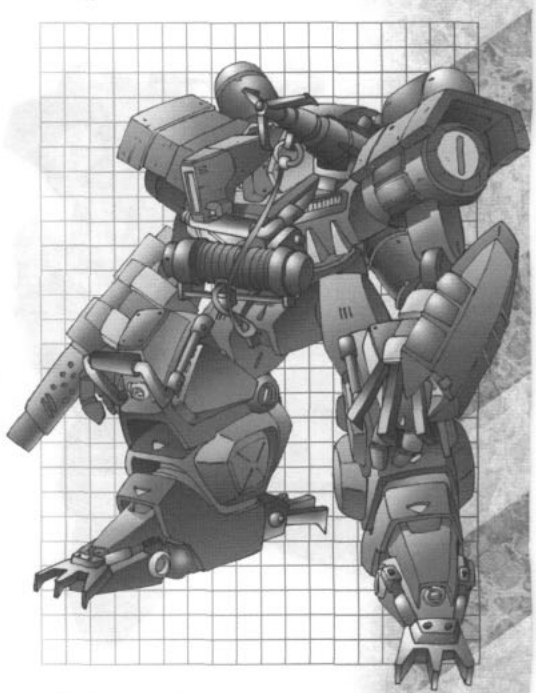
Mecha Defects: Hangar Queen, Noisy, Reduced Endurance (14 hours at combat speed), Start-Up Time (1 minute)

Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Laser Cannon*	4d12	SS	160m	20	Long Range	Arc of Fire (Fr)
Guided Missiles**	10d10	SS	150m	6	Blast, Indirect, Guided (LG, SARH)	Arc of Fire (Fr), 2x Less Ammo
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroblade***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee

NOTE: *Energy Weapon; **Blast Weapons. All weapons are Hardpoint-mounted.

Type 81-12 FRAME



Following the 2nd Fleet's success at Utopia it became clear that if the CEF encountered any significant resistance at Jotenheim, it would be seriously outclassed militarily. The battle reports from the 8th Fleet's engagement of colonial rebels in the mountainous regions of Terra Nova, however, pointed to a possible solution. KWS was contracted to produce an alpine environment Frame specifically capable of dealing with the naturally formidable terrain.

Kadellie Weapon Systems actually developed the Type 81-12 and Type 99 Frames concurrently since there was a great deal of crossover between the two Frames in terms of requirements, particularly weight. Kadellie engineers determined that primary requirement for the 81-12 would be mobility rather than armor or firepower, their rationale being that their Frame would need to get to advantageous locations fast and that many such locations would not be easy to reach by walking. Additionally, extra weight could be extremely hazardous in areas of poor ground stability. Thus a lighter machine would be able to survive natural hazards better than a heavy one.

In keeping with this philosophy the 81-12 is lightly armed with a defensive laser and a pair of mortars, one for defeating light armor or creating rockslides and one for anti-personnel work. Hand grenades are standard issue for demolitions and traps. The climbing claws have been specially reinforced for use in close quarters as weapons if need be, although a vibroblade is carried for use in melee and general tool use.

With its combination of jump jets, grappling lines and climbing apparatus there is almost nowhere that a Type 81-12 cannot go. With its powerful sensors and communications array, an 81-12 can survey a tremendous area from a high vantage point and rarely suffers from the sort of return echoes common in rough mountainous terrain. The Frame does run "hot" sometimes, however, due to its small size and high power output, although these conditions can be avoided through careful control.

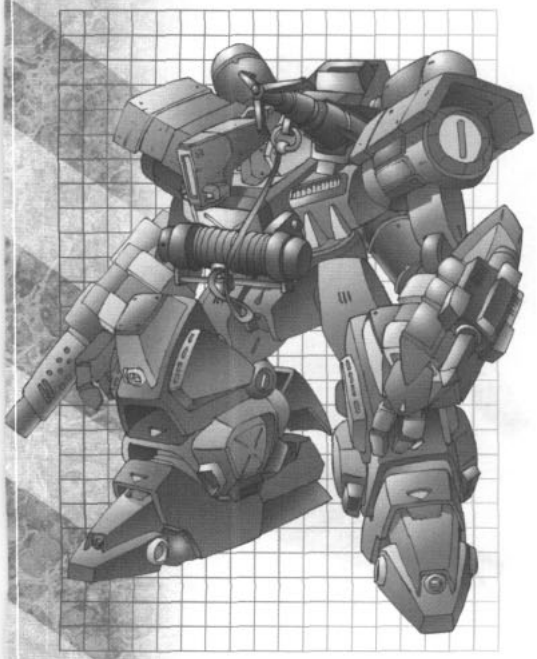
Silcore Stat block

Size: 5 (Tall, 4.0 m), Width: 3.5 meters, Standard operational weight: 2750 kg, Cost: 57,825,000 CEE								
*Defensive Threat Value (DTV): Movement Walk 5/10, Space 7/11 (Jump 50mx25m or 25mx50m), Maneuver +1, Armor 9/18/27								
*Miscellaneous Threat Value (MTV): Crew Living 1, Computer 1 (Dumb2), Deployment Range 300 km, Reaction Mass 110 BP (5 full jumps)								
Perks and Flaws: Accessories: Autopilot; Armor Quality: Reinforced (R3, Front); Arms: Manipulator Arms x2 (R5, Can Punch); Communications (+2, 30 km); Features: Off-Road Ability; Hostile Environment Protection: Desert, Extreme Cold; Sensors (+1, 6km); Negative Features: Difficult to Modify, Overheating								
*Offensive Threat Value (OTV):								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Defensive Laser Cannon	F	+1	x12	5	0	AD1, Hardpoint, HEAT	10
1	Light Field Mortar	FF	-1	x15	4	0	AEO, IF, MR(-1), Hardpoint, HEAT	32
1	Anti-Personnel Mortar	F	-1	x4	2	0	AEO, AI, IF, MR(-1), Hardpoint, HEAT	12
3	Hand Grenade	F	-1	x15	0	0	Hand-held, AI, HEAT	1
3	Heavy Hand Grenade	F	-1	x25	0	0	Hand-held, HEAT	1
1	Vibroblade	F	0	x8	0	0	Hand-held, AP	Inf.
1	Grapple Launcher	F	0	x6	1	0	Hardpoint, Winch	8

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.0m), Hit Points: 39, Occupancy: 1 operator, no cargo, Armor Hardness: 9, Defense: 0, Strength: 35						
Speed: Land 90 kph, Tactical Speed: Land 150 m, Initiative: +0, Maneuver: +0						
Special Abilities: INS, NBC Filter, Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2km), Radar (6km)						
Exotic Abilities: None						
Mecha Defects: Hangar Queen, Reduced Endurance (21 hours at combat speed), Start-Up Time (1 minute)						
Weapons						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Defensive Laser Cannon*	4d10	SS	160m	10	Long Range	Arc of Fire (Fr), Less Ammo
Light Field Mortar**	8d10	SS	300m	32	4x Blast, Indirect, Long Range	Arc of Fire (Fr), Less Ammo, Slow Firing
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Heavy Hand Grenades**	10d10	SS	10m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroblade***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee
NOTE: *Energy Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted.						

TYPE 99 FRAME



The Type 99 Frame is poised to fulfill a small but important niche in the Colonial Expeditionary Force: patrolling the local space around space facilities and supporting boarding actions. One particularly troubling trend in the past couple of years has been the intrusion of Black Talon Teams into Caprican space and their somewhat successful use of Gears in penetrating and/or neutralizing the defenses in and around critical CEF assets, particularly Gateships.

To counter this threat, Aerospace Command has placed an order for 200 Frames to be distributed among the Fleets. Since these Frames would be deployed in a primarily defensive posture, the use of explosive weapons payloads has been completely ruled out since they would likely inflict more damage on the spacecraft being defended than is desirable. Instead, the Type 99 is intended to close into melee range where it will engage in hand-to-hand combat with any intruder, preferably disabling it for capture, analysis and later interrogation of the crew. A defensive laser cannon is also issued for sniping at retreating enemies.

The Type 99 benefited greatly from the concurrent development of the Type 81-12, particularly in the use of the grapple launcher system that can be used while in proximity to a surface feature to maneuver without expending precious reaction mass.

To date only a handful of Frames have been delivered and none of them have seen combat. Aerospace Command is confident however that once more are deployed it will become much harder for terrorists and Black Talons alike to cause any further damage to the Colonial Expeditionary Force's space infrastructure. The 5th Fleet has also requested that its order be expedited to counter security threats in the Atlantean system.

Silcore Stat block

Size: 5 (Tall, 4.0 m), Width: 3.5 meters, Standard operational weight: 2750 kg, Cost: 266,760,000 CEE

*Defensive Threat Value (DTV): Movement Walk 5/10, Space 3/5, Maneuver +1, Armor 9/18/27

*Miscellaneous Threat Value (MTV): Crew Living 1, Computer 1 (Dumb2), Deployment Range 200 km, Reaction Mass 60 BP

Perks and Flaws: Accessories: Autopilot, Limited Life Support; Armor Quality: Reinforced (R3, Front); Arms: Manipulator Arms x2 (R5, Can Punch); Communications (+1, 30 km);Hostile Environment Protection: Extreme Cold, Extreme Heat, Vacuum, Radiation (R3); Sensors (+1, 6 km, Space); Reinforced Systems: Backups; Negative Features: Difficult to Modify; Movement Flaws: Decreased Maneuver (R1, Walker)

*Offensive Threat Value (OTV):

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Defensive Laser Cannon	F	+1	x12	5	0	AD1, Hardpoint, HEAT	10
1	Heavy Spike Gun	F	-1	x14	0	0	AP, Melee, Hardpoint	10
1	Chain Sword	F	x9	0	0	0	Hand-held, Melee	Inf.
1	Grapple Launcher	F	0	x6	1	0	Hardpoint, Winch	8

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.0 m), Hit Points: 39, Occupancy: 1 operator, no cargo, Armor Hardness: 9, Defense: 0, Strength: 32

Speed: Land 90 kph, Realistic Space Flight (Thrust 0.3g, G-Round 10), Tactical Speed: Land 150 m, Initiative: +1, Maneuver: +1

Special Abilities: Environmental Controls: Life Support, INS, NBC Filter, Tactical Radio (Secure), Long Range Radio (Secure), Infrared (3km), Hi-Rez Radar (6km)

Exotic Abilities: None

Mecha Defects: Hangar Queen, Reduced Endurance (14 hours at combat speed), Start-Up Time (1 minute)

Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Defensive Laser Cannon*	4d10	SS	160m	10	Long Range	Arc of Fire (Fr), Less Ammo
Spike Gun**	4d8	SS	n/a	10	Armor Piercing	Arc of Fire (Fr), Less Ammo, Melee
Chain Sword***	4d6	SS	n/a	n/a	Unlimited Shots	Arc of Fire (Fr), Melee

NOTE: *Energy Weapon; **Piercing Weapon; ***Slashing Weapon. All weapons are Hand-held or Hardpoint-mounted.

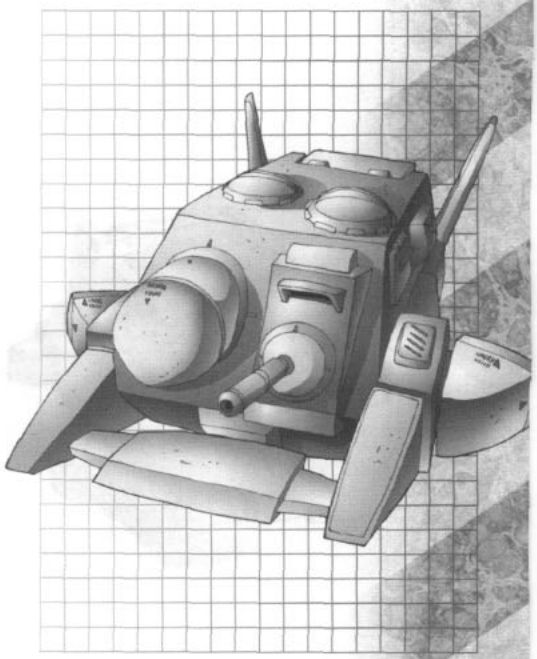
HC-3 HOVER COMMAND CAR

Artillery batteries without command, control and communications (C3) are worse than useless, they are a potential liability. To combat potential problems with answering requests for fire support from frontline units each CEF artillery battery has its own local C3 node for coordinating fire missions.

The HC-3 comes equipped with a satellite uplink for reporting field conditions to HQ and directing Ortillery strikes. A powerful electronic warfare suite ensures that a battery's guns can send and receive communications while remaining relatively safe from enemy forward observers. A defensive laser cannon is mounted for self-protection, although HC-3 crews are strongly discouraged from taking offensive action. Time spent engaging an enemy with weaponry is time not spent on keeping the EM spectrum clear for friendlies and jammed for enemies. Most often the HC-3 will freely range somewhere between the frontline fighters and its artillery battery so as to provide EW support forward.

HC-3 crews can be made up of either troopers or soldiers, the latter most often being a Jan and Kassandra GREL team, and are often the most battlefield-experienced personnel in the entire battery.

The HC-3 is a crucial link in the CEF's ability to coordinate its forces during an engagement. Usually once an enemy has located a command car it will become a priority target for a hostile force. On Terra Nova, Gear pilots were reportedly paid bounties for the destruction of command cars in the later stages campaign.



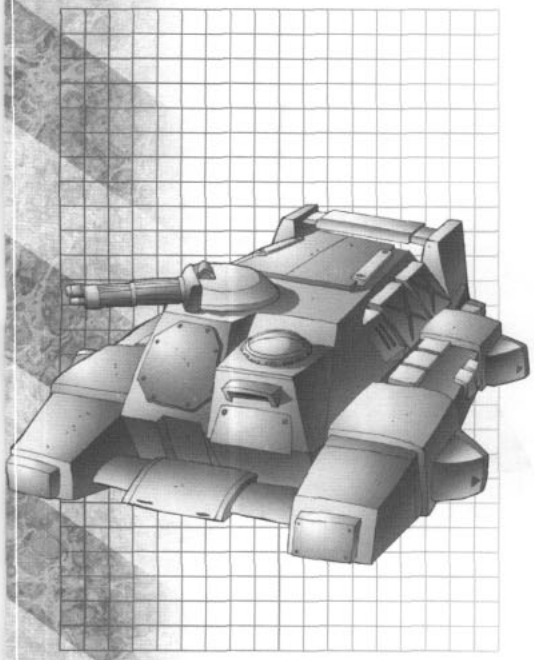
Silcore Stat block

Size: 4 (Tall, 2.0 m), (Length 3.5m), Width: 2.8 meters, Standard operational weight: 15,340 kg, Cost: 1,233,750 dinars								
*Defensive Threat Value (DTV): Movement Hover 13/25, Space 7/11 (Jump 50mx25m or 25mx50m), Maneuver +1, Armor 9/18/27								
*Miscellaneous Threat Value (MTV): Crew Living 2, Deployment Range 300 km, Reaction Mass 110 BP (5 full jumps)								
Perks and Flaws: Accessories: Limited Life Support; Features: Airdroppable; Communications (+2, 30km, Satellite Uplink); Hostile Environment Protection: Desert; Information Warfare (ECM +3/6km, ECCM +3/6km), Sensors (+1, 6km); Negative Features: Vulnerable to Haywire Effects; Defect: Weak Point (R2, Movement), Weak Point (R3, Auxiliary)								
*Offensive Threat Value (OTV):								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Defensive Laser Cannon	FF	+1	x12	5	0	AD1, HEAT	10

OGL Stat Block

Type: Vehicle, Size: Large (Tall, 2 m), Hit Points: 39, Occupancy: 2 operators, no cargo, Armor Hardness: 9, Defense: 0,Strength: n/a						
Speed: Land 150 kph, Tactical Speed: Land 250 m, Initiative: +2, Maneuver: +1						
Special Abilities: ECM (Comm +3, Radar +3), Environmental Controls: Life Support, INS, NBC Filter, Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2 km), Hi-Rez Radar (5 km)						
Exotic Abilities: None						
Mecha Defects: Hovercraft, Reduced Endurance (14 hours at combat speed), Start-Up Time (1 minute), Weak Point (Movement)						
Weapons						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Defensive Laser Cannon*	4d10	SS	160m	20	Long Range	Arc of Fire (Fr)
NOTE: *Energy Weapon						

HPC-64 HOVER APC



There is no point in having armored forces capable of making blitzkrieg strikes into an enemy's weak points if the soldiers and troopers aren't able to move in and take possession of the ground. With the potential lightning speed of hovertanks about to arrive in its arsenal of weapons the New Eurasian Commonwealth needed an armored personnel carrier capable of keeping pace and going anywhere its hovertanks could.

Developed concurrently with the HT-68 hovertank, the HPC-64 draws heavily upon the same technological base that made the hovertanks possible. The most obvious difference lies in the turret armament, which comprises a gatling laser system essentially transplanted from the NEC's transatmospheric aerospace fighters. Using the laser's rapid-fire capability, the vehicle's crew could saturate an area with sustained suppression fire before driving up and rapidly unloading the troopers (and later, soldiers) within who could quickly deploy and mop up with their own firepower.

Prior to the development of the HPC-64, most armored personnel carriers carried essentially defensive armament meant to protect the vehicle. When acting in concert with hovertanks however, the HPC-64 rapidly evolved into a highly offensive weapon system capable of delivering surprise attacks right into an enemy formation with devastating speed.

The standard armored personnel carrier in every Fleet, the HPC-64 has proven to be a very enduring. From the battlefields of WWIII on Earth to the remote firezones among the colonies, the HPC-64 has a sustained record that few other machines can match, particularly considering that it doesn't demand anywhere near the amount of tender loving care required by the CEF's hovertanks.

Silcore Stat block

Size: 7 (Tall, 3.4 m), (Length 10.2m), Width: 8.0 meters, Standard operational weight: 9921 kg, Cost: 21,000,000 CEE

*Defensive Threat Value (DTV): Movement Hover 12/23, Space 7/11 (Jump 50mx25m or 25mx50m), Maneuver -2, Armor 13/26/39

*Miscellaneous Threat Value (MTV): Crew Living 2/10 GRELS or 12 humans, Deployment Range 300 km, Reaction Mass 110 BP (5 full jumps)

Perks and Flaws: Accessories: Emergency Medical, Large Doors, Limited Life Support; Reinforced Systems: Crew; Features: Airdroppable; Communications (+1, 10km); Hostile Environment Protection: Desert; Sensors (+1, 2km); Negative Features: Large Sensor Profile (R1); Defect: Weak Point (R5, Movement), Weak Point (R5, Auxiliary)

*Offensive Threat Value (OTV):

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Gattling Laser Cannon	T	+1	x16	2	+1	AD3, HEAT	150

OGL Stat Block

Type: Vehicle, Size: Large (Tall, 3.4 m), Hit Points: 35, Occupancy: 2 operators, ? passengers, Armor Hardness: 13, Defense: 0, Strength: n/a

Speed: Land 140 kph, Tactical Speed: Land 235 m, Initiative: -4, Maneuver: -4

Special Abilities: Environmental Controls: Life Support, INS, NBC Filter, Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2 km)

Exotic Abilities: None

Mecha Defects: Hovercraft, Reduced Endurance (20 hours at combat speed), Start-Up Time (1 minute), Noisy, Weak Point (Movement)

Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Gatling Laser Cannon*	4d12	SA	90m	150	2x Extra Ammo	-

NOTE: *Energy Weapon

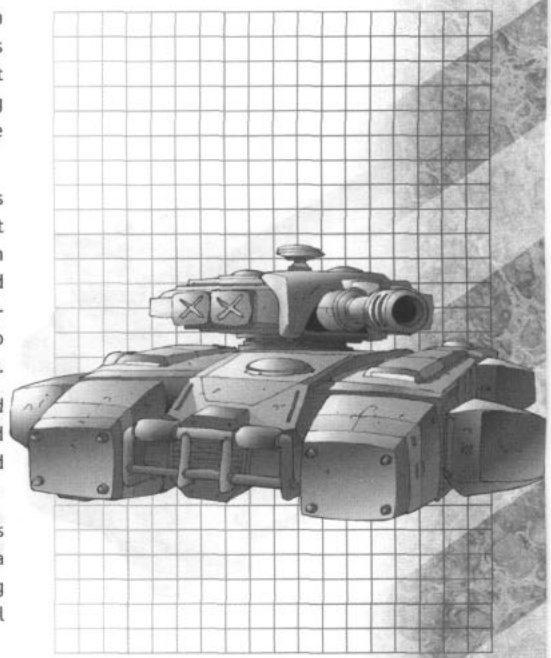
HT-68 HOVERTANK

Still a mainstay for most of the Colonial Expeditionary Force, the HT-68 is a tank chassis mounted on two powerful electrically driven turbofans similar to those used in VTOL-capable jets. Brief bursts from its engines allow it to jump over obstacles it cannot cross using the air-cushion ground effect alone. This gives unprecedented mobility over all types of terrain, a definite plus for the invading Earth army. The hovertank is designed to strike hard and strike fast, exploiting weaknesses in the enemy's defense at a moment's notice.

Despite its imposing size, being slightly larger than a conventional main battle tank, the HT-68 is relatively light to save as much wear and tear as possible on the lift fans. It is built out of ultra-light alloys, ceramites and other costly space manufactured materials. Only the NEC can viably afford an army of such machines. The thrust generated by the vehicle's turbofans is channeled through articulated nozzles placed around the hull of the tank, making it more maneuverable than standard ground-effect vehicles. The control surfaces and exhausts are prominently placed and somewhat exposed to hostile fire, especially the two large airflow controllers, and constitute the hovertank's primary weakness.

The turret-mounted particle accelerator is the main armament and is used to defeat light tanks and other lightly armored vehicles. Guided missile racks for engaging main battle tanks and other hardened targets designated by forward observers, Frames, other hovertanks or aerospace assets can be mounted on the sides of the turret.

In reclaiming the colonies, the HT-68's performance has been mixed. At Caprice and Atlantis it has practically never been used in a warfare capacity due to a lack of combatants. On Utopia it is a tremendous asset to maintaining the CEF's treaty agreements, and at Home it was decisive in securing the planet's surrender and capture. In the Terranovan campaign, it proved invaluable in the equatorial desert regions.



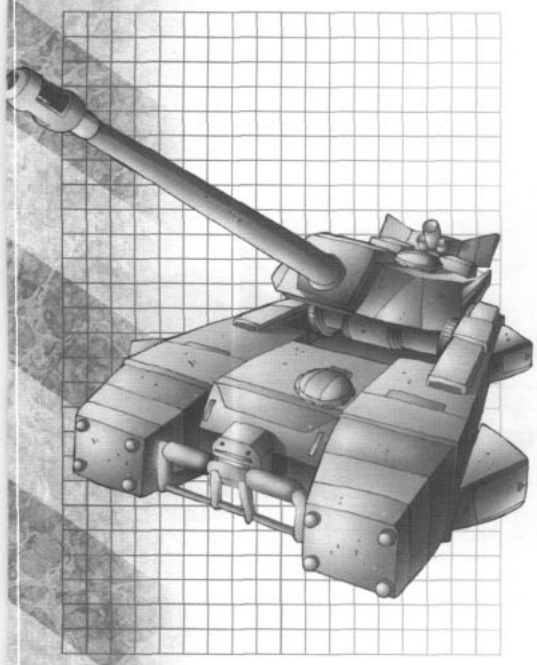
Silcore Stat block

Size: 12 (Tall, 3.4 m), (Length 10.2m), Width: 8.0 meters, Standard operational weight: 41,650 kg, Cost: 213,625,000 CEE								
*Defensive Threat Value (DTV): Movement Hover 12/23, Space 7/13 (Jump 100mx50m or 50m x100m), Maneuver -2, Armor 36/72/108								
*Miscellaneous Threat Value (MTV): Crew Living 3, Computer 1 (Dumb 2), Deployment Range 200 km, Reaction Mass 130 BP (5 full jumps)								
Perks and Flaws: Accessories: Limited Life Support, Ram Plate (F); Reinforced Systems: Backups; Features: Airdroppable; Communications (+2, 30km); *Hostile Environment Protection: Desert; Sensors (0, 4km);*								
Negative Features: Difficult to Modify, Large Sensor Profile (R3), Sensor Dependent; Defect: Weak Point (R8, Movement), Weak Point (R8, Auxiliary)								
*Offensive Threat Value (OTV):								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Hvy Particle Cannon	T	+2	x15	3	0	Haywire, AD1, Sniper, HEAT	60
1	Target Designator	T	+0	x0	3	0	TD	Inf.
1	Anti-tank Missiles*	T	+2	x25	3	0	G, IF, HEAT	8
*Optional armament, OTV								

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 3.4 m), Hit Points: 71, Occupancy: 3 operators, no cargo, Armor Hardness: 30, Defense: 0, Strength: n/a						
Speed: Land 140 kph, Tactical Speed: Land 235 m, Initiative: -4, Maneuver: -5						
Special Abilities: Environmental Controls: Life Support, INS, NBC Filter, Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2 km), Hi-Rez Radar (4 km), Laser Designator (RI: 150m), Stabilization Gear						
Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)						
Mecha Defects: Hovercraft, Reduced Endurance (14 hours at combat speed), Start-Up Time (1 minute), Very Noisy, Weak Point (Movement)						
Weapons						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Particle Cannon*	6d10	SS	90m	60	2x Extra Ammo	-
Guided Missiles**	10d10	SS	150m	6	Blast, Indirect, Guided (LG, SARH)	2x Less Ammo
NOTE: *Energy Weapon; **Blast Weapons.						

HRT-68 SELF-PROPELLED ARTILLERY



Built to overcome a critical shortfall in capability, the HRT-68 is an artillery system completely unlike any other. Designed as an extremely mobile fire support, it is primarily tasked with counter-battery duty in addition to softening up static defenses and breaking up enemy formations.

The principle objective of the HRT-68's design is to work in close concert with other high-mobility friendly forces without itself becoming a liability. To this end the successful HT-68 chassis was used as a basis for what would prove to be one of the few light artillery systems capable of firing while moving. The firing sequence itself is almost completely automated, with the entire vehicle first entering a computer-controlled jump maneuver that brings the massdriver around to the correct bearing. While temporarily airborne the fire control system rapidly cycles the gun repeatedly as the front end of the vehicle pitches up and down through the necessary ballistic declinations under automatic computer control. Once the entire salvo is away, the turbofans wind up to full power for a controlled "landing" back on the ground, after which pilot authority is restored to the crew who can then resume maneuvering. Individual shells in a salvo are programmed to arrive automatically on target simultaneously through slight variation in ballistic trajectories for best area saturation despite having been fired sequentially.

By far the most common form of artillery in the Colonial Expeditionary Force, the HRT-68 can provide rapid fire support in situations that would be impossible for conventional artillery. Quite often HRT-68 batteries are positioned as close to a battle as possible rather than as far away as possible to improve responsiveness and tasking flexibility.

Silcore Stat block

Name HRT-68 Self-Propelled Artillery, Size 12 (Length 10.2m)								
*Defensive Threat Value (DTV): Movement Hover 12/23, Space 7/13 (Jump 100mx50m or 50m x100m), Maneuver -2, Armor 36/72/108								
*Miscellaneous Threat Value (MTV): Crew Living 3, Computer 1 (Dumb 2), Deployment Range 200 km, Reaction Mass 130 BP (5 full jumps)								
Perks and Flaws: Accessories: Limited Life Support, Ram Plate (F); Reinforced Systems: Backups; Features: Airdroppable; Communications (+2, 30km); Hostile Environment Protection: Desert; Sensors (0, 4km, Counter-Battery 2); Negative Features: Difficult to Modify, Large Sensor Profile (R3), Sensor Dependent; Defect: Weak Point (R8, Movement), Weak Point (R8, Auxiliary)								
*Offensive Threat Value (OTV):								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Lt. Artillery Gun	FF	+0	x12	25	0	AE0, IF, MR(-1), Sniper	10

OGL Stat Block

Type: Vehicle, Size: Large (Tall, 3.4 m), Hit Points: 71, Occupancy: 3 operators, no cargo, Armor Hardness: 30, Defense: 0, Strength: n/a					
Speed: Land 140 kph, Tactical Speed: Land 235 m, Initiative: -4, Maneuver: -5					
Special Abilities: Environmental Controls: Life Support, Environmental Controls: Life Support, INS, NBC Filter, Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2 km), Hi-Rez Radar (4 km)					
Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)					
Mecha Defects: Hovercraft, Reduced Endurance (14 hours at combat speed), Start-Up Time (1 minute), Very Noisy, Weak Point (Movement)					
Weapons					
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Lt. Artillery Gun*	4d10	750m	4x Blast, Indirect		Arc of Fire (Fr), Less Ammo	
NOTE: *Blast Weapons.						

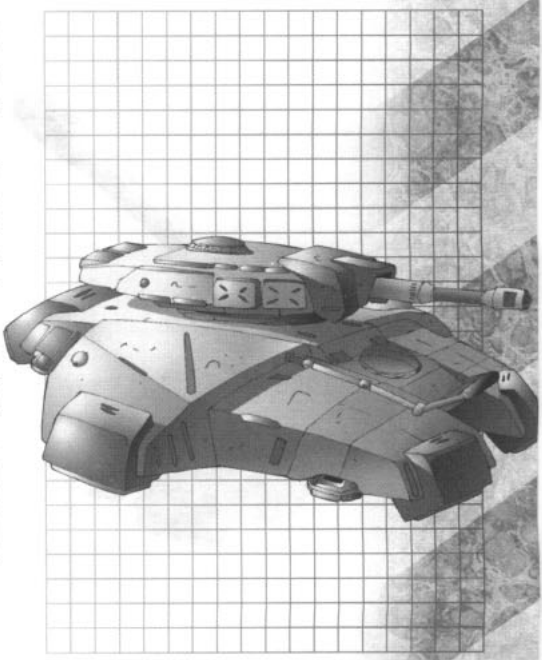
HT-72 HOVERTANK

The HT-72 is in the process of replacing the HT-68 in the ranks of the Colonial Expeditionary Force. During the Terranovan campaign, the 8th Fleet fielded a few of these vehicles in very limited numbers for field-testing. Although using the same basic technology as the HT-68, the HT-72 is strikingly different both visually and in terms of engineering. The hull is more compact and streamlined while the turret is longer and thinner.

The HT-72 is a much more advanced combat vehicle than the older HT-68 model, the entire fleet of which was produced back on Earth. The HT-72's turbines are more powerful, allowing the vehicle to lift additional armor mass, make better controlled jumps and attain higher speeds overall. The exhaust is distributed through six main articulated vents located around the lower hull. The HT-72 suffers the same problems as its predecessor however, although not to the same degree. It also has smaller airflow controllers that make it even more dependent on precise computer control at high speeds.

The HT-72 is based around the same type of armament layout as its older sibling although with minor improvements. The turret-mounted particle accelerator remains the primary offensive weapon, capable of disabling targets by impact or electrical surges generated by the charged particle stream. The missile racks are now internal to the turret and open up only briefly for vertical launch.

The Colonial Expeditionary Force is in the slow process of phasing out its older HT-68 models and replacing them with the HT-72. Unfortunately production rates have been abysmal due to acts of industrial espionage, sabotage, terrorist action and a quagmire of other security and quality control concerns on Caprice. So far only the 3rd Fleet has completely upgraded to the HT-72 and the 8th Fleet is still years away from completion of rebuilding their armored forces.



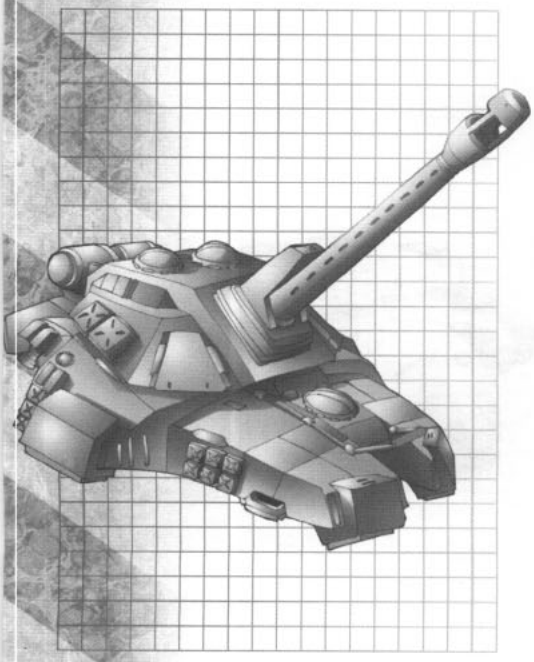
Silcore Stat block

Name HT-72 Hovertank, Size 12 (Length 10.7m)								
*Defensive Threat Value (DTV): Movement Hover 13/25, Space 7/13 (Jump 100mx50m or 50m x100m), Maneuver -2, Armor 36/72/108								
*Miscellaneous Threat Value (MTV):Crew Living 2, Computer 2 (Dumb 2), Deployment Range 200 km, Reaction Mass 130 BP (5 full jumps)								
Perks and Flaws: Accessories: Limited Life Support, Ram Plate (F); Reinforced Systems: Backups; Features: Airdroppable; Communications (+2, 30km); Hostile Environment Protection: Desert; Sensors (0, 4km); Negative Features: Difficult to Modify, Large Sensor Profile (R2), Sensor Dependent; Defect: Weak Point (R6, Movement), Weak Point (R6, Auxiliary)								
*Offensive Threat Value (OTV):								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Hvy Particle Cannon	T	+2	x15	3	0	Haywire, AD1, Sniper, HEAT	60
1	Anti-tank Missiles	T	+2	x25	3	0	G, IF, HEAT	10
1	Target Designator	T	+0	x0	3	0	TD	Inf.
1	EMH Airburst Missiles*	T	+1	x10	3	0	AE1, E-Homing, HEAT	4
1	Anti-Personnel Charges	T	+1	x3	0	+1	AI, Smart-2	30
*Optional armament, drop ATM ammo to 6 OTV								

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 3 m), Hit Points: 71, Occupancy: 2 operators, no cargo, Armor Hardness: 30, Defense: 0, Strength: n/a						
Speed: Land 150 kph, Tactical Speed: Land 250 m, Initiative: -4, Maneuver: -4						
Special Abilities: Environmental Controls: Life Support, INS, NBC Filter, Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2 km), Hi-Rez Radar (4 km), Laser Designator (RI: 150m), Stabilization Gear						
Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)						
Mecha Defects: Hovercraft, Reduced Endurance (14 hours at combat speed), Start-Up Time (1 minute), Noisy, Weak Point (Movement)						
Weapons						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Particle Cannon*	6d10	SS	90m	60	2x Extra Ammo	-
Guided Missiles**	10d10	SS	150m	6	Blast, Indirect, Guided (LG, SARH)	Arc of Fire (Fr), 2x Less Ammo
Airburst Missiles**	3d10	SS	90m	3x Blast	2x Less Ammo	
Anti-Personnel Charges**	2d8	SA	5m	30	Extra Ammo, 2x Blast, Volley	Low Penetration, 2x Short Range
NOTE: *Energy Weapon; **Blast Weapons.						

HRT-72 SELF-PROPELLED ARTILLERY



Developed experimentally as a heavier adjunct to the older HRT-68 model, the HRT-72 is a fearsome weapon system. Yet despite the improvements made in the HT-72 chassis, the HRT-72 lacks many of the advantages of its lighter predecessor.

Armed with a massive 152mm massdriver, the HRT-72 is much closer to being a conventional artillery platform in that it must deploy stabilizers and fire from a prepared position. In this respect it is extremely different from its counterpart in that deployment too close to a battlefield may be extremely hazardous. Fortunately overrun situations are relatively rare due to the high mobility potential of the basic chassis, a necessary consideration since a formation of hovertanks can easily move beyond the reach of a HRT-72 within only a few minutes.

Although the HRT-72 is able to engage in counter-battery fire, the lighter, faster and almost invariably closer HRT-68 patrols most often handle the task. The primary role for the HRT-72 tends to be in reducing static defenses in addition to breaking up close formations of troops and heavier armor.

Available only in extremely limited numbers before AD 6120, the HRT-72 proved itself as a decisive asset when it could be deployed. At present only the 3rd and 8th Fleets possess any in significant quantities, although 2nd Fleet has requisitioned a substantial number for use on Utopia.

Silcore Stat block

Size: 12 (Tall, 3.0 m), (Length 10.7m), Width: 8.0 meters, Standard operational weight: 49,450 kg, Cost: 168,058,000 CEE

*Defensive Threat Value (DTV): Movement Flight 23/45 (Stall 0), Space 30/60, Maneuver -1, Armor 28/56/84

*Miscellaneous Threat Value (MTV): Crew Living 2, Deployment Range 2000 km

Perks and Flaws: Accessories: Acceleration Protection, Autopilot, Limited Life Support, Escape System; Communications (+2, 30 km, Satellite Uplink); Features: NOE Flyer, Permanent Reentry System, Stratospheric Flight; Hostile Environment Protection: Desert, Extreme Cold, Extreme Heat, Vacuum, Radiation (R4); Information Warfare (ECM +3/2 km, ECCM +3/2 km, Stealth R2); Reinforced Systems: Backups; Sensors (+1, 2 km, Airborne, Space); Negative Features: Vulnerable to Haywire Effects; Movement Flaws: Cannot Glide, Poor Towing Capacity, Requires Airstrip

*Offensive Threat Value (OTV):

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Particle Cannon	FF	+2	x15	3	0	Haywire, AD1	60
1	Gattling Laser Cannon	T	+1	x16	2	+1	AD3, HEAT	150
1	EMH Airburst Missiles	FF	+1	x10	3	0	AE1, E-Homing, Hardpoint	4

OGL Stat Block

Type: Vehicle, Size: Large (Tall, 3 m), Hit Points: 71, Occupancy: 2 operators, no cargo, Armor Hardness: 30, Defense: 0, Strength: n/a

Speed: Land 150 kph, Tactical Speed: Land 250 m, Initiative: -4, Maneuver: -4

Special Abilities: Environmental Controls: Life Support, Communications ( ), Sensors ( )

Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)

Mecha Defects: Hovercraft, Reduced Endurance (14 hours at combat speed), Start-Up Time (1 minute), Very Noisy, Weak Point (Movement)

Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Med. Artillery Gun*	5d12	900m	6x Blast, Indirect		Arc of Fire (Fr), Less Ammo	
Anti-Personnel Charges*	2d8	SA	5m	30	Extra Ammo, 2x Blast, Volley	Low Penetration, 2x Short Range

NOTE: *Blast Weapons.

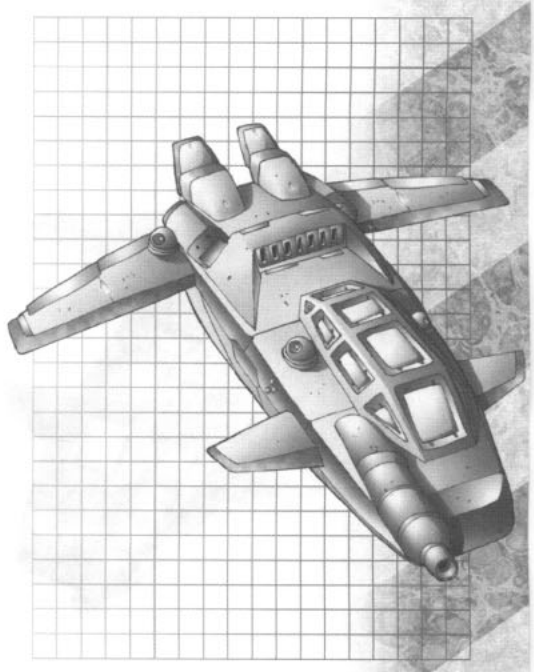
TAAF-54 TRANSATMOSPHERIC ATTACK FIGHTER

On Earth, military historians point to the development of the TAAF-54 as the turning point of the New Eurasian Commonwealth in WWIII. The first true transatmospheric fighter built during the war, it was unique in that it could provide complete fire support from mud to orbit. Operating from remote bases in Siberia, a wing of 54's could strike any target, anywhere in the world within one hour of going wheels up. Able to achieve orbital escape velocity not only once but twice meant that the attacking 54's could return to base without needing to be refueled.

Simply put, the TAAF-54 is a marvel of 61st century Siberian engineering. Designed to fly and fight almost anywhere, the fighter could be stationed from Mercury to Saturn and was absolutely critical in securing the NEC's space assets from attack. This soon became necessary as the conflicts of WWIII spilled outwards from Earth to engulf the entire system. At first the fighters were used in a defensive role but later as the expansionist tendencies of the NEC grew the 54's were increasingly used in the attack role.

The fighter is equipped with a fixed chin mount particle cannon, which later was adapted for use by Moscow Heavy Industries in its hovertank program. Buried deep in the fuselage is a gatling laser cannon, the output of which is routed through a unique laser periscope system to one of several conformal blister turret emitters located at strategic points on the spaceframe to achieve a complete 360-by-360 defensive sphere of engagement. Guided anti-tank/anti-ship missiles are carried in internal bays along the sides of the fuselage.

The smallest spacecraft ever built to carry a fusion tube, the TAAF-54 is ultimately the source of a lot of the CEF's ground vehicular weapons technologies. Although slightly modified since its inception, the production code itself has never been changed in any of the successive upgrades. The fighter is known universally among CEF troopers and soldiers by its unofficial Siberian name "Vasarahai."



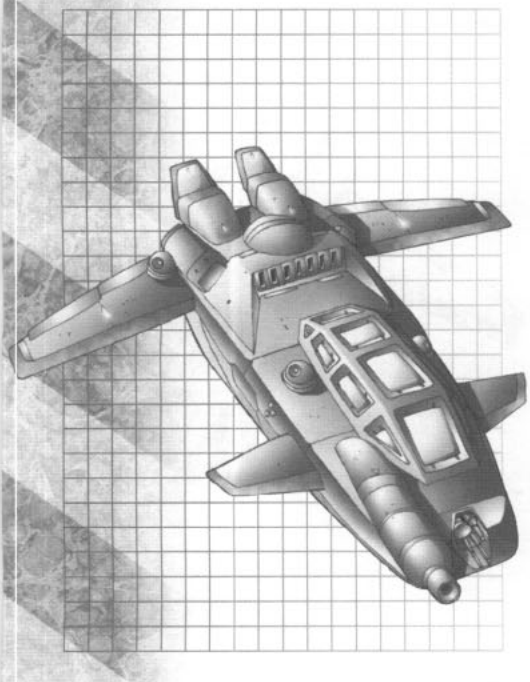
Silcore Stat block

Size: 15 (Tall, 2.0 m), Width: 15.0 meters, Standard operational weight: 82,500 kg, Cost: 185,350,000 CEE								
*Defensive Threat Value (DTV): Movement Flight 23/45 (Stall 0), Space 30/60, Maneuver -1, Armor 28/56/84								
*Miscellaneous Threat Value (MTV): Crew Living 2, Deployment Range 2000 km, Reaction Mass 800 BP								
Perks and Flaws: Accessories: Acceleration Protection, Autopilot, Limited Life Support, Escape System; Armor Qualities: All Around; Communications (+2, 30 km); Features: NOE Flyer, Permanent Reentry System, Stratospheric Flight; Hostile Environment Protection: Desert, Extreme Cold, Extreme Heat, Vacuum, Radiation (R4); Information Warfare (Stealth R2); Reinforced Systems: Backups; Sensors (+1, 2 km, Airborne, Space); Movement Flaws: Cannot Glide, Poor Towing Capacity, Requires Airstrip								
*Offensive Threat Value (OTV):								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Particle Cannon	FF	+2	x15	3	0	Haywire, AD1, HEAT	60
1	Gattling Laser Cannon	T	+1	x16	2	+1	AD3, HEAT	150
1	Anti-tank Missiles	FF	+2	x25	3	0	G, IF, HEAT, Hardpoint	4
1	Target Designator	T	+0	x0	3	0	TD	Inf.

OGL Stat Block

Type: Vehicle, Size: Gargantuan (15 m), Hit Points: 58, Occupancy: 2 operators, no cargo, Armor Hardness: 28, Defense: 0, Strength: n/a						
Speed: Realistic Space Flight (3.0 g, G-Round 500), Tactical Speed: n/a, Initiative: -2, Maneuver: -2						
Special Abilities: Environmental Controls: Life Support, INS, Tactical Radio (Secure), Long Range Radio (Secure), Re-entry Shield, Infrared (20km), Radar (40km)						
Exotic Abilities: Limited A.I. (Dex 2, Wis 2, Cha 1)						
Mecha Defects: Start-Up Time (1 minute), Reduced Endurance (1 day)						
Weapons						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Particle Cannon*	6d10	SS	90m	60	2x Extra Ammo	Arc of Fire (Fr)
Gatling Laser Cannon*	4d12	SA	90m	150	2x Extra Ammo	-
Guided Missiles**	10d10	SS	150m	6	Blast, Indirect, Guided (LG, SARH)	Arc of Fire (Fr), 2x Less Ammo
NOTE: *Energy Weapon; **Blast Weapons.						

TAEF-54 TRANSATMOSPHERIC ELECTRONIC FIGHTER



Following the success of the TAAF-54 program, there was a push for an electronic warfare variant of the fighter. Changes to the basic spaceframe would be minimal, with the exception of a triangular "hump" stretching along the fuselage from behind the crew cockpit. This additional volume was necessary for housing the advanced electronics suite with which the craft would be fitted.

Ultimately the TAEF-54 became something of an electronic sandbox for engineers to test out their ideas and the program became riddled with Creeping Featurism. Management finally stepped in and took control again, but only after several mission profiles were firmly rejected. The final product became a very versatile aerospace platform for recording and analyzing enormous quantities of signals intelligence. With one of these fighters in the sky any broadcast communications could (theoretically) be detected while maintaining electronic superiority. An even greater area coverage can be achieved from orbit, although orbital mechanics dictate an extremely limited loiter time.

Once deployed, the TAEF-54 became an integral part of the NEC's military forces. It was decided in later years that a secondary suppression role should be added and the standard guided missile load was replaced with a cluster bomblet missile system that could be directed to saturate any electromagnetic radiation source. These anti-radiation missiles are now sometimes used by HT-72 hovertanks for dealing with enemy electronic warfare.

The bane of every enemy commander who has had to deal with one, the TAEF-54 has been extremely successful in providing needed intelligence on enemy intentions. With one of these fighters overhead, there is very little that a CEF ground commander cannot discover about his enemy. The fighters have also proven invaluable in patrolling fleet-controlled areas since they provide a necessary early warning zone that any enemy has to cross.

Silcore Stat block

Size: 15 (Tall, 2.0 m), Width: 15.0 meters, Standard operational weight: 82,700 kg, Cost: 740,200,000 CEE

*Defensive Threat Value (DTV): Movement Flight 23/45 (Stall 0), Space 30/60, Maneuver -1, Armor 28/56/84

*Miscellaneous Threat Value (MTV): Crew Living 2, Deployment Range 2000 km, Reaction Mass: 800 BP

Perks and Flaws: Accessories: Acceleration Protection, Autopilot, Limited Life Support, Escape System; Armor Qualities: All Around; Communications (+2, 30 km); Features: NOE Flyer, Permanent Reentry System, Stratospheric Flight; Hostile Environment Protection: Desert, Extreme Cold, Extreme Heat, Vacuum, Radiation (R4); Information Warfare (Stealth R2); Reinforced Systems: Backups; Sensors (+1, 2 km, Airborne, Space); Movement Flaws: Cannot Glide, Poor Towing Capacity, Requires Airstrip

*Offensive Threat Value (OTV):

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Particle Cannon	FF	+2	x15	3	0	Haywire, AD1, HEAT	60
1	Gattling Laser Cannon	T	+1	x16	2	+1	AD3, HEAT	150
1	Anti-tank Missiles	FF	+2	x25	3	0	G, IF, HEAT, Hardpoint	4
1	Target Designator	T	+0	x0	3	0	TD	Inf.

OGL Stat Block

Type: Vehicle, Size: Gargantuan (Long, 15.0 m), Hit Points: 58, Occupancy: 2 operators, no cargo, Armor Hardness: 28, Defense: 0, Strength: n/a

Speed: Realistic Space Flight (3.0 g, G-Round 500), Tactical Speed: n/a, Initiative: -2, Maneuver: -2

Special Abilities: ECM (Comm +3, Radar +3), Environmental Controls: Life Support, INS, Tactical Radio (Secure), Long Range Radio (Secure), Re-entry Shield, Infrared (20km), Radar (40km)

Exotic Abilities: Limited A.I. (Dex 2, Wis 2, Cha 1)

Mecha Defects: Start-Up Time (1 minute), Reduced Endurance (1 day)

Weapons

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Particle Cannon*	6d10	SS	90m	60	2x Extra Ammo	Arc of Fire (Fr)
Gatling Laser Cannon*	4d12	SA	90m	150	2x Extra Ammo	.
Guided Missiles**	10d10	SS	150m	4	Blast, Indirect, Guided (LG, EH)	Arc of Fire (Fr), 3x Less Ammo

NOTE: *Energy Weapon; **Blast Weapons. All weapons are Hardpoint-mounted.

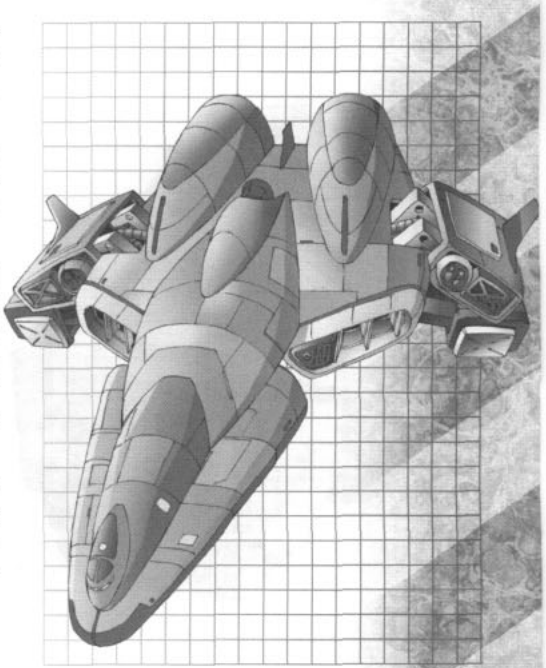
CEF SLEIPNIR SHUTTLE

The Sleipnir is a fast deployment shuttle capable of taking a small number of units down from orbit and back up again. The CEF used it mostly to ferry important personnel and supplies down to the surface and between base camps. Like the Tarentula, the Sleipnir was given its name by the Terranovan high command; the CEF identifies it only as "AT-33 Deployment Craft."

The sleek lines of the space plane are broken only by its outboard lift fan housings, which also act as the main landing pads. Two fusion tubes, housed in a pair of streamlined pods placed at the rear of the hull, supply the craft with a maximum thrust of two gees at full power. The large onboard reaction mass reserve is sufficient to reach orbit from the ground without assistance.

Though the Sleipnir has never be designed as a pure combat vessel, it is capable of carrying and deploying a small number of vehicles from a ventral bay. The main hatch is located at the rear of the craft, well under the exhaust. Daring pilots have been know to perform "bombing runs," whereas hovertanks are dropped from a low flying Sleipnir using drag chutes and not much else. Port Arthur's infamous hovertank group is an expert at this dangerous airdropping technique. Colonel Arthur dislikes it, but the fact remains that an hovertank is easier to replace than a space plane — the least time the latter has to remain in the hot zone, the better.

The Colonial Expeditionary Force fielded a somewhat low number of Sleipnirs during the War of the Alliance, possibly as few as fifty. This can be explained by the fact that Sleipnirs are poor assault vehicles and are intended more for the transport of officers and other VIPs, whose numbers are low in the GREL-heavy CEF. Interestingly, the Sleipnir is still in service with the forces of Port Arthur, and captured models served as the basis for the Black Talon Werks' highly successful Fury-class shuttle.



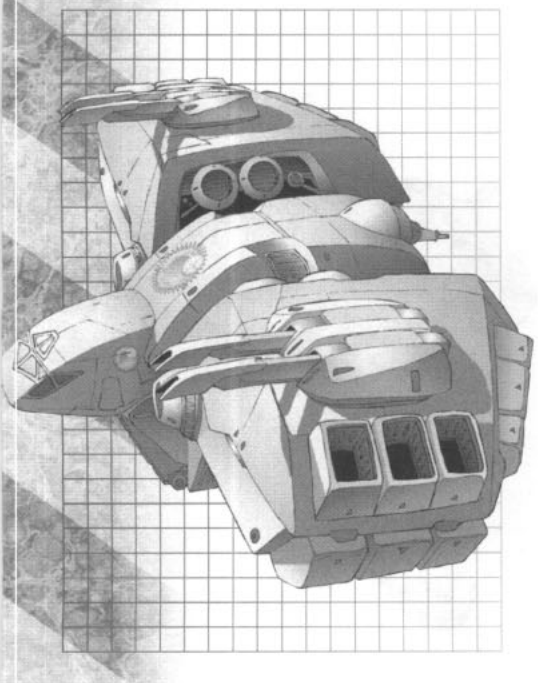
Silcore Stat block

Size: 44 (Tall, 2.0 m), Width: 15.0 meters, Standard operational weight: 2100 tons, Cost: 6,219,910 CEE								
*Defensive Threat Value (DTV); Movement: Flight 10/20 Stall 0 Space 15/30, Maneuver: -3, Armor: 70/140/210								
*Miscellaneous Threat Value (MTV); Crew: Living 4, Deployment Range: 800 km, Reaction Mass: 600 BP								
Perks and Flaws: Accessory: Autopilot, Escape System (All crew), 2 x Life Support (Limited); Communications (+1/30 km); Feature: 2 x Cargo Bay (8000 m3 each), Cargo Bay (230 tons of Vehicles), Reentry System, Stratospheric Flight; Hostile Environment Protection (All); Sensors (+1/4 km), Airborne Sensors, Spaceborne Sensors; Movement Flaw: Cannot Glide								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
12	Laser Turrets	T	+1	x12	5	0	Attenuating Damage (1), HEAT	40 each
4	Heavy Machinegun	R	0	x4	1	0	Anti-Infantry	1000 each
4	Heavy Machinegun	L	0	x4	1	0	Anti-Infantry	1000 each

OGL Stat Block

Type: Vehicle, Size: Colossal (Long, 118 m), Hit Points: 100, Occupancy: 4 operators, cargo bay (16000 cubic meters), Armor Hardness: 30, Def: 0, Strenght: n/a						
Speed: Realistic Space Flight: 3.0 g, G-Round 500, Flight: 600 kph (Stratospheric), Tactical Speed(Flight): 1000 m, Initiative: -4, Maneuver: -4						
Special Abilities: Environmental Controls (Life Support, NBC Filter), Ejection Seats, Hangar (230 tons of vehicles), -Tactical Radio (Secure), Long Range Radio (Secure), Re-entry Shield, Infrared (2 km), Hi-Rez Radar (4 km)						
Exotic Abilities: None						
Mecha Defects: Start-Up Time (1 minute)						
Weapons						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Defensive Laser Cannon (x 12)*	4d10	SS	160m	40	Long Range, Space Optimized	-
Heavy Machinegun	2d12	A	60m	200	Automatic, 4x Ex. Ammo, Hardpoint, Lg Range	Arc of Fire (L)
Heavy Machinegun	2d12	A	60m	200	Automatic, 4x Ex. Ammo, Hardpoint, Lg Range	Arc of Fire (R)
NOTE: *Energy Weapon						

CEF TARANTULA ASSAULT LANDER



CEF forces have used a large variety of spacecraft in attacking Terra Nova, and they retired with many of them still intact. Foremost among them is the AC-56 assault lander, code-name "Tarantula." The nickname comes from the multiple cargo clamps that line the belly of the vehicle and allow it to be fitted with a variety of mission specific modules — though only the transport version is well documented, since none of neither the tanker or gunship examples are known to have survived the War of the Alliance and remained on Terra Nova.

The craft derives its entire lift and electrical power from a pair of fusion powerplants located in its "wings," one per side. The vehicle has only minimal heat shielding, and relies instead on the shockwaves created by its plasma exhausts to shield itself during atmospheric reentry. The powerful thrusters can be fed either from atmospheric vents or the onboard reaction mass reserve, massively extending the range of the vehicle even when fully loaded.

A pair of light railgun turrets are mounted on the craft's upper hull for defensive and fire support purposes; a laser anti-missile turret covers the rear arc, compensating for the craft's low agility.

According to what little data is available to Terranovan military intelligence, the Tarantula was developed by the New Eurasian Commonwealth during World War III. The design later led to the CEF's Sleipnir-class space plane, and the analysts believe that more variants and derived vessels may also be in use. The fusion-powered spacecraft is likely still deployed on Caprice to transport troops across vast distances. The appearance of a Tarantula in the sky above a battlefield invariably means reinforcements are on the way.

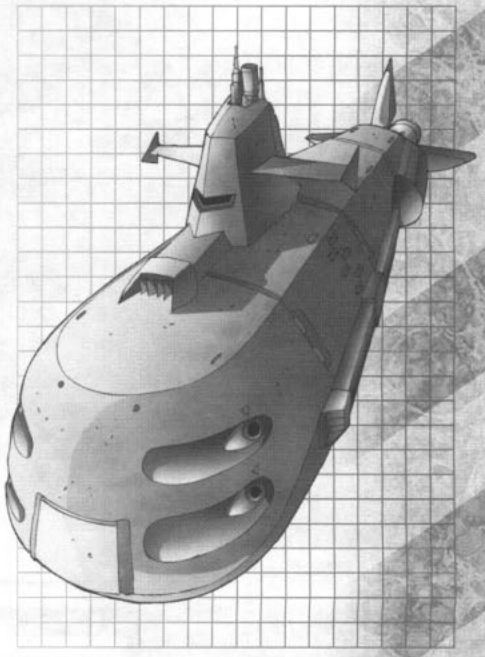
Silcore Stat block

Size: 44 Length: 50 meters, Width: 90 meters, Standard operational weight: 2340 tons, Cost: 3,351,410 CEE								
*Defensive Threat Value (DTV); Movement: Flight 15/30 Stall 0 Space 10/20 (600 kph), Maneuver: -3, Armor: 60/120/180								
*Miscellaneous Threat Value (MTV); Crew: Living 4, Deployment Range: 800 km, Reaction Mass: 500 BP								
Perks and Flaws: Accessory: Autopilot, Escape System, 2 x Life Support (Limited); Communications (+1/30 km); Feature: Cargo Bay (8000 m3 each), Cargo Bay (230 tons of Vehicles), Reentry System, Stratospheric Flight; Hostile Environment Protection (All); Sensors (+1/4 km), Airborne Sensors, Spaceborne Sensors; Movement Flaw: Cannot Glide, Reduced Maneuver (Rating 1, Flight Mode); Negative Feature: Large Sensor Profile (Rating 4)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Light Railgun	T	0	x14	5	0	Mass Destruction (In Space Only), Linked	200 each
2	Light Railgun	T	0	x14	5	0	Mass Destruction (In Space Only), Linked	200 each
1	Anti-Missile System	T	0	x1	3	+3	Anti-Missile	30

OGL Stat Block

Type: Vehicle, Size: Colossal (Long, 50 m), Hit Points: 120, Occupancy: 4 operators, cargo bay (800 cubic meters), Armor Hardness: 30, Defense: 0, Strenght: n/a						
Speed: Realistic Space Flight: 3.0 g, G-Round 500, Flight: 900 kph (Stratospheric), Tactical Speed(Flight): 1500 m, Initiative: -4, Maneuver: -4, -5 (Flight)						
Special Abilities: Environmental Controls (Life Support, NBC Filter), Ejection Seats, Hangar (230 tons of vehicles), Re-entry Shield, Tactical Radio (Secure), Long Range Radio (Secure), Re-entry Shield, Infrared (2km), Radar (4 km)						
Exotic Abilities: None						
Mecha Defects: Start-Up Time (1 minute), Very Noisy						
Weapons						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Light Railgun*	10d8	A	250m	200	Automatic, 4 x Extra Ammo, Long Range	-
Light Railgun*	10d8	A	250m	200	Automatic, 4 x Extra Ammo, Long Range	-
Light Railgun*	10d8	A	250m	200	Automatic, 4 x Extra Ammo, Long Range	-
Light Railgun*	10d8	A	250m	200	Automatic, 4 x Extra Ammo, Long Range	-
Anti-Missile System**	2d4	A	42m	30	Automatic, Ex. Ammo, Hardpoint, 2 x Lg Range	-
NOTE: *Balistic						

SSK-41 MINI-SUBMARINE



Another relic of Earth's war of reunification, the SSK-41 is currently the only submersible capable of being transported through space. As such it is the only weapon the CEF has to combat the colonial rebels in the seas of Atlantis. With the capture of Utopia however, this situation may soon change.

Originally the SSK-41 was primarily a brown water littoral attack submarine used to patrol the shorelines and continental shelf around the New Eurasian Commonwealth, although it was capable of limited blue water open ocean activity. Armed with up to 12 torpedo drones, it could be depended upon to protect the ports and shipping lanes of the Commonwealth from marauding warships, both above and below the waves. The only real drawback was that a fusion reactor could not be fitted within the three-meter diameter of the pressure hull; a fusion reactor would have given the boat an almost unlimited range. This has proven to be a critical shortcoming in the Atlantean ocean.

Despite this fact, the SSK-41 has successfully defended the CEF garrisons on Atlantis' islands for nearly 20 years. The boats are beginning to show their age however and it is only a matter of time before they will have to be retired from service. Most SSK-41s are now crewed by soldiers since submarine troopers have been reaching the end of their terms of military service faster than the boats themselves.

As a littoral submarine, the SSK-41 excels at its job since in shallow water the boat has better maneuverability than its nuclear powered counterparts. Out in the open ocean however the situation is reversed since the fusion powered submarines can dive deeper and stay deep longer than the SSK-41 can remain on station. It is precisely this disparity that has maintained the stalemate at Atlantis for so long.

Silcore Stat block

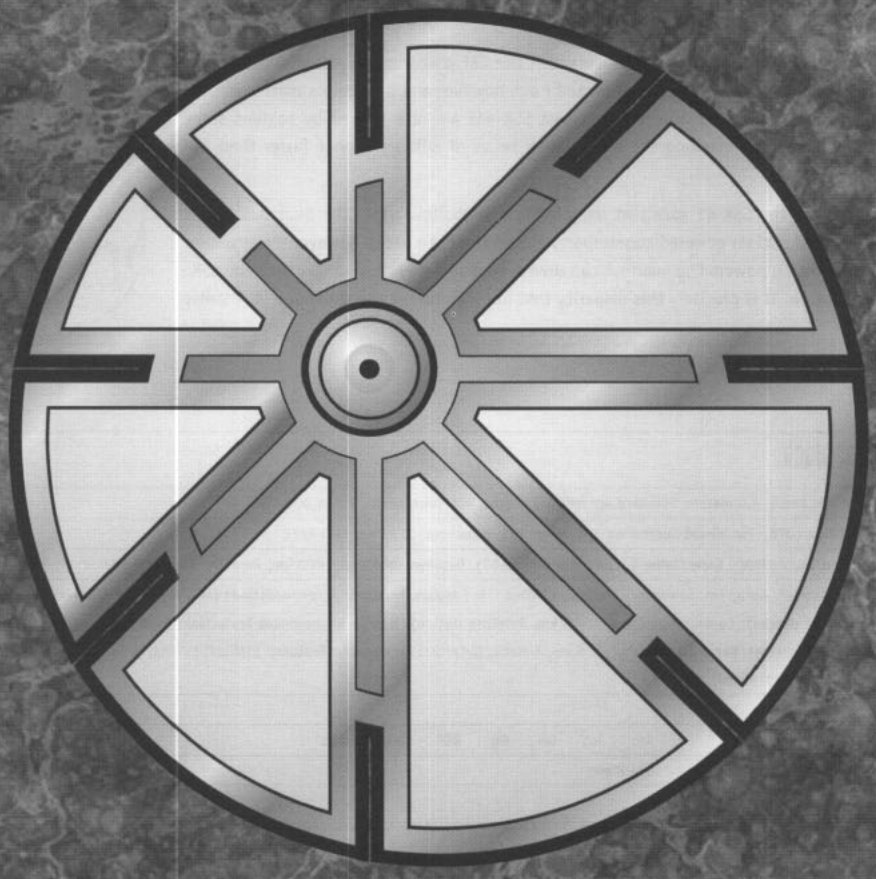
Size: 24 (Tall, 40.0 m), Beam: 4.0 meters, Standard operational weight: 400 tons, Cost: 33,344,000 CEE								
*Defensive Threat Value (DTV): Movement Submarine 3/6, Naval 3/5, Maneuver -3, Armor 24/48/72								
*Miscellaneous Threat Value (MTV): Crew Living 4, Computer 4 (Dumb2), Deployment Range 2000 km, Reaction Mass 800 BP								
Perks and Flaws: Accessories: Autopilot, Emergency Medical, Limited Life Support; Features: Accommodations (Military), Fuel Efficient (x3), Low Profile, Cargo Bay (enclosed, 12 drones); Communications (+1, 30 km, Satellite Uplink); Hostile Environment Protection: High Pressure; Information Warfare (Stealth R2); Reinforced Systems: Backups; Sensors (+1, 6 km, Aquatic, Defective 2); Negative Features: Difficult to Modify, Sensor Dependent; Movement Flaw: Decreased Maneuver (R1, Naval)								
*Offensive Threat Value (OTV):								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
12	Sub. Torpedo Drones	See Blow						

Torpedo Drone

Size: 2 (Long, 2.9 m), Mass: 275 kg, Cost: 345,500 CEE • DTV - Movement: Submarine 8/15 (120 kph), Maneuver: -1, Armor: 6/12/28								
* MTV - Crew: Computer 1 (dumb 2) ; Deployment Range: 50 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Autopilot; Communications (-4, 30 km); HEP: Extreme Pressure, Sensors (+1, 2 km, Aquatic); Negative Features: Inefficient Controls, Sensor Dependent; Weaknesses: Exposed Auxiliaries, Exposed Movement, Exposed Systems, Fragile Chassis								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Warhead	F	-1	x25	0	0	Area Effect 0, HEAT, Underwater	1

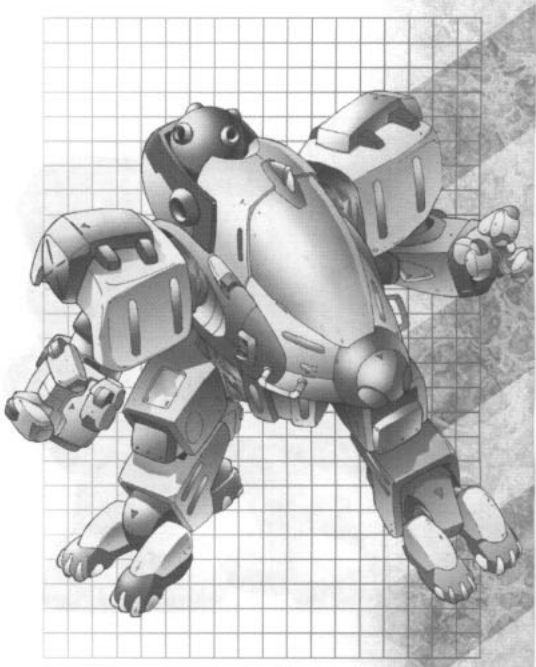
OGL Stat Block

Type: Vehicle, Size: Colossal (Long, 40 m), Hit Points: 54, Occupancy: 4 operators, cargo: 12 torpedo drones, Armor Hardness: 24, Defense: 0, Strenght: n/a						
Speed: Underwater 55 kph, Tactical Speed: Underwater 90 m, Initiative: -6, Maneuver: -6						
Special Abilities: Environmental Controls: Life Support, INS, Long Range Radio (Secure), Rooms, Sonar (6 km), Stealth (Sonar)						
Exotic Abilities: Limited A.I. (Dex 2, Wis 2, Cha 1)						
Mecha Defects: Hangar Queen, Start-Up Time (1 hour), Reduce Endurance (14 days)						
Weapons						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Torpedo Drones						



Chapter 8 : Caprice

TYPE 32 "LITTLE BOY"



The Type 32 "Little Boy" is the standard patrol Mount of the Corporate Security Forces. Small and wide-footed, the tiny Mount can easily make its way across both the urban jungle of the Gommorran hubs or the broken ground of the nearby trenches, its two usual operation fields. The Type 32 carries relatively strong armor for its size, to reduce possible damage to the Mount during chases since collisions are quite common. Right of Consent makes collisions or other physical contact with a Corp-Serf Mount very defensible for the pilot: he is authorized to takes whatever measures are necessary to prevent harm to bystanders.

Type 32s carry the standard gas canister launcher of all Corp-Serf Mounts. The canisters contain a combination of paralytic agent with CS gas that immobilizes a person while making the entire experience extremely uncomfortable. Experiencing the gas is often the only punishment for rioting, though agent provocateurs and ring leaders still face harsher punishment. The other weapon common to all Corp-Serf Mounts is a vibroblade. This gives the Mount operator the multiple options for uses like rescues and seizures. Additionally, the Type 32 can also carry a Kroker 10mm machine-gun with a choice of lethal or non-lethal ammunition.

Trideo uplinks are common equipment on all Mounts. The Corp-Serf learned long ago that they are not only useful for identifying troublemakers, but also as a valuable propaganda tool. When dissident groups produce footage that someone killed by a Mount, they often conveniently leave out the reason the person was killed. It also provides better real-time intelligence to the officers responsible for coordinating riot control.

The Type 32 has proven to be an effective design, not to mention popular with its pilots. While it lacks both offensive and defensive power, especially when compared to the larger military Mounts, it nonetheless performs admirably against personnel and light vehicles.

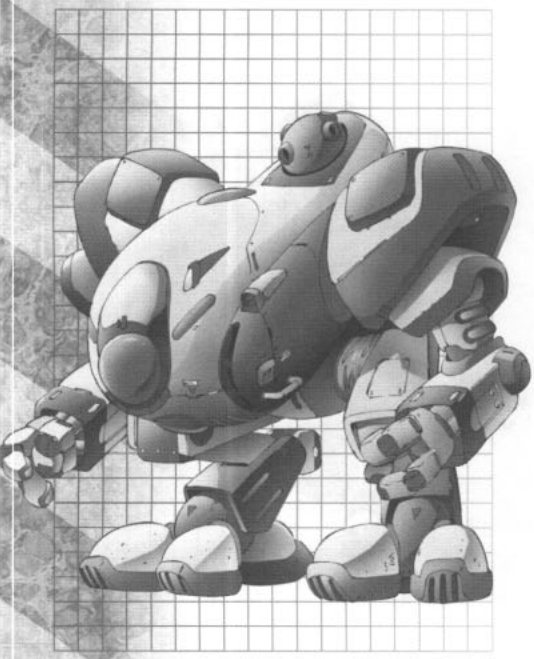
Silcore Stat block

Size: 4 (Tall, 3.0 m), Mass: 2300 kg, Cost: 44,196 pounds								
• DTV - Movement: Walk 6/12 (72 kph), Maneuver: -1, Armor: 7/14/21								
* MTV - Crew: Living 1, Deployment Range: 350 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Life Support (Limited), Loudspeakers, Searchlight (fixed forward, 200 m range); Arms: 2 x Manipulator (Rating 4, can punch); Communications (0/10 km); Features: Off-Road Ability; Hostile Environment Protection (Desert, Extreme Cold); Sensors (0/2km); Negative Features: HEAT Vulnerable, Sensor Dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Gas Cannister Launcher	T	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire (Non-Lethal)	12 each
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 3.0 m), Hit Points: 37, Occupancy: 1 operator, no cargo, Armor Hardness: 6, Defense: 0, Strength: 35 (+12)						
Speed: Land 108 kph (MP: 42), Tactical Speed: Land 120 m, Initiative: -1, Maneuver: -1						
Special Abilities: Communcations (Tactical Radio, Secure), Environmental Systems (Life Support), Navigation Aids (GPS), Sensors (Infrared, Radar, 2 km						
Exotic Abilities: None						
Mecha Defects: Noisy, Poor Visibility, Reduced Endurance (5 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Gas Cannis. Lnchr	Riot Gas (Lv 2)	SS	40m	12	Emanation, Indirect Fire, Hardpoint	Less Ammo
Gas Cannis. Lnchr	Riot Gas (Lv 2)	SS	40m	12	Emanation, Indirect Fire, Hardpoint	Less Ammo
Vibroblade*	4d6	SS	n/a	n/a	Handheld, Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
* Slashing Weapon						

TYPE 55 "FATMAN"



The Type 55 is a larger but similar version of the lighter Type 22 Light Combat Mount. It sports heavier armor and improved electronics, but keeps nearly the same level of mobility as its smaller brethren. The pilot sits within the heavily armored egg-shaped torso, surrounded by banks of trideo monitors fed by a sophisticated sensor network. The same sensor network constantly feed data to the onboard Trideo Link for later playback and analysis.

The "Fatman" is considered a support unit for riot control and blockades and is deployed accordingly. In addition to a standard gas canister launcher (with increased payload) and vibroblade, the basic Type 55 also carries a water cannon for crowd control. The water cannon can easily be used to fight fires, and can be converted to use foam for increased effectiveness.

If heavy trouble is expected, the "Fatman" can carry the Kroker 10mm machine-gun on either forearm hardpoint, but its usual combat load is a Mark XIV 25mm recoilless rifle, a low pressure cannon capable of dealing with lightly armored vehicles. The Mark XIV is issued only for SWAT operation support and other combat situations. Theoretically, the Type 55 could carry heavier weaponry, but since it is not a dedicated combat unit none has been planned so far.

Type 55 Mounts are normally only deployed when the Corp-Serfs expect trouble. With some elements of the population becoming increasingly vocal about CEF occupation, the security forces have taken to discretely deploying Type 55's in problem areas. So far this strategy appears to be working, though how long it continues to work is anybody's guess. The success of the first Black Talon mission has lead to countless rumors and stories, true and false, about an impending attack from Terra Nova. This has many people thinking it is time to show their dissatisfaction with the NEC, violently if need be.

Silcore Stat block

Size: 5 (Tall, 3.3 m), Mass: 4100 kg, Cost: 44,196 pounds								
* DTV - Movement: Walk 6/11 (66 kph), Maneuver: -1, Armor: 8/16/24								
* MTV - Crew: Living 1, Deployment Range: 350 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Life Support (Limited), Loudspeakers, Searchlight (fixed forward, 200 m range); Arms - 2 x Manipulator (Rating 5, can punch); Communications (0/12 km); Features: Off-Road Ability; Hostile Environment Protection (Desert, Extreme Cold); Sensors (0/3 km); Negative Features: HEAT Vulnerable, Sensor Dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Gas Cannister Launcher	T	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire (Non-Lethal)	36
1	Water Cannon	F	+1	x2	0	0	Extreme Range: 1, Non-Lethal	50
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 3.3 m), Hit Points: 38 (MP: 56), Occupancy: 1 operator, no cargo (MP: 10), Armor Hardness: 7 (MP: 35), Defense: 0, Strength: 40 (+15)						
Speed: Land 99 kph, Tactical Speed: Land 110 m, Initiative: -1,Maneuver: -1						
Special Abilities: Communications (Tactical Radio, Secure), Environmental Systems (Life Support), Navigation Aids (GPS), Searchlight, Sensors (Infrared, Radar, 3 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Poor Visibility, Reduced Endurance (5.3 hours at combat speed), Start-Up Time						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Gas Cannis. Lnchr.	Rt.Gas(Lv 2)	SS	40m	36	Emanation, Extra Ammo, Indirect Fire, Hardpoint	-
Water Cannon	2d6	A	18m	50	Automatic, Extra Ammo, Hardpoint, Stream, Stun	Arc of Fire (Fr), Low Penetration
Vibroblade*	4d6	SS	n/a	n/a	Handheld, Muscle Powered	Arc of Fire (Fr), Melee(Lrg.wpn.)
• Slashing Weapon						

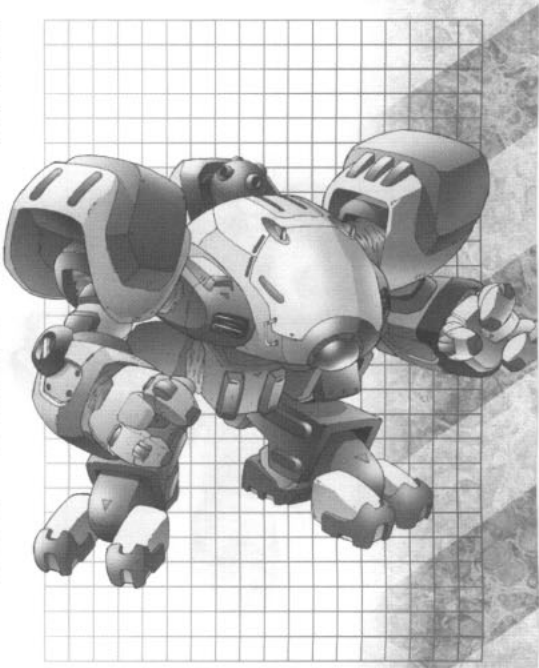
TYPE 27 "BIG GUY"

The Type 27 "Big Guy" is a heavy rescue and combat model that is rarely deployed in Gomorrah. Its bulk and wide shoulder armor blocks make it a tight fit in some of the smaller back alleys, though its squat silhouette helps when crossing some of the older street tunnels. The feet are wide and well-articulated, giving the Mount equally solid purchase on a slippery urban pavement or an uneven rock surface. The feet are covered with a sturdy polymer compound to avoid damaging the city's infrastructure.

In addition to the standard canister launcher and vibroblade, the Type 27 carries a foam cannon attached to its right forearm hardpoint as standard for heavy rescue operations. A combination of special heat resistant armor and heavy duty cooling system allows the "Big Guy" to get inside a fire zone to affect rescues or fight the blaze with minimum discomfort.

The support role means the Type 27 can be very well equipped to deal with most situations it is likely to encounter. For combat operations, the Type 27 carries a Model 2700 chaingun in place of the foam cannon. It is also capable of using the Mark XIV 25mm recoilless rifle or Kroker 10mm machine-gun as dictated by the situation. Twin hardpoints, placed on either side of the powerplant on the back of the machine, can accept a number of weapons ranging from unguided rocket pods to light energy weaponry.

The only situations Type 27 Mounts are dispatched to with any frequency are to fight large fires. Most combat situations that would have seen the "Big Guy" deployed to in the past are now the responsibility of the CEF troops. While the CEF response is usually excessive, they are too concerned about security and insurrection to let mere Corp-Serfs deal with the situation, no matter what they are riding.



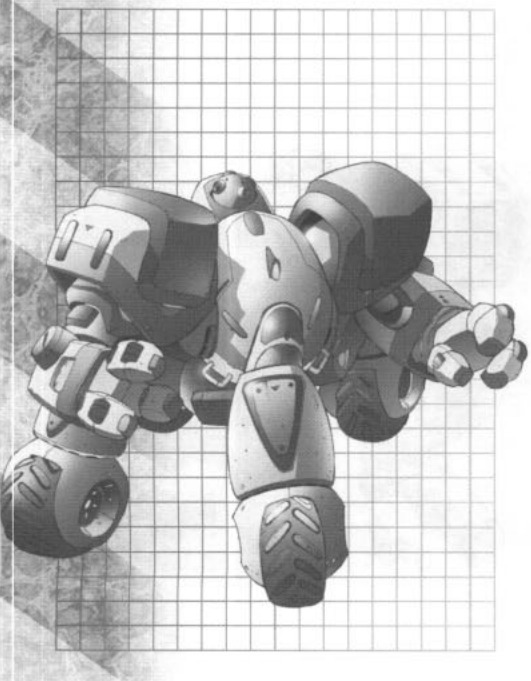
Silcore Stat block

Size: 5 (Tall, 4.0 m), Mass: 4400 kg, Cost: 166,000 pounds								
• DTV - Movement: Walk 5/10 (60 kph), Maneuver: -1, Armor: 9/18/27								
• MTV - Crew: Living 1, Deployment Range: 250 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Life Support (Limited), Loudspeakers, Searchlight (fixed forward, 200 m); Arms: 2 x Manipulator (Rating 5, can punch); Communications (+1/12 km); Features: Fire Resistant, Off-Road Ability; Hostile Environment Protection (Desert, Extreme Cold); Sensors (0/3 km); Negative Feature: Sensor Dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Gas Cannister Launcher	T	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire, Non-Lethal	36
1	Foam Cannon	F	+1	x7	0	+1	Fire Fighting, Indirect Fire, Non-Lethal	75
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.0 m), Hit Points: 39, Occupancy: 1 operator, no cargo, Armor Hardness: 9, Defense: 0, Strength: 40 (+15)						
Speed: Land 90 kph, Tactical Speed: Land 100 m, Initiative: -2 , Maneuver: -2						
Special Abilities: Communications (Tactical Radio, Secure), Environmental Systems (Life Support), Navigation Aids (GPS), Searchlight, Sensors (Infrared, Radar, 3 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Poor Visibilty, Reduced Endurance (4 hours at combat speed, Start-Up Time						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Gas Cannis. Lnchr	Rt. Gas (Lv 2)	SS	40m	36	Emanation, Extra Ammo, Indirect Fire, Hardpoint	-
Foam Cannon	4d12	A	80m	75	Automatic, 2 x Ex. Ammo, Hardpoint, Stream,Stun	Arc of Fire (Fr), Low Penetration
Vibroblade*	4d6	SS	n/a	n/a	Handheld, Muscle Powered	Arc of Fire (Fr), Melee (Lrg wpn)
* Slashing Weapon						

TYPE 112 "BUG MONSTER"



The Type 112, known under the monicker of "Bug Monster" for its odd appearance, is a new improved patrol Mount model that has recently begun deployment with the Corporate Security forces. In essence, the Type 112 is an improved Type 55 that may eventually replace the Type 32 as a fast deployment unit. Like the other Mounts, the Type 112 is powered by a vertically-mounted gas turbine located in a rectangular housing on the machine's back.

The biggest change to the basic Type 55 frame is the addition of another pair of legs. All four legs are tipped with a wheeled secondary movement system that provides increased speed and mobility on pavement and other plane surfaces. Though the machine's walker mode is not as mobile as its claw-tipped cousin, the extra speed provided by the wheels more than make up for it. The hull also has increased armor thickness on selected forward locations, though there are little external signs of this.

The vehicle retains the standard gas canister launcher and vibroblade used by Corp-Serf walker vehicles. The Type 112 is also capable of using the Model 2700 chaingun and Mark XIII 25mm recoilless rifle (which are not available to the smaller Type 32), in addition to the Kroker 10mm machine-gun.

Corp-Serf units had been demanding a more mobile vehicle for decades. The "Bug Monster" entered production only five years ago, after being stalled for a long time by the red tape of the CEF management board. It is likely that the certification efforts were hampered by the CID or other internal CEF agency, who likely wished to restrict the equipment of a rival (and potentially hostile) armed corps. The Type 112 is just beginning its deployment, but it is already being highly praised by Mount pilots who used to pilot Type 32s.

Silcore Stat block

Size: 5 (Tall, 4.0 m), Width: 4.4 meters, Standard operational weight: 4400 kg, Cost: 58,500 pounds								
*Defensive Threat Value (DTV); Movement: Walk 5/10 (60 kph) Ground 8/15 (90 kph), Maneuver: -1, Armor: 7/14/21								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 350 km, Reaction Mass: n/a								
Accessory: Life support (limited); Loudspeakers, Searchlight (50 m, FF; Arms: 2 x Manipulator Arms (Rating 5, can punch); Aromor Quality: Reinforced (Rating 2); Communications (+1/10 km); Hostile Environment Protection (Desert, Extreme Cold); Sensors (0/2 km); Negative Feature: Sensor Dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Anti-Personnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect: 1, Indirect Fire, Non-Lethal	36
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

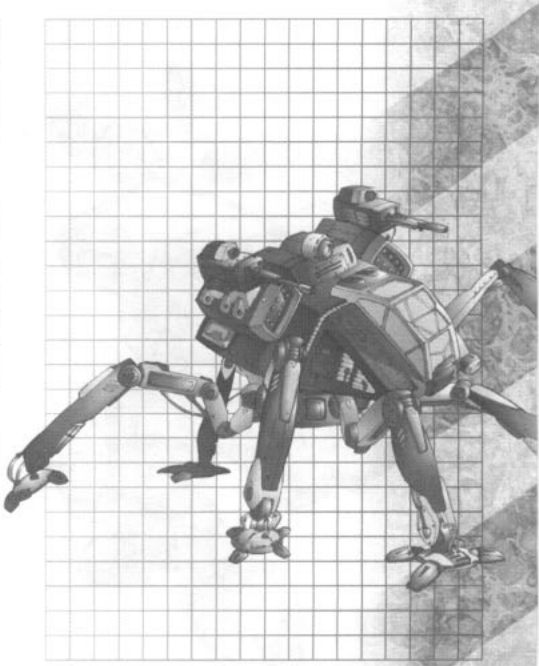
Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 44, Occupancy: 1 operator, no cargo, Armor Hardness: 14, Defense: 9, Strength: 40 (+15)						
Speed: Land 126 kph, Tactical Speed: Land 225 m, Initiative: 0, Maneuver: 0						
Special Abilities: ECM (Comm +3, Radar +3), Laser Designator (RI: 150m), GPS, NBC Filter, High Rez Radar (4 km), Tactical Radio, Infrared (3km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
20mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						

PITHOM WORKMOUNT

Over the years, the resistance forces have converted many of their work vehicles into makeshift combat units, with various levels of success. They tend to fare poorly when sent against military units, but they perform adequately for fast raids and against regular infantry. The Pithom is a six-legged precursor to the Moab Combat Mount (see Black Talon Field Guide, p.98) that was used extensively to move material and supplies in the Trench during the last few centuries of construction. Its ruggedness soon made it a Liberati favorite for combat conversions.

The Pithom has a number of characteristics that make it highly desirable as a combat unit. For one, it almost (but not quite) maneuvers equally well in all directions. In fact, the entire body (and associated weapon systems) can swivel through 360 degrees without moving the legs. The multi-legged design handles rough ground quite well at low and medium speeds, although the older autobalancing system is not as sophisticated as later designs. The trapezoidal main body comes equipped with two sturdy side hardpoints, which were originally used for cranes and manipulation devices. These were replaced by a pair of 2x4 inter-linked rocket launchers (two rockets deep each, for a total of 32 rockets), with scavenged machineguns bolted just above them.

The Pithom is one of the vehicles that has been kept in the Liberati arsenal throughout the occupation. The Mount can, with some effort, be loaded into the cargo bay of a Mule truck when crouched. It is a tight fit, and boarding is a somewhat tricky maneuver that cannot be done in a hurry without damaging both Mount and carrier, but the element of surprise is invaluable.



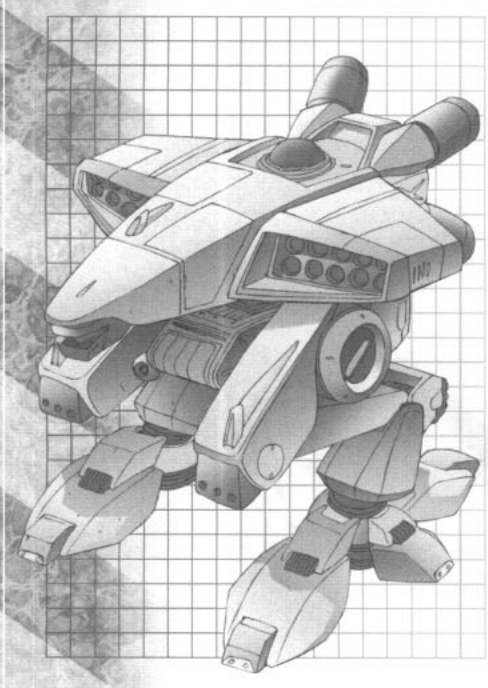
Silcore Stat block

Size: 7 (Tall, 5.0 m), Mass: 10,158 kg, Cost: 96,429 pounds								
• DTV - Movement: Walk 3/5 (35 kph), Maneuver: -1, Armor: 14/28/42								
• MTV - Crew: Living 2, Deployment Range: 250 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Life Support (Limited), Searchlight (swivel, range 400 m); Armor Quality: All Around; Communications (-1/10 km); Hostile Environment Protection (Desert, Extreme Cold); Sensors (-1/2km); Movement Flaw: Unstable; Negative Feature: Large Sensor Profile (Rating 1)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Rocket Pod/32	T	-2	x12	1	+4	HEAT, Indirect Fire	32
2	Light Machineguns	T	-1	x3	1	+4	Anti-Infantry, Linked	400 each

OGL Stat Block

Type: Vehicle, Size: Huge (Tall, 5.0 m), Hit Points: 44, Occupancy: 2 operators, no cargo, Armor Hardness: 14, Defense: 0						
Strength: n/a, Speed: Land 53 kph, Tactical Speed: Land 58 m, Initiative: -2, Maneuver: -2						
Special Abilities: Communications (Tactical Support, Secure), Environmental Systems (Life Support), Navigation Aid (GPS), Searchlight, Sensors (Infrared, Radar, 2 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (7 hours at combat speed), Start-Up Time (one minute\)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Light Rocket Pod/32	7d8	A	84m	32	Automatic, Blast, Hardpoint, Indirect Fire	Arc of Fire (Fr)
Light Machinegun	2d10	A	60m	400	Automatic, 3 x Extra Ammo, Hardpoint, Long Range	
Light Machinegun	2d10	A	60m	400	Automatic, 3 x Extra Ammo, Hardpoint, Long Range	

BA'ALIM



The Ba'alim Combat Mount is an adaptation of the Moab unit, and both share similar main body and powerplant design. The Ba'alim, however, has only two legs, built around a digitigrade stance that makes it easier to absorb the shock of running and jumping at high speed. It acts as a highly mobile strike platform, running forward to hit the enemy with a concentrated and highly accurate barrage of firepower.

The crew of two (one pilot and one system engineer) sits in two separate compartments placed midway along the sloped hull. Banks of monitors supply an excellent view of the surroundings, though this makes the machines extremely dependent on its sensor array. The cockpits are both pressurized, though the life support system has very little built-in redundancy.

The main body has two sturdy weapon hardpoints, one on either side. These are generally occupied by twin heavy rocket pods, intended to blast the target into oblivion at short and medium range or pummel it with indirect fire from hard-to-reach places (which the machine has little difficulty reaching, thanks to its powerful drive train).

The Ba'alim (and numerous similar vehicles) were originally developed for use as engineering and mining vehicles for the remote outposts of the Caprician surface. It was a relatively simple matter to equip them with weaponry to make them into dedicated combat vehicles, since they already had sensors and armor. The Ba'alim has been in service for almost a century and is fielded by just under half the corporations. Most of them are deployed in mining camps and the outskirts of Gomorrha, where their off-road abilities and speed are most useful.

Silcore Stat block

Size: 8 (Huge, 7.2 m), Mass: 15,000 kg, Cost: 1,691,071 pounds								
• DTV - Movement: Walk 5/10 (60 kph), Maneuver: -2, Armor: 17/34/51								
* MTV - Crew: Living 2; Deployment Range: 300 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Life Support (Limited); Armor Qualities: HEAT Resistant (Rating 8); Communications (0/10 km); Hostile Environment Protection (Desert, Extreme Cold); Reinforced Systems: Backups; Sensors (0/2 km); Negative Features: Large Sensor Profile (Rating 2), Sensor Dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Heavy Rocket Pod/24	F	0	x20	3	+3	HEAT, Indirect Fire	24 ea
1	Antipersonnel Grenade Launcher	F	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6

OGL Stat Block

Type: Giant Robot, Size: Huge (Tall, 7.2 m), Hit Points: 52, Occupancy: 2 operators, no cargo, Armor Hardness: 17, Armor Hardness: 17, Defense: 0, Strength: 49 (+17)						
Speed: Land 90 kph, Tactical Speed: Land 100 m, Initiative: -4, Maneuver: -4						
Special Abilities: Chobam Armor, Communications (Tactical Radio, Secure), Environmental Systems (Life Support), Navigation Aid (GPS), Sensors (Infrared, Radar, 2 km)						
Exotic Abilities: None						
Mecha Defects: No Hands, Noisy, Reduced Endurance (5 hours at combat speed), Start-up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Heavy Rocket Pod/24	10d8	A	120m	24	Automatic, Blast, Indirect FIre, Hardpoint Arc of Fire (Fr)	
Heavy Rocket Pod/24	10d8	A	120m	24	Automatic, Blast, Indirect FIre, Hardpoint Arc of Fire (Fr)	
APGL	2d10	SS	40m	6	Blast,Indirect Fire,HardpointArc of Fire (Fr), 2 x Less Ammo	

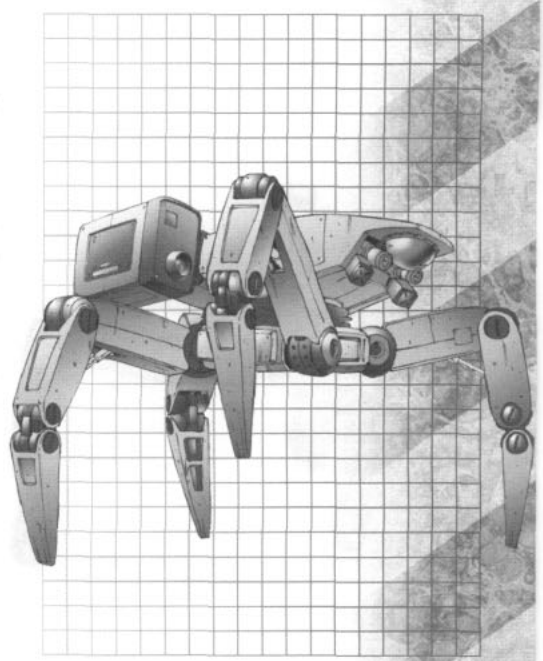
MOAB

The Moab is an almost perfect example of Caprician walker vehicle engineering. It is a four-legged walker vehicle powered by twin V-engines located at the rear of the main hull. The latter sits on a universal turreted mount, to which a hip block is attached. Four powerful legs come out of the block, two on each side, which give the vehicle a somewhat insect-like appearance. The long legs are segmented for maximum mobility and equipped with claw-like feet for traction on the tough Caprician surface.

The sloped hull holds two crew stations, placed one behind the other and slightly off-center. Both cockpits are protected by heavy armor plates and are fully pressurized for operations anywhere on the surface, though the internal reserves are limited to a few hours. Sensor blisters placed all around the vehicle provide the crew with a detailed view of the outside world.

The vehicle's firepower is provided by a pair of weapon pods attached to either side of the main body. To reduce maintenance requirements and augment the machine's versatility, the pods are completely self-contained and can be readily exchanged between vehicles. Most of the Moabs observed so far have been equipped with twin laser cannons, often slaved to a single fire control computer, but railgun-armed walkers have been reported as well.

This type of vehicle is mainly deployed in the wastelands outside the Cat's Eye trench, primarily around corporate mining outposts where they serve (with typical Caprician pragmatism) as both security and emergency engineering vehicles. Liberati scouts report that crane and A-frames attachments have sometimes been adapted to the weapon pod hardpoints for just this purpose, though no such vehicle has been reported by the Talon teams yet.



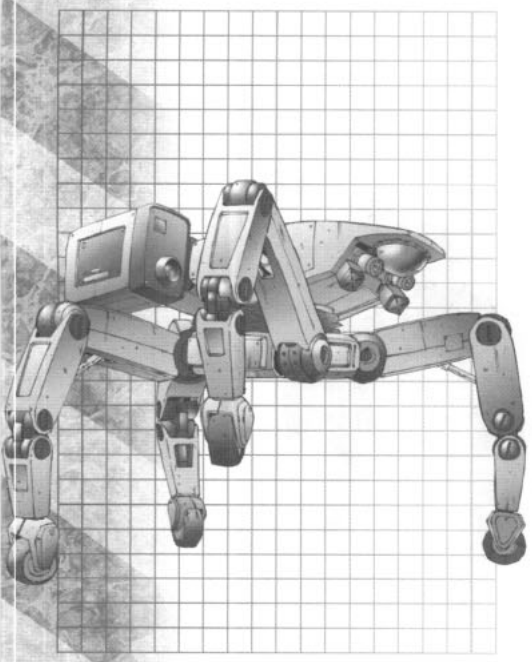
Silcore Stat block

Size: 9 (Huge, 6.9 m), Mass: 21,000 kg, Cost: 1,102,857 pounds								
• DTV - Movement: Walk 4/8 (50 kph), Maneuver: -2, Armor: 20/40/60								
• MTV - Crew: Living 2; Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Life Support (Limited); Armor Qualities: HEAT Resistant (Rating 6); Communicatons (0/10 km); Features: Off-Road Ability; Hostile Environment Protection (Extreme Cold, Desert); Reinforced Systems: Backups; Sensors (0/2 km); Negative Features: Large Sensor Profile (Rating 1), Sensor Dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Gatling Laser	F	+2	x16	2	+1	Linked, Attenuating Damage (3)	100 ea

OGL Stat Block

Type: Giant Robot, Size: Huge (Tall, 6.9 m), Hit Points: 50, Occupancy: 2 operators, no cargo (MP: 20), Armor Hardness: 20 , Def: 0, Strength: +52 (+21)						
Speed: Land 75 kph, Tactical Speed: Land 83 m, Initiative: -4, Maneuver: -4						
Special Abilities: Chobham Armor, Communications (Tactical Radio, Secure,), Environmental Systems (Life Support), Navigation Aid (GPS), Sensors (Infrared, Radar, 2 km)						
Exotic Abilities: None						
Mecha Defects: No Hands, Noisy, Reduced Endurance (8 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Gatling Laser*	4d12	A	80m	100	Automatic, 2x Extra Ammo	Arc of Fire (Fr), Space-Optimized
Gatling Laser*	4d12	A	80m	100	Automatic, 2x Extra Ammo	Arc of Fire (Fr), Space-Optimized
* Energy Weapons						

AMMON



The Ammon is almost identical to its Moab brother, except for the leg design and other minor system differences. Whereas the Moab is intended for the tough surfaces of the planet's wastelands, the Ammon has been designed to operate near or inside corporate installations. The claw-like feet, damaging to ferrocrete and of little use on sand and other soft surfaces, have been replaced with large grooved tires that allows the vehicle to use the city's well-developed road system to move about rapidly.

Power is supplied by a pair of high efficiency gas turbines placed in the rear section of the main hull. The entire powerplant section appears to de detachable, probably to facilitate maintenance and repair. This would also facilitate upgrades, such as the twin-V-engine configuration seen on the Ba'alim (which presumably can be used by the Ammon as well).

Like the Moab, the Ammon has a pair of hardpoints placed on either side of the hull. These are presumably controlled by the second crewman, letting the pilot concentrate on steering the ungainly walker. Most of the Ammons observed so far by the Black Talon have been equipped with a pair of laser cannons, though a few reports indicate that a field variant replaces them with cluster of guided missiles or autocannons. It is reasonable to assume that several weapon payload configurations exist, and all Talon crew should be wary whenever Ammons are spotted on the battlefield.

The Ammon is found in virtually all the corporate security forces, though their overall numbers are somewhat lower than the wasteland version. They are generally used to provide heavy fire support and reinforcement to the smaller security walkers that form the bulk of the corporate installations' security contingent.

Silcore Stat block

Size: 9 (Huge, 7.1 m), Mass: 21,000 kg, Cost: 1,045,714 pounds								
* DTV - Movement: Walk 4/8 (50 kph), Ground 6/12 (70 kph), Maneuver: -2, Armor: 20/40/60								
* MTV - Crew: Living 2; Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Life Support (Limited); Armor Qualities: HEAT Resistant (Rating 6); Communications (0/10 km); Hostile Environment Protection (Desert, Extreme Cold); Reinforced Systems: Backups; Sensors (0/2 km); Negative Features: Large Sensor Profile (Rating 1), Sensor Dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Gatling Laser	F	+2	x16	2	+1	Linked, Attenuating Damage (3)	100 ea

OGL Stat Block

Type: Giant Robot, Size: Huge, Hit Points: 50, Occupancy: 2 operators, no cargo, Armor Hardness: 20, Def: 0, Strength: +52 (+21)						
Speed: Land 105 kph, Speed: Land 105 kph, Tactical Speed: Land 117 m, Initiative: -4, Maneuver: -4						
Chobham Armor , Communications (Tactical Radio, Secure), Environmental Systems (Life Support), Navigation Aid (GPS), Sensors (Infrared, Radar, 2 km)						
Exotic Abilities: None						
Mecha Defects: No Hands, Noisy, Reduced Endurance (8 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Gatling Laser	4d12	A	80m	100	Automatic, 2x Extra Ammo	Arc of Fire (Fr), Space-Optimized
Gatling Laser	4d12	A	80m	100	Automatic, 2x Extra Ammo	Arc of Fire (Fr), Space-Optimized
• Energy Weapons						

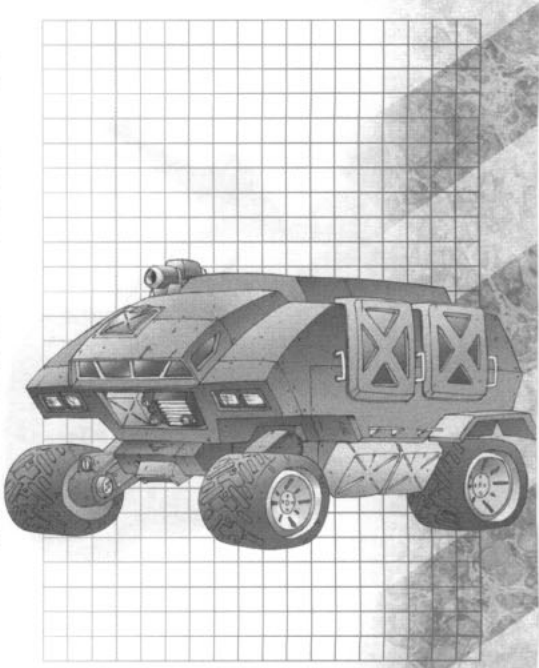
AMALEK APC

All corporations use Armored Personnel Carriers to move their security troops around their installations, and the designs are often very similar to one another. Many of these vehicles were co-opted by the invading Earth forces for their own use, and some have also fallen into Liberati hands over the decades.

The Amalek is typical of the model currently favored by the corporations. It is a sturdy vehicle capable of operating both in the city and in the wasteland, thanks to its high ground clearance and powerful transmission system. Each wheel is mounted on an independent articulated arm that allows the driver to optimize the suspension for the terrain; the arm's mechanisms are rugged and based on early walker technology, and share many similarities with Gear motive systems.

The vehicle's main hull is divided into two compartments, one for the driver at the front and another, capable of holding twelve troopers and their equipment, at the back.The extra space came in useful when dealing with the powerful Mordred-series GREL, who are usually carried in group of ten. Wide doors at the back and the sides ensure a fast exit, which the driver usually facilitates by lowering the entire vehicle as close to the ground as possible.

Amalek armored personnel carriers are used as jacks-of-all-trades by the Caprician security forces, and they are frequently seen in the streets and outskirts of Gomorrah. In addition to their combat duties, they have been used as ad-hoc command centers and transports. Since the CEF conquest, the Earth forces have coopted a number of these vehicles for their use, finding them more useful and less resource-hungry than their standard hover personnel carrier.



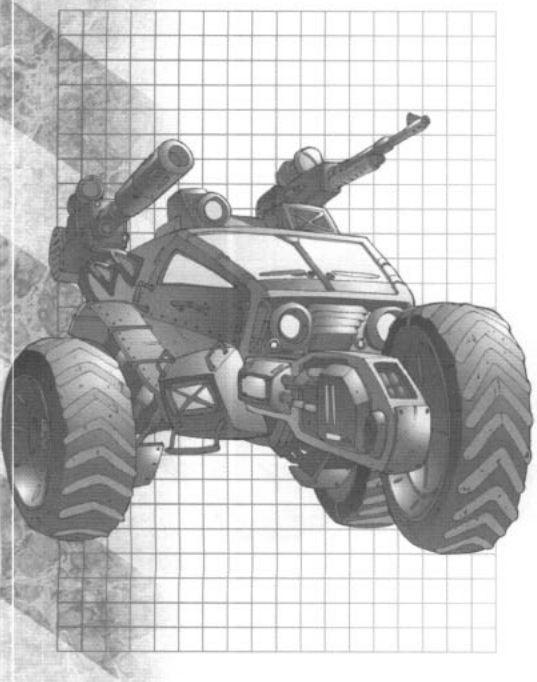
Silcore Stat block

Size: 6 (Huge, 5.8 m), Mass: 5900 kg, Cost: 49,405 pounds								
* DTV - Movement: Ground 9/17 (100 kph), Maneuver: -2, Armor: 13/26/39								
• MTV - Crew: 1 driver, 12 passengers; Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Emergency Medical, Gun Ports (1/3 crew), Large Doors, Ram Plate, Searchlight (fixed forward, range: 200 m); Communications (+1/10 km); Hostile Environment Protection (Desert, Extreme Cold); Reinforced System: Crew; Sensors (+1/2km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Antipersonnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	20

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 5.8 m), Hit Points: 43, Occupancy: 1 operator, 12 passengers, no cargo, Armor Hardness: 13. Defense: 0, Strength: n/a						
Speed: Land 150 kph, Tactical Speed: Land 150 m, Initiative: -3, Maneuver: -3						
Special Abilities: Communications (Tatical Radio, Secure), Environmental Systems (NBC Filter, MP: 6), Firing Ports (8 ports), Navigation Aid (GPS) , Searchlight, Sensors (Infrared, Radar, 2 km)						
Exotic Abilities: None						
Mecha Defects: Noisy (MP: -5), Reduced Endurance (4 hours at combat speed), Start-Up Time						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
APGL	2d10	SS	40m	20	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr)

REUBENI ATTACK TRIKE



There were never any true armed forces on Caprice, and so the Liberati face a severe shortage of combat vehicles for their operations. They sometimes manage to capture enemy vehicles, but for the most part their forces are composed of units converted from whatever vehicles are available.

The Reubeni attack trike is based on a scouting and exploration all-terrain vehicle that was itself derived from the Mule all-purpose truck. Except for the addition of armament and some performance tune-ups, the vehicle is basically the same. Most of the time, the guns are taken from downed corporate units: the most common configuration mounts a light rifle scavenged from a Type 55 "Fatman" and a light machinegun scavenged from a Type 32 "Little Boy" Mount. The fire control system is simple but reliable and uses remote bore-sighted gun cameras to relay targeting information to the gunner's display. A makeshift gunnery station occupies the space previously reserved for a bunk area.

The Reubeni's glory days came not long after the CEF's arrival on planet. The trike design was already well-known, having been deployed in numerous corporate conflicts, but there were never as many fielded at the same time as there were arrayed against the Earth invaders. Many of these vehicles were totalled in the subsequent attacks, and most of the rest were destroyed during the Liberati "rout." Their hulks are still scattered in the wastelands surrounding the trench, many of them requiring only a few hours of tinkering to be made battle-worthy again.

Silcore Stat block

Size: 5 (Huge, 10 m), Mass: 3700 kg, Cost: 35,714 pounds								
* DTV - Movement: Ground 9/17 (100 kph), Maneuver: -1, Armor: 7/14/21								
* MTV - Crew: Driver, gunner, 2 passengers; Deployment Range: 700 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Life Support (Limited); Communications (-2/20 km); Features: Cargo Bay (6 x 4 x 3 m), Easy to Modify (All), Off-Road Ability; Hostile Environment Protection (Desert, Extreme Cold); Sensors (-2/2 km); Negative Feature: Large Sensor Profile (Rating 1); Weaknesses: Exposed Movement, Fragile Chassis								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Very Light Rifle	FF	-1	x6	2	0	-	30
1	Light Machinegun	FF	-1	x3	1	+4	Anti-Infantry	200

OGL Stat Block

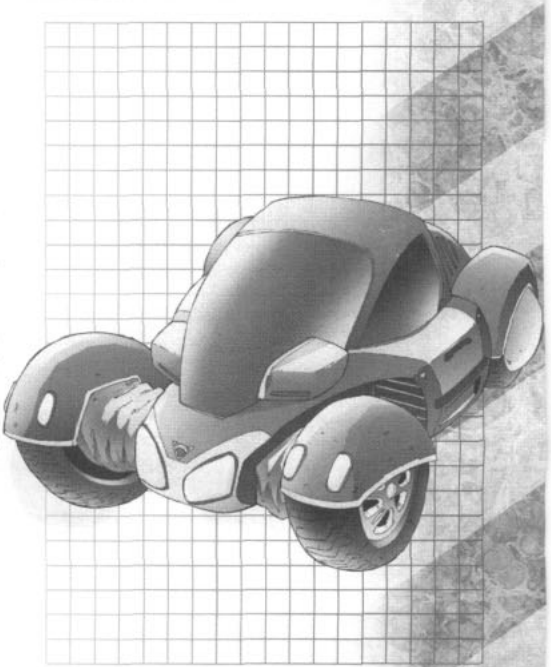
Type: Vehicle, Size: Huge, Hit Points: 37, Occupancy: 2 operators, 2 passengers, 7.2 tons cargo, Armor Hardness: 7, Defense: 0,Strength: n/a						
Speed: Land 150 kph, Tactical Speed: Land 167 m, Initiative: -2, Maneuver: -2						
Special Abilities: Communications (Tactical Radio, Secure), Environmental Systems (Life Support), Navigation Aids (GPS), Sensors (Infrared, Radar, 2 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (7 hours at combat range), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Very Light Rifle	4d12	SS	80m	30	Hardpoint	Arc of Fire (Fr)
Light Machinegun	2d10	A	60m	200	Automatic, 3 x Extra Ammo, Hardpoint, Long Range	Arc of Fire (Fr)

CRUSADER GROUNDCAR

One of more than a dozen nearly identical designs, the Crusader typifies the utility groundcars commonly seen in Gomorrah. The standard configuration contains seating for six passengers in addition to the driver and has a roomy luggage compartment. Quick-release clamps on the seats allow easy customization and many versions contain only four or two seats and a larger cargo capacity.

Flexibility is central to the vehicle's design and it can be easily customized for a wide variety of tasks and environments. Modified Crusaders serve as light goods vehicles, taxis and even ambulances. Military versions serve as Corp-Serf patrol vehicles, carrying detachments to their assignments quickly and efficiently. A pintle mount allows the addition of an infantry support weapon or water/foam cannon for riot duties. Most Crusaders appear in Gomorrah but life support and off-road capability allow even standard models to be used in highland regions.

The Crusader and its ilk have been a feature in Gomorrah for centuries, since they are more cost-effective than vectored-thrust craft in many circumstances. The ease of customization means there are almost as many configurations of Crusader as there are individual units that have been built. Though private ownership of vehicles is rare, some young corporates take great pride in buying old Crusaders and spend considerable time and effort on substantive upgrades and modifications. These "hotrodders" meet regularly and stage dangerous (and illegal) races in the lowest levels of the city.



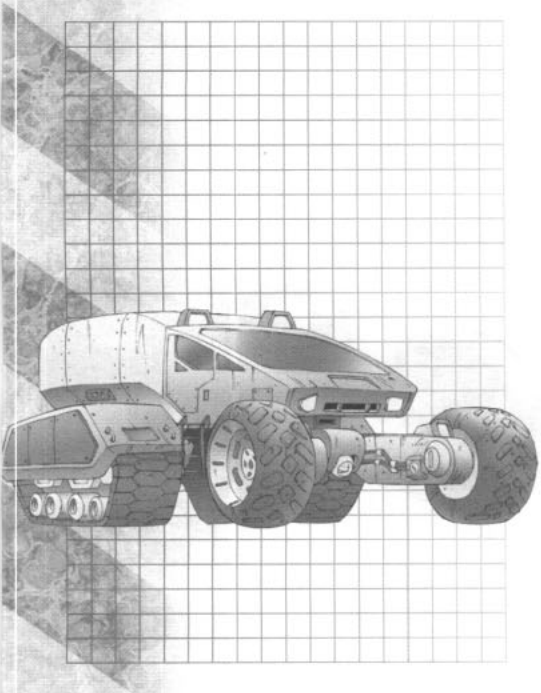
Silcore Stat block

Size: 5 (Large, 3.4 m), Mass: 2900 kg, Cost: 5786 pounds								
* DTV - Movement: Ground 10/20 (120 kph), Maneuver: -2, Armor: 4/8/12								
• MTV - Crew: 1 driver, 6 passengers; Deployment Range: 250 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Autopilot, Life Support (Limited); Communications (-3/5 km); Feature: Cargo Bay (8 cubic meters), Easy to Modify All); Reinforced System: Ammo/Fuel; Sensors (-3/1 km); Weakness: Exposed Systems								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Large (Long, 3.4 m), Hit Points: 24, Occupancy: 1 operator, 6 passengers, 800 kg cargo, Armor Hardness: 4, Def: 0, Strength: n/a						
Speed: Land 180 kph, Tactical Speed: Land 200 m, Initiative: - 3, Maneuver: -3						
Special Abilities: Communications (Tactical Radio), Environmental Systems (climate control), Navigation Aids (GPS), Sensors (Infrared, 1 km)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (2 hours at combat speed,), Road Vehicle, Windows						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

MULE UTILITY TRANSPORT



The rugged nature of the Caprician landscape forced the adoption early on of several tough transport vehicles, most of them tracked, to move people and equipment between installations. These vehicles have evolved little since the first colonization of the planet, and are widespread among all the faction.

The Mule, as it is often referred to, is a sturdy half-track vehicle used to ferry personnel and equipment across the surface between the mining camps. The truck's frame has twin tracks and large wheels attached to a heavy-duty suspension to absorbs the shock of cross-country travel. The tracks are placed underneath the main cargo area for extra support. The powerful transmission allows it to haul a respectable amount of material across a considerable distance. The twin high-temp ceramic gas turbines, buried in the main body under the cab, can burn almost any type of fuel and convert them to power. The vehicle is powered by four electric engines connected to banks of superconducting batteries, which the turbines constantly recharge. The turbines can also be used for extra power if need be.

The truck comes with a simple radio and navigation system, coupled with basic low-light sensors for night driving. It is adequate for day-to-day use, but its range and quality are drastically reduced whenever the vehicle enters combat conditions. The vehicle can seat one driver plus two passengers confortably, and features a small rest area behind the main cab.

A typical all-purpose transport vehicle, the Mule is a simple and rugged design which can take a lot of abuse. The Mule is the Liberati's most popular vehicle, and is found in almost every group. The Liberati use them to discreetly move troops and supplies, since the common appearance of this type of vehicle generally attracts little attention.

Silcore Stat block

Size: 6 (Huge, 10 m), Mass: 5800 kg, Cost: 40,179 pounds
* DTV - Movement: Ground 7/13 (80 kph), Maneuver: -3, Armor: 8/16/24
• MTV - Crew: 1 driver, 2 passengers; Deployment Range: 700 km, Reaction Mass: n/a
Perks and Flaws: Accessory: Life Support (Limited); Communications (-2/20 km); Features: Accomodations (8 cubic meters), Cargo Bay (6 x 4 x 3 m), High Towing Capacity (double), Off-Road Ability; Hostile Environment Protection (Desert, Extreme Cold); Sensors (-2/2km); Negative Features: Large Sensor Profile (Rating 1); Weaknesses: Exposed Auxiliaries, Exposed Movement, Exposed Systems, Fragile Chassis
*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 10 m), Hit Points: 38 (MP: 36), Occupancy: 1 operator, 2 passengers, 7.2 tons cargo (MP: 90), Armor Hardness: 8 (MP: 40), Defense: 8
Strength: n/a, Speed: Land 120 kph (MP: 64), Tactical Speed: Land 133 m, Initiative: -5 (MP: -15), Maneuver: -5 (MP: -15)
Special Abilities: Communications (Tactical Radio, Secure, MP: 4), Environmental Systems (Life Support, MP: 12), Navigation Aid (GPS, MP: 2), Sensors (Infrared, Radar, 2 km, MP: 10)
Exotic Abilities: None
Mecha Defects: Noisy (MP: -5), Reduced Endurance (9 hours at combat speed, MP: -25), Start-Up Time (one minute, MP: -2)
Weapons:

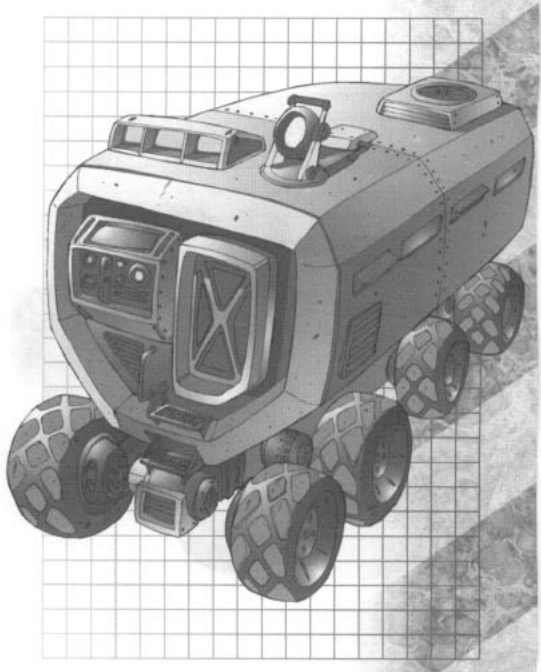
Name	Dam.	ROF	RI	Ammo Qualities	Restrictions
None fitted					

LIBERATI BUNGALO

The nomadic lifestyle practiced by many Liberati families does not necessarily imply leaving behind the comforts of modern life. A large number of vehicle types with extensive living quarters have been developed over the years to sustain entire clans as they move and work over the harsh surface of the planet. Most of the designs are of the "land-train" type, where the various vehicles owned by the family are linked together by airlocks allowing access to all compartments. Each vehicle in the train has its own drive system and an autopilot slaved to the computer of the lead unit.

"Bungalo" is the common nickname for a Mule truck-derived house unit. The sturdy 8x8 articulated wheeled suspension system is based on the Mule's, its standard tires supporting boxy but comfortable living quarters. Sometimes, a caboose-style cupola is found at one end of the vehicle, offering additional space but increasing overall height clearance. The docking airlock is usually always extended and mated to the towing Mule's cargo bay (which can be pressurized as well).

Bungalos and other similar vehicles have been in service for at least as long as there have been Liberati on the planet. Older yet still serviceable vehicles are passed down to a new generation regularly, and it is not uncommon to see families living in vehicles that are centuries old and highly customized.



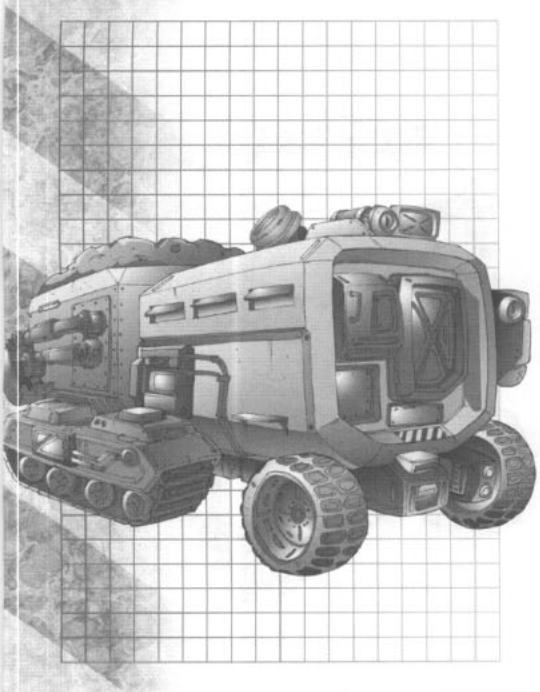
Silcore Stat block

Size: (Tall, 6.0 m), Length: 10.0 meters, Standard operational weight: 6400 kg, Cost: 208,250 pounds								
*Defensive Threat Value (DTV); Movement: Ground 7/13 (80 kph), Maneuver: -3, Armor: 8/16/24								
*Miscellaneous Threat Value (MTV); Crew: 1, Deployment Range: 700 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Autopilot, 2x Life Support (Limited), Searchlight (110 m, Swivel); Arms: Tool Arm (Rating 2, Docking Arm, Cannot Punch); Communication (20 km/-2); Feature: Accomodations (80 m3), Off-Road Ability, Sick Bay (2 Beds); Hostile Environment Protection (Hostile Environment Protection (Desert, Extreme Cold); Sensors (2 km/-2); Negative Feature: Large Sensor Profile (Rating 1); Weakness: Exposed Movement, Exposed Systems, Fragile Chassis								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Huge (Tall, 6.5 m), Hit Points: 38, Occupancy: 1 operator, no cargo, Armor Hardness: 8, Defense: 0, Strength: n/a						
Speed: Land 120 kph, Tactical Speed: Land 200 m, Initiative: -4, Maneuver: -4						
Special Abilities: Searchlight (swivel), GPS, Environmental Controls (Life Support, NBC Filter), Radar (2 km), Tactical Radio (Secure), Long Range Radio (Secure), Infrared (2 km)						
Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)						
Mecha Defects: No Arms, Noisy, Reduced Endurance (14 hours), Start Up Time (1 minute), Weak Point						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

LIBERATI PROSPECTOR



Though the word "mines" brings giant open-air pits to many people's minds, the mining operations conducted by Liberati crews on the surface of Caprice are actually both smaller and a lot more precise. Raw bulk materials such as iron and silicate are fairly easy to find in and near the Trench; what the Liberati are after are the much rarer minerals that fetch a higher price on the market. In order to find and exploit the scattered deposits, a wide variety of vehicles have been developed over the years under the generic appellation "prospector." The prospector shown here is a typical example, derived from the basic chassis of the sturdy Mule service truck.

The layout of the vehicle is fairly simple, with the mining equipment and open-topped, Mule-sized cargo bay to the rear and a pressurized laboratory and crew work area up front. A set of sensitive geological sensors is controlled and managed from the latter. The half-track suspension system of the Mule has been retained to support up to nearly twenty tons of raw material. The chassis is equipped with towing hardpoints and an autopilot to link up with other vehicles in a "land train" (see p. 72). The docking airlock is usually extended and mated to the rear of a Liberati truck or living quarters.

Prospectors and other, similar, vehicles are fairly widespread. Some designs have better sensors or mining equipment, while others exchange the lab for increased cargo capacity. Most prospectors are fairly old, kept in service for as long as they can be easily maintained and repaired.

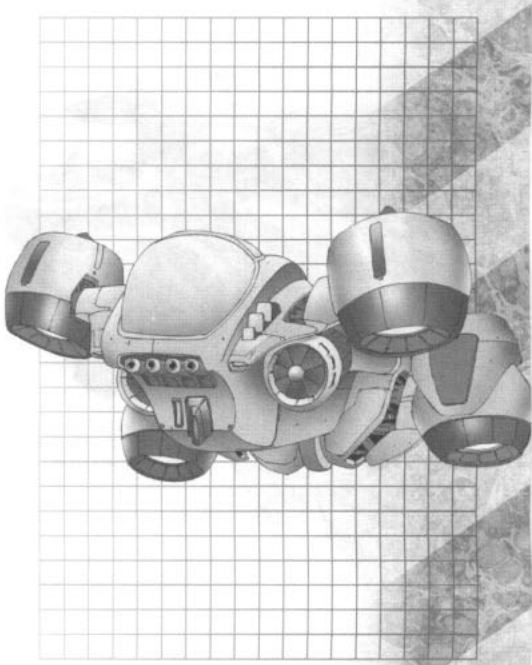
Silcore Stat block

Size: 6 (Huge, 10 m), Mass: 6000 kg, Cost: 166,250 pounds
* DTV - Movement: Ground 7/13 (80 kph), Maneuver: -3, Armor: 8/16/24
* MTV - Crew: Living 2; Deployment Range: 700 km, Reaction Mass: n/a
Perks and Flaws: Accessories: Autopilot, Life Support (Limited), Mining Equipment (Light); Arms: 1 x Tool Arm (docking airlock, Rating 2, cannot punch); Communications (-2/20 km); Features: Cargo Bay (6 x 4 x 3 m), High Towing Capacity (Double), Laboratory (earth sciences, Rating 0), Off-Road Ability; Hostile Environment Protection (Desert, Extreme Cold); Sensors (-2/2 km); Negative Features: Large Sensor Profile (Rating 1); Weaknesses: Exposed Movement, Exposed Systems, Fragile Chassis
*Offensive Threat Value (OTV)
Quantity Name Arc ACC DM BR ROF Perks & Flaws Ammo
None as Standard

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 10 m), Hit Points: 38, Occupancy: 2 operators, 7.2 tons cargo, Armor Hardness: 8, Def: 0, Strength: n/a
Speed: Land 120 kph, Tactical Speed: Land 133 m, Initiative: -6, Maneuver: -6
Special Abilities: Communications (Tactical Radio), Environmental Systems (Life Support), Navigation Aids (GPS), Room (Science Lab), Sensors (Infrared, Seismic, 2 km)
Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)
Mecha Defects: Noisy, Reduced Endurance (9 hours at combat speed), Start-Up Time (one minute)
Weapons:
Name Dam. ROF RI Ammo Qualities Restrictions
None as Standard

MITZRAIM VTOL



Vectored thrust aerodynes are as agile as helicopters, but tend to be sturdier and can achieve higher speeds. The vehicle type relies on powerful turbofans driven by turbines or heavy-duty electric motors powered by onboard batteries or generators. Much of the thrust is derived from the high volume of air moved by the turbofan's high RPM/low torque rotors, which reduces (or even eliminates, in some designs) the need for additional gas combustion. This makes them ideally suited for urban operations, since their exhaust, while powerful, is not hot enough to burn. The VTOLs are also more compact than helicopters, which makes them better suited for operation in the tight confines of the Caprician city.

The corporations of Caprice field a number of these vehicles to keep an eye on their territory. The Mitzraim VTOL is a small but powerful aerodyne that is used by corporate security (and now CEF forces as well) for surveillance, recon and light support duties. A battle-tested, reliable model, the Mitzraim is both fast and maneuverable, using its four independently-articulated thruster pods for propulsion and maneuver (two smaller pods are fixed to either side of the fuselage to supply additional lift). The crew sits at the front under a large polarized canopy. The original design was unarmed, though a few carried machineguns and anti-riot weapons. When the CEF took over, they modified the Mitzraim to carry a laser cannon in a belly turret and added a pair of launch racks for guided missiles.

It is used extensively to patrol the periphery, mainly for aerial protection, but also for counter-insurgency and anti-bandit operations. In the past decades, it has seen an increasing amount of combat versus the scattered Liberati rebels, especially since the arrival of the CEF, who co-opted a number of these vehicles for their own use.

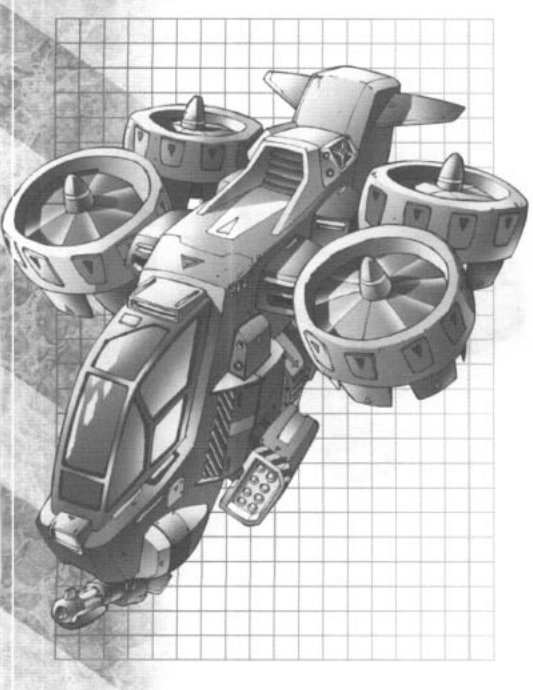
Silcore Stat block

Size: 6 (Huge, 5.5 m), Mass: 2600 kg, Cost: 460,286 pounds								
• DTV - Movement: Flight 0/6/12 (360 kph), Ground 0/0 (0 kph), Maneuver: +1, Armor: 10/20/30								
* MTV - Crew: Living 2, Deployment Range: 450 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Autopilot, Loudspeakers, Searchlight (Swivel, range: 400 meters); Communications (+1/10 km); Features: NOE Flyer; Hostile Environment Protection (Desert, Extreme Cold); Sensors (+1/2km); Movement Flaws: Cannot Glide, Maximum Ceiling (Rating 6); Negative Feature: Large Sensor Profile (Rating 1)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Gatling Laser	T	+1	x16	2	+1	Attenuating Damage (3)	40
1	Anti-Gear Missile	F	+1	x15	3	0	Guided, Indirect Fire	2
1	Target Designator	F	0	x0	3	0	Target Designator	Unlimited

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 5.5 m), Hit Points: 40, Occupancy: 2 operators, no cargo, Armor Hardness: 10, Defense: 0, Strength: n/a						
Speed: Air (ceiling 6000 m, speed 360 kph), Tactical Speed: Air 600 m, Initiative: +2, Maneuver: +2						
Special Abilities: Communications (Tactical Radio, Secure), Environmental Systems (NBC Filter), Laser Designator (150 m RI), Navigation Aid (GPS), Sensors (Infrared, Radar, 2 km)						
Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)						
Mecha Defects: Reduced Endurance (1.25 hours at combat speed), Start-Up Time (one minute), Very Noisy						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Heavy Gatling Laser*	4d12	A	80m	40	Automatic, Extra Ammo, Hardpoint	Space Optimized
Anti-Gear Missile**	10d10	SS	150m	2	Blast, Indirect Fire, Guided (LG, SARH), Hardpoint	Arc of Fire (Fr), 4 x Less Ammo
*Energy Weapon						

TYPE 42 "PEREGRINE" GUNSHIP



The Type 42 Peregrine is a new model VTOL gunship currently undergoing field tests by the CEF and Corp-Serf forces. Designed by Gallot Enterprises (Caprice), it is intended to replace the aging Corp-Serf Hornet. Agile and swift, the Peregrine is well suited to operations in Gomorrah, though Gallot has received many complaints about the noise level of its four massive turbofans. The two crewmembers sit in a tandem configuration, pilot in the rear seat and gunner/navigator in the front seat. An underslung free electron laser cannon provides the principal armament, though shoulder hardpoint rocket packs provide additional close-in suppressive firepower.

Only ten Peregrines have been produced to-date, shared equally between Corp-Serf and CEF units (the latter on a trial basis). The Earth military has used the Type 42 in several operations against Liberati bases, losing one to enemy ground fire and another to engine failure. Nonetheless, the CEF has been pleased with the design's performance, although it has yet to place any firm orders. The Corp-Serfs, while applauding Gallot's efforts, have requested a number of modifications to the design, including the replacement of the rocket packs with a non-lethal weapon system such as a tear gas grenade launcher and the addition of a searchlight.

Silcore Stat block

Size: 7 (Huge, 7.4 m), Mass: 8100 kg, Cost: 2,281,633 pounds

* DTV - Movement: Flight 0/8/15 (450 kph), Ground 0/0 (0 kph), Maneuver: +1, Armor: 8/16/24

• MTV - Crew: Living 2, Deployment Range: 250 km, Reaction Mass: n/a

Perks and Flaws: Accessories: Autopilot, 2 x Life Support (Limited); Communications (+1/10 km); Feature: NOE Flyer; Hostile Environment Protection (Desert, Extreme Cold); Information Warfare Devices: Decoy System (sensor only, Rating 2), ECM (Rating 1), ECCM (Rating 1); Sensors (+1/2 km); Movement Flaws: Cannot Glide, Maximum Ceiling (Rating 6); Negative Features: Difficult to Modify (All), Large Sensor Profile (Rating 1)

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Large Laser Cannon	F	+2	x16	5	0	Attenuating Damage (2)	20
1	Light Rocket Pod/32	F	0	x12	1	+4	Indirect Fire	32

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 7.4 m), Hit Points: 38, Occupancy: 2 operators, no cargo, Armor Hardness: 8, Def: 0, Strength: n/a

Speed: Air (ceiling 6,000 m, speed 450 kph), Tactical Speed: Air 750 m, Initiative: +2, Maneuver: +2

Special Abilities: Communications (Tactical Radio, Secure), Countermeasures (LWR, RWR), Environmental Systems (Life Support), Navigation Aid (GPS), Sensors (Infrared, Radar, 2 km)

Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)

Mecha Defects: Hangar Queen, Reduced Endurance (33 minutes at combat speed), Start-Up Time (one minute), Very Noisy

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Large Laser Cannon*	4d12	SS	80m	20	-	Arc of Fire (Fr), Space-Optimized
Light Rocket Pod/32	7d8	A	84m	32	Automatic, Blast, Hardpoint, Indirect Fire	Arc of Fire (Fr)

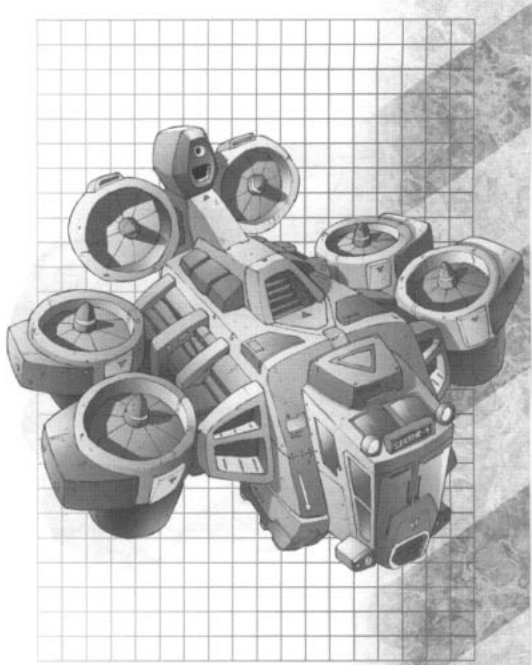
• Energy Weapon

MARK 9 "FLITTER" VTOL TRANSPORT

The Mark 9 is typical of the cargo transports used by Caprician corporations to move goods around the infinite city and between Gomorrah and outlying installations. Its balance of capacity, performance and price make it a common sight in the city. The basic model uses six vectored-thrust turbofans, each generating 1000 horsepower, though some custom variants use four larger engines instead. Though maintenance requirements on the variant are lower, it has not proved popular because of the increased fuel consumption of the larger engines.

The Mark 9 was initially built for a crew of two, but developments in automation technology mean that a single operator can fly the aircraft with little difficulty. However, GRA safety regulations dictate that all aircraft operating within the city must have a crew of two people. Jump seats at the rear of the cockpit allow for the transport of two additional passengers should the need arise. Also at the rear of the cockpit is a small pressure-sealed hatch that allows access to the capacious cargo hold.

The Type 9 is a workhorse design used by many corporations in Gomorrah as a utility transport for moving small cargo lots between sites quickly and efficiently. Although perfectly serviceable within the Cat's Eye Trench itself, the Mark 9 is not designed to handle the rigors of highland winters on a routine daily basis. Dozens of variants exist, some manufactured by the corporations and others the result of tinkering by end-users. The exact number of Type 9s and similar models in service is not known but most estimates suggest more than five million have been built over the last century and a half since the first version entered service.



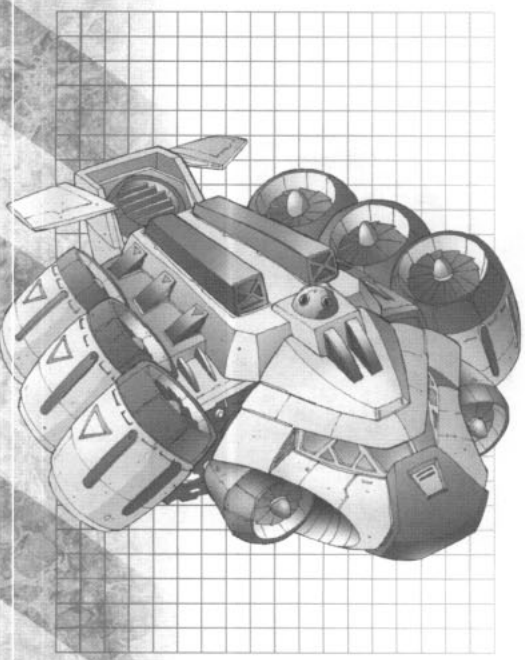
Silcore Stat block

Size: 8 (Gargantuan, 12.2 m), Mass: 15,000 kg, Cost: 35,268 pounds								
• DTV - Movement: Flight 0/4/8 (240 kph), Ground 0/0 (0 kph), Maneuver: -1, Armor: 6/12/18								
• MTV - Crew: Living 2, Computer 1 (dumb, Level 2))/Passengers 2, Deployment Range: 350 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Airlift Winch (Rating 4), Autopilot, Life Support (Limited); Communications (-2/20 km); Features: Cargo Bay (6 x 4 x 4 m), Easy to Modify (All), High Towing Capacity (Double), NOE Flyer; Hostile Environment Protection (Desert); Sensors (-2/2 km); Movement Flaws: Cannot Glide, Negative Feature: Large Sensor Profile (Rating 1); Weaknesses: Exposed Movement, Exposed Systems, Fragile Chassis								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Gargantuan (Long, 12.2 m), Hit Points: 40, Occupancy: 2 operators, 2 pass., 9.6 tons cargo, Armor Hardness: 6, Def: 0, Strength: n/a						
Speed: Air (ceiling 12,000 km, speed 240 kph), Tactical Speed: Air 400 m, Initiative: -2, Maneuver: -2						
Special Abilities: Accessory (airlift winch for lifting cargo and passengers without landing, 2400 kg capacity, Communications (Tactical Radio, Secure), Environmental Systems (Life Support), Hangar (9.6 tons capacity, large mecha), Navigation Aids (GPS), Sensors (Infrared, Radar, 2 km,)						
Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)						
Mecha Defects: Reduced Endurance (1.5 hours at combat speed), Start-Up Time (one minute), Very Noisy						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

RAPID RESPONSE TRANSPORT VTOL



The Rapid Response Transport VTOL, or RRT, is a large vectored thrust aerodyne used to rapidly deploy additional Mounts to trouble spots anywhere in the city. Its six large lift fan units allow it to land vertically in almost any location (provided it is mostly free of obstruction), often making it the only means of bringing reinforcement to isolated neighborhoods.

Most of the flight systems are placed in front and around the hull, with the main cargo bay occupying most of the body of the vehicle. The large service bay has room to carry three Type 55 or 27 Mounts, or four Type 32 Mounts. Though it was designed primarily as a transport for Mounts, the flyer is also capable of moving any vehicle that will fit into its bay and not exceed its transport capacity (about fifteen tons). The bay is equipped to rearm and refuel Mounts when landed, though this only happens if the area is secure.

The RRT is equipped with a gas canister launcher, though it will also deploy with canisters of fire fighting foam. Standard procedure dictates that the RRT launch several canisters of gas into the landing area to prevent and deter people from attacking the flyer while it unloads. If a landing area is not accessible, the RRT has an airlift winch positioned at the bay door to lower or lift Mounts. This feature is especially useful for rescues and fighting fires.

The RRT is used extensively for ferrying Mounts and other emergency response equipment to locations throughout Gommorrah. The Corp-Serf usually has a single RRT loaded with two Type 55 and one Type 32 flying a circuit above problem areas. At least two more loaded RRTs are generally kept on ready-five (can be airborne in five minutes or less) status at each hub. If need be, up to four more RRTs can be loaded and airborne in under an hour.

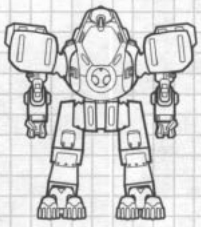
Silcore Stat block

Size: 10 (Gargantuan, 19.6 m), Mass: 31,000 kg, Cost: 309,286 pounds								
* DTV - Movement: Flight 8/15 (450 kph), Ground 0/0 (0 kph), Maneuver: -3, Armor: 10/20/30								
* MTV - Crew: Living 2, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Autopilot, Airlift Winch (Rating 5), Life Support (Limited), Searchlight (200 m, Swivel); Communications (+1/15 km); Features: Cargo Bay (vehicle hangar, 100 cubic meters), Fuel Efficient (Rating 1.5); Hostile Environment Protection (Desert, Extreme Cold); Sensors (0/2 km); Movement Flaws: Cannot Glide, Maximum Ceiling (Rating 6); Negative Feature: Large Sensor Profile (Rating 2)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Antipersonnel Grenade Launcher	T	-1	x1	1	0	Anti-Infantry, Area Effect 0, Indirect Fire (Non-Lethal)	36

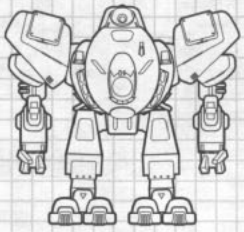
OGL Stat Block

Type: Vehicle, Size: Gargantuan (Long, 19.6 m), Hit Points: 40, Occupancy: 2 operators, 15 tons cargo, Armor Hardness: 10, Defense: 0						
Strength: n/a, Speed: Air (ceiling 6000 m, speed 450 kph), Tactical Speed:Initiative: -6, Maneuver: -6						
Special Abilities: Accessory (airlift winch for lifting cargo and passengers without landing, 4000 kg capacity), Communications (Tactical Radio, Secure), Environmental Systems (Life Support), Hangar (15 tons capacity, large mecha), Navigation Aids (GPS), Searchlight, Sensors (Infrared, Radar, 2 km)						
Exotic Abilities: Limited A.I. (Dex 3, Wis 3, Cha 1)						
Mecha Defects: Very Noisy, Reduced Endurance (2 hour at combat speed), Start-Up Time						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Gas Cannister Launcher	Riot Gas (Level 2)	SS	40m	36	Emanation, Extra Ammo, Indirect Fire, Hardpoint	-

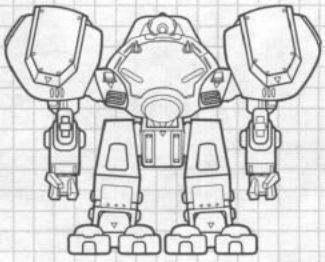
Caprician Combat Vehicles



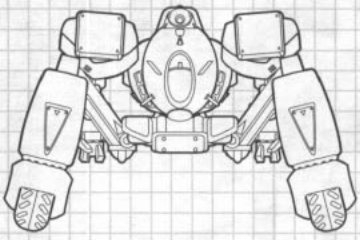
"Little Boy"
TYPE-32



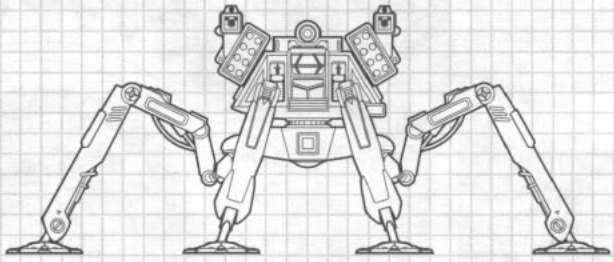
"Fat Man"
TYPE-55



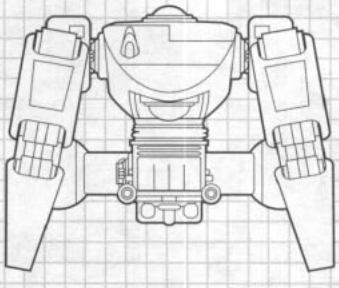
"Big Guy"
Type 27



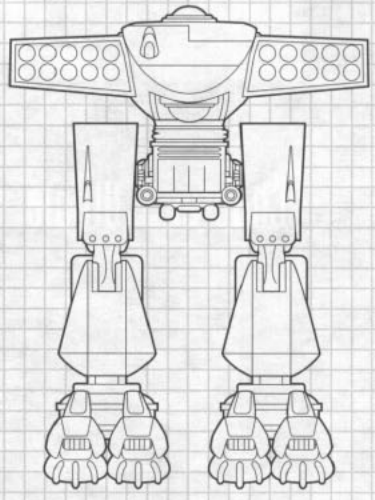
"Bug Monster"
TYPE-112



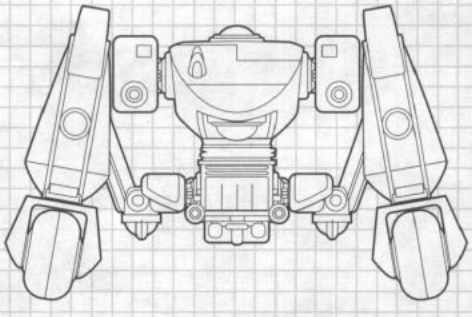
Pithom
WORKMOUNT



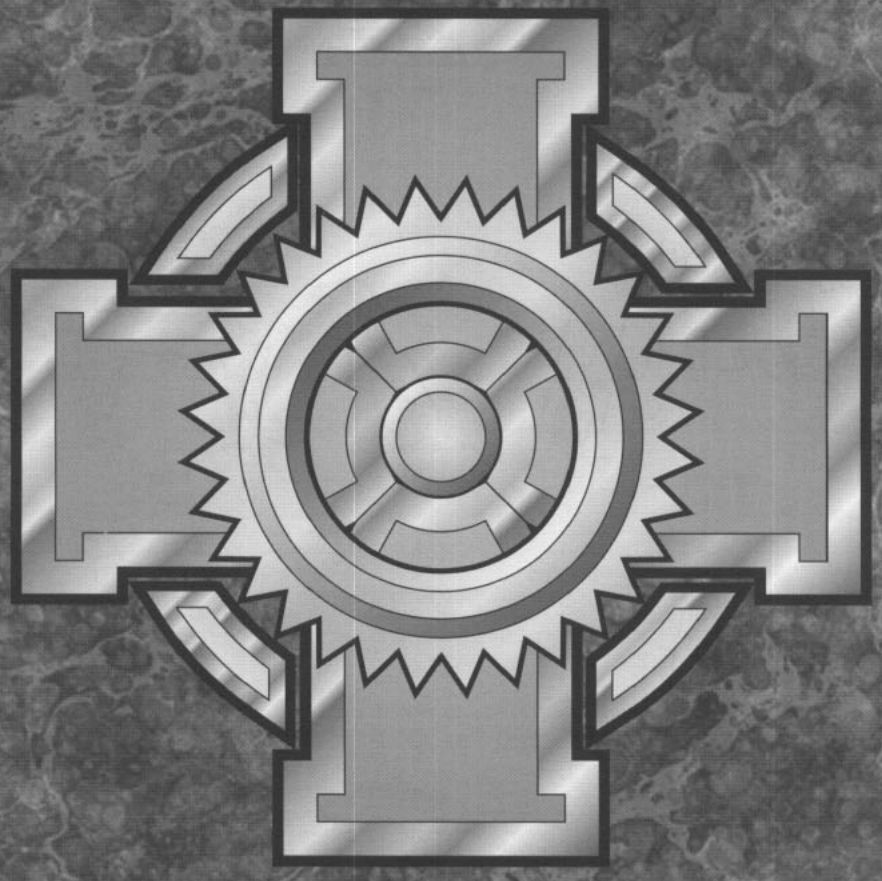
Moab
COMBAT MOUNT



Ba'Alim
COMBAT MOUNT

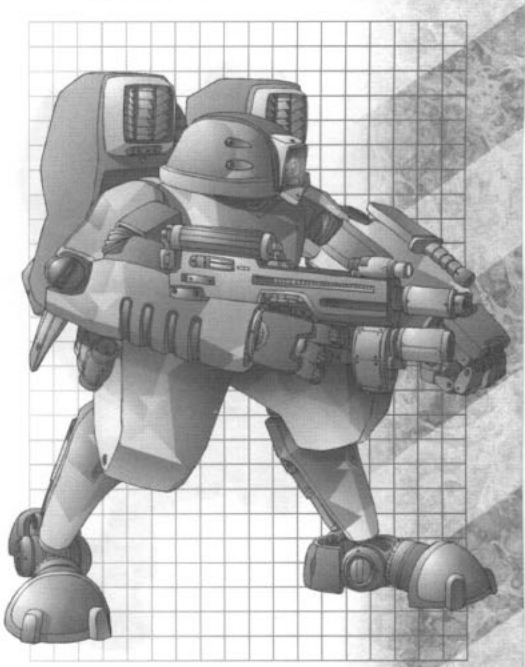


Ammon
COMBAT MOUNT



Chapter 9: Utopia

CONSTABLE APES



Like most of the other human colonies, Utopian received a fast number of multi-purpose vehicles designed to make the terraforming and construction work easier. The early successes of the Hardhat utility walker on Terra Nova led to other designs being shipped in great numbers to the colonies. The local Utopian variant was slightly smaller, with the operator activating most of the machine's functions with his own limbs. Like the Terranovans and the Capricians before them, the Utopians later adapted these machines to more war-like purposes.

The Constable-class APES (Augmented Power Environmental Suit) is one such typical combat armor. Standing roughly 3.5-meter tall, it provides the pilot within with basic radar and motion detectors, along with a military scrambled communication suite. A sealed cockpit with integral scrubbers provides a hundred hours of radiation protection.Though it is not very fast on its feet (a consequence of the rather crude piloting interface), a pair of liquid-fuel jump jets housed in the backpack help the machine move faster than any unassisted human (or GREL for that matter). Armament is composed of a hypervelocity autocannon in an assault rifle-type set-up, with underslung grenade launcher for anti-personnel work. Each suit carries one spare clip for the gun, some grenades hanging on the thighs (for heavier targets) and a vibroknife.

APES were an early development of the Utopian warfare laboratories, and as such were widely copied by every faction. Though the Constable was originally developed by Steelgate scientists, all current nations can field designs that are similar both in looks and overall combat abilities. They are deployed across as the frontiers as patrol and rapid response units (when coupled with transport VTOLs, of course) or as "bodyguards" for the Command Tanks that are used to control the larger drone forces.

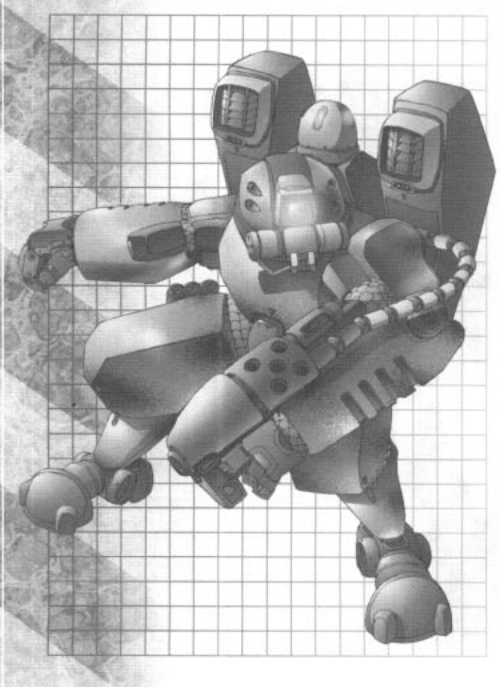
Silcore Stat Block

Size: 3 (Large, 3.5 m), Mass: 800 kg, Cost: 177,000 marks (local equivalent)								
* DTV - Movement: Walk 2/4 (24 kph) Space 7/13 (100 m x 50 m, 50 m x 100 m), Maneuver: 0, Armor: 7/14/21								
• MTV - Crew: Living 1; Deployment Range: 150 km, Reaction Mass: 130 BP (5 Full Jumps)								
Perks and Flaws: Accessory: Life Support (Limited); Arms: 2 x Manipulator (Rating 3, can punch); Communications (-1/10 km); Features: Airdroppable, Off-Road Ability; Information Warfare Device: Stealth (Rating 2); Hostile Environment Protection (Desert, Radiation, 100 rads/hour); Reinforced System: Ammo/Fuel; Sensors (-1/2 km); Weakness: Exposed Auxiliaries, Exposed Systems								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Very Light Autocannon	F	-1	x6	2	+2	Handheld	50
1	Antipersonnel Grenade Launcher	F	-2	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	5
2	Haywire Grenades	F	-2	x10	0	0	Haywire, HEAT	-
2	Hand Grenades	F	-2	x15	0	0	Anti-Infantry, HEAT	-
1	Vibroblade	F	-1	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large, Hit Points: 42						
Occupancy: 1 operator, no cargo, Armor Hardness: 7, Defense: 0, Strength: 28 (+9)						
Speed: Land 36 kph, Tactical Speed: Land 60 m, Initiative: 0, Maneuver: 0						
Special Abilities: Communications (Tactical Radio, Secure), Environmental Systems (Life Support,), Jumping (x3), Navigation Aid (GPS), Parachute, Sensors (Infrared, Radar, 2 km), Stealth (+2 DC vs infrared and radar sensors)						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (6 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Very Light Autocannon	3d12	A	120m	50	Automatic, Ex. Ammo, Handheld, Lg Range	Arc of Fire (Fr)
Antipersonnel Gr. Laun.	2d10	SS	40m	5	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2 x Less Ammo
Haywire Grenades	6d10	SS	9m	2	EMP, Hand-Held	Arc of Fire (Fr), 4 x Less Ammo
Hand Grenades	8d10	SS	12m	2	3x Blast, Hand-Held	Arc of Fire (Fr), 4 x Less Ammo
Vibroblade*	4d6	SS	n/a	n/a	Hand-Held, Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
* Slashing Weapon						

FIREMAN APES



With the APES chassis fairly standardized, it was inevitable that local and specialized variants would appear for it. The oddly-named Fireman-class APES is a dedicated "inferno unit," built for heavy anti-personnel support and bunker-busting operations. It shares the same general layout as the slightly smaller suits (such as the Constable), but with a large flamer and some heat-protection, making the unit slightly bulkier overall.

The main armament of the Firemen is the aptly-named Inferno Torch, a powerful flamethrower gun carried in a bullpup-style rifle mount. An armored fuel hose connects the gun to an armored binary fuel cell located within the backpack, nested between the two jet units (which, incidentally, help protect the tank from side impacts). The suit also carry a number of grenades/demolition charges to deal with armored units that are not affected by the flamer. These may optionally be replaced by specialized demo-packs that are optimized for anti-structure work.

Firemen suits have always been less numerous than the lighter models, mostly because they are more specialized and more complex to build; though their armor panels have fairly simple shapes, the aerogel lamination requires specialized tooling. They are very appreciated by their commanding officers, however, since they provide an effective punch in close quarters operations (such as attacks versus entrenched positions or tunnel fighting).

Silcore Stat Block

Size: 3 (Large, 3.6 m), Mass: 870 kg, Cost: 266,00 marks (local equivalent)

• DTV - Movement: Walk 2/4 (24 kph) Space 7/13 (100 m x 50 m, 50 m x 100 m), Maneuver: 0, Armor: 7/14/21

* MTV - Crew: Living 1; Deployment Range: 150 km, Reaction Mass: 130 BP (5 Full Jumps)

Perks and Flaws: Accessory: Arms: 2 x Manipulator (Rating 3, can punch); Communications (-1/20 km); Features : Airdroppable, Fire Resistant, Off-Road Ability; information Warfare Device: Stealth (Rating 2); Hostile Environment Protection (Desert, Extreme Heat, Radiation, 100 rads/hour); Sensors (-1/2 km); Negative Feature: Overheating (light damage every 3 rounds if too active); Weaknesses: Exposed Auxiliaries, Exposed Systems

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Flamer	F	0	x7	0	+1	Hand-Held, Incendiary, Indirect Fire, Persistent, Extreme Range: 1	40
2	Heavy Grenades	F	-2	x25	0	0	Hand-Held, HEAT	-
2	Hand Grenades	F	-2	x15	0	0	Anti-Infantry, Hand-Held, HEAT	-
1	Vibroblade	F	-1	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 3.6 m), Hit Points: 37, Occupancy: 1 operator, no cargo, Armor Hardness: 7, Defense: 0, Strength: 28 (+9)

Speed: Land 36 kph, Tactical Speed: Land 60 m, Initiative: 0 , Maneuver: 0

Special Abilities: Communications (Tactical Radio, Secure), Environmental Systems (Life Support), Jumping (x3), Navigation Aid (GPS), Parachute , Sensors (Infrared, Radar, 2 km), Stealth (+2 DC vs infrared and radar sensors)

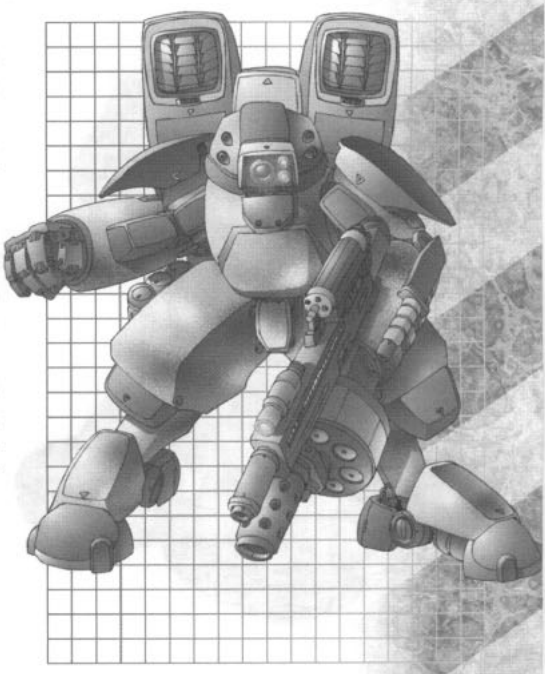
Exotic Abilities: None

Mecha Defects: Noisy, Reduced Endurance (6 hours at combat speed), Start-Up Time (one minute)

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Medium Flamer	4d12	A	20m	40	Automatic, Burning, Ex. Ammo, Hand-Held, Ind. Fire, Stream	Arc of Fire (Fr), 2 x Short Range
Heavy Grenades	10d10	SS	15m	2	4x Blast, Hand-Held	Arc of Fire (Fr), 4 x Less Ammo
Hand Grenades	8d10	SS	12m	2	3x Blast, Hand-Held	Arc of Fire (Fr), 4 x Less Ammo
Vibroblade*	4d6	SS	n/a	n/a	Handheld, Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)

MAN-AT-ARM HEAVY APES



This APES is designed to hit hard as it closes and then engage its opponents in hand-to-hand combat. Like most of the other Utopian APES, the Man-at-Arm is based on the Constable chassis, but it is bigger and bulkier still, mainly due to its additional armor plates. This APES uses HEAT-resistant armor on an heavier frame, allowing it to face the guided missiles that its bulk inevitably attracts. The Man-at-Arm is designed for a non-urban environment (besides, it is a bit too large to fit in most buildings and access shafts): the jump jets and improved gyroscopes are meant to carry it over almost any type of terrain the wastelands can throw at it.

The suit carries a large combination rifle/grenade launcher in an over/under weapon array. The APGL has a larger magazine capacity to deal with massed enemy formations. The backpack holds a micromissile launcher to let it deal with large numbers of drones, infantry or Autos. The "Organ Grinder," as the rocket is nicknamed by the pilots, is limited to a hundred rockets by the physical space available in the backpack, though the fire control system could handle more warheads.

Men-at-Arm (or similar suits found in the arsenals of all the Deep Cities) can be found only in limited numbers when compared to other suit designs, though they are still numerous enough to serve as front line "super-infantry." Lacking the heavy grenades of their lighter brethrens, they mostly serve to soften enemy infantry and light vehicles before an assault, where they move forward to bring their bulk into play.

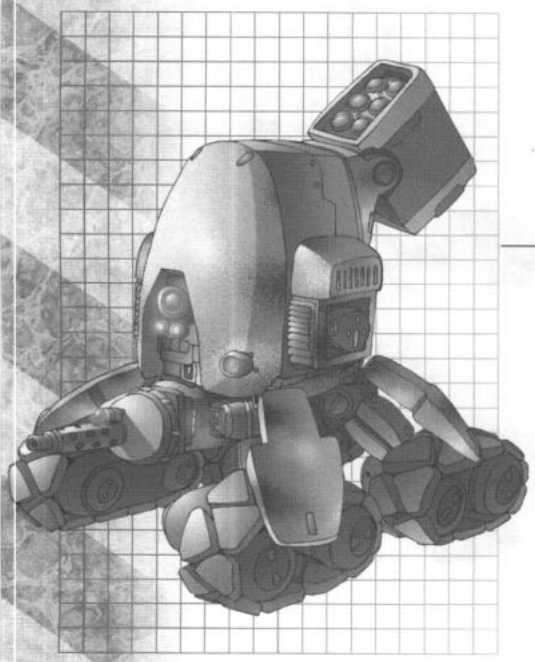
Silcore Stat Block

Size: 4 (Large, 3.9 m), Mass: 2100 kg, Cost: 174,750 marks (local equivalent)								
• DTV - Movement: Walk 2/4 (24 kph) Space 7/13 (100 m x 50 m, 50 m x 100 m), Maneuver: 0, Armor: 9/18/27								
* MTV - Crew: Living 1; Deployment Range: 150 km, Reaction Mass: 130 BP (5 Full Jumps)								
Perks and Flaws: Accessory: Life Support (Limited); Arms: 2 x Manipulator (Rating 4, can punch); Communications (-1/10 km); Features: Airdroppable, Off-Road Ability; Hostile Environment Protection (Desert, Radiation, 100 rads/hour); Information Warfare Device: stealth (Rating 1); Sensors (-1/2 km); Weakness: Exposed Systems								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Rifle	F	-1	x10	4	0	Hand-Held	10
1	Very Light Rocket Pod/128	F	-2	x8	1	+6	HEAT, Indirect Fire	100
1	Antipersonnel Grenade Launcher	F	-2	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	10
1	Vibroblade	F	-1	x8	0	0	Armor-Piercing, Hand-Held, Melee	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 3.9 m), Hit Points: 39, Occupancy: 1 operator, no cargo, Armor Hardness: 9, Defense: 0, Strength: 35 (+12)						
Speed: Land 36 kph, Tactical Speed: Land 60 m, Initiative: -1, Maneuver: -1						
Special Abilities: Communications (Tactical Radio, Secure), Environmental Systems (Life Support), Jumping (x3), Navigation Aid (GPS), Parachute, Sensors (Infrared, Radar, 2 km), Stealth (+2 DC vs infrared and radar sensors)						
Exotic Abilities: None						
Mecha Defects: Noisy, Reduced Endurance (6 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Medium Rifle	5d12	SS	200m	10	Hand-Held, Long Range	Arc of Fire (Fr), Less Ammo
Very Light Rocket Pod/128	4d12	A	80m	100	Automatic, Blast, 2x Ex. Ammo, Hardpoint, Ind. Fire	Arc of Fire (Fr)
Antipersonnel Gr. Laun.	2d10	SS	40m	10	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), Less Ammo
Vibroblade*	4d6	SS	n/a	n/a	Hand-Held, Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
• Slashing Weapon						

Hunter/Seeker Drone [Ground Variant]



The ground variants of the Hunter/Seeker Drone, nicknamed "Wobblies," are strictly combat oriented drones. They are normally armed with a single 11mm fully automatic cannon and a 70mm Rocket Pod. This makes the Hunter/Seeker perfect for their roles of squad backup and perimeter patrol. The onboard computer is capable of being set to a wide variety of behaviors and are capable of independent function.

Their strength, however comes in the ability of a command unit, such as the Command Auto-Tank, or human controllers, taking over the controls via secure communications or wire control. This turns the drone from a rather uncreative and unskilled battlefield participant into a highly lethal combatant.

◆ Drone Rules

Drones can operate as independent units, using their computer's skills and actions if they have them. Any friendly unit with a communications system may attempt to take control of the Drone. If the drone is remote-controlled, this requires a successful Information Warfare test against a threshold of 1 plus modifiers for Comms, range, ECM and ECCM, etc. If the drone is wire-controlled, no test is needed. The operator "transfers" some or all of his actions to the drone, replacing the Drone's actions and using his skill for those actions. This transfer may not give the drone more actions than it starts with, and the drone may not use its own actions while under remote control. If using remote-control, the operator suffers a -1 penalty due to lag time and if piloting through satellite uplink, there is a -2 penalty for lag. Wire-guided drones suffer no penalties, but the wire can be cut. Each round the operator must make a piloting test vs. the ground MP cost of the terrain the vehicle ends in. If the test is failed, one action must be spent to free the wire as it is now stuck, if the test is fumbled, the wire snaps and the vehicle is no longer capable of being controlled by wire. Any damage effect that would injure or kill the crew removes the drones ability to receive instruction, forcing it to rely on its own actions.

Silcore Stat Block

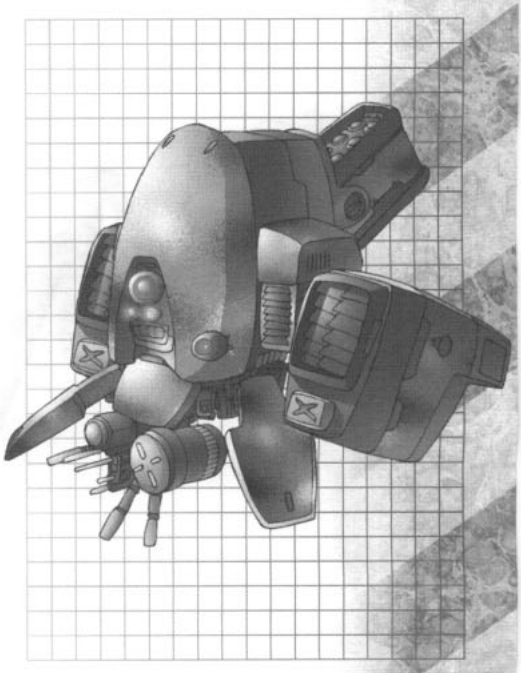
Size: 3 (Long, 2.4 m), Mass: kg, Cost: 357,128 marks (local currency)								
* DTV - Movement: Ground 4/7 (42 kph), Maneuver: -2, Armor: 3/6/9								
* MTV - Crew: Computer 2 (Dumb, Rating 2); Deployment Range: 50 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Autopilot, Power Booster (Rating 2); Communications (+1/10 km); Hostile Environment Protection (Radiation, Rating 4); Information Warfare Device: Stealth (Rating 5); Sensors (+1/2 km); Negative Feature: Sensor Dependent; Weaknesses: Exposed Auxiliaries, Exposed Movement, Fragile Chassis								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Machinegun	F	0	x4	1	+3	Anti-Infantry	400
1	Medium Rocket Pack/36	F	-1	x18	3	+3	HEAT, Indirect Fire	36

OGL Stat Block

Type: Vehicle, Size: Medium (Long, 2.4 m), Hit Points: 33, Occupancy: none, Armor Hardness: 3, Defense: 0, Strength: n/a						
Speed: Land 63 kph, Tactical Speed: Land 105 m, Initiative: -3, Maneuver: -3						
Special Abilities: Booster (Land, +32 kph), Communications (Tactical Radio, Secure), Navigation Aid (GPS), Remote Control (Advanced), Sensors (Infrared, Radar, 2 km), Stealth (+5 vs infrared and radar checks)						
Exotic Abilities: Artificial Intelligence (Limited, Dex 5, Int 5, Wis 5, Cha 1)						
Mecha Defects: Noisy, Reduced Endurance (1 hour at combat speed)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Heavy Machinegun	2d12	A	80m	400	Automatic, 3x Ex. Ammo, Long Range, Hardpoint	-
Medium Rocket Pod/36	8d8	A	96m	36	Automatic, Blast, Ex. Ammo, Hardpoint, Ind. Fire	Arc of Fire (Fr)

Hunter/Seeker Drone (Flying Variant)

The flying variant of the Hunter/Seeker Drone is nicknamed "Killer Bee." Like the ground model, the flying variant is strictly combat-oriented. They are normally armed with a single 11mm automatic cannon and a 70mm Rocket Pod. Their ability to fly has proven a great asset for squads needing armed recon or rapid backup. Like all drones, the Flying Hunter/Seeker works best when piloted remotely or by wire, rather than operating on it's own.



Silcore Stat Block

Size: 3 (Long, 2.4 m), Mass: kg, Cost: 359,590 marks (local currency)

* DTV - Movement: Flight 0/5/10 (300 kph), Maneuver: -2, Armor: 3/6/9

• MTV - Crew: Computer 2 (Dumb, Rating 2); Deployment Range: 50 km, Reaction Mass: n/a

Perks and Flaws: Accessories: Autopilot, Power Booster (Rating 2); Communications (+1/10 km); Hostile Environment Protection (Radiation, Rating 4); Information Warfare Device: Stealth (Rating 5), Sensors (+1/2 km); Movement Flaw: Maximum Ceiling (1 km); Negative Feature: Sensor Dependent; Weaknesses: Exposed Auxiliaries, Exposed Movement, Fragile Chassis

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Machinegun	F	0	x4	1	+3	Anti-Infantry	400
1	Medium Rocket Pack/36	F	-1	x18	3	+3	HEAT, Indirect Fire	36

OGL Stat Block

Type: Vehicle, Size: Medium (Long, 2.4 m), Hit Points: 33, Occupancy: none, Armor Hardness: 3, Defense: 0, Strength: n/a

Speed: Air (speed 300 kph, ceiling 1000 m), Tactical Speed: Air 500 m, Initiative: -3, Maneuver: -3

Special Abilities: Booster (Air, +64 kph), Communications (Tactical Radio, Secure), Navigation Aid (GPS), Remote Control (Advanced), Sensors (Infrared, Radar, 2 km), Stealth (+5 vs infrared and radar checks)

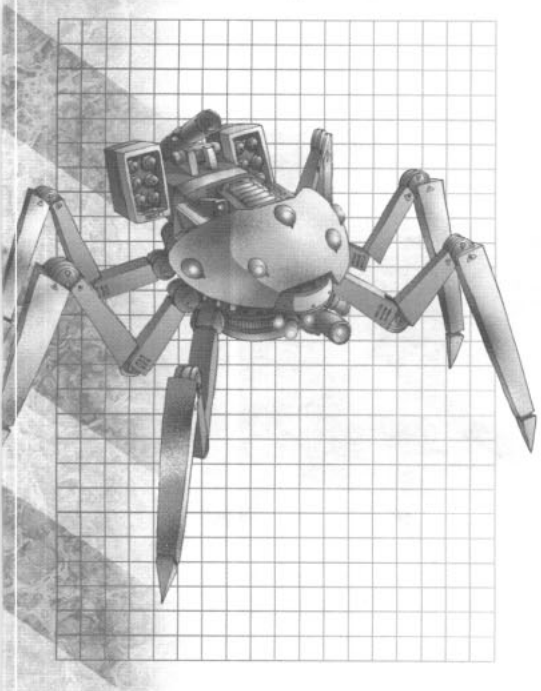
Exotic Abilities: Artificial Intelligence (Limited, Dex 5, Int 5, Wis 5, Cha 1)

Mecha Defects: Noisy, Reduced Endurance (10 minutes at combat speed)

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Heavy Machinegun	2d12	A	80m	400	Automatic, 3x Extra Ammo, Long Range, Hardpoint	-
Medium Rocket Pod/36	8d8	A	96m	36	Automatic, Blast, Ex. Ammo, Hardpoint, Indirect Fire	Arc of Fire (Fr)

Light Combat Auto



The Light Combat Auto is representative of the most common class of front-line combat vehicle on Utopia. It is designed around a single oblong hull, which forms the bulk of the machine. Multiple legs, usually six, support the body. Eight legged versions are manufactured, but are rare. Most Autos use this general design, as it provides good arcs of fire and handles off-road conditions well. The armored hull of the vehicle is fitted with a sensor pod and an underslung weapon, and heavier weapon hardpoints are mounted at the rear of the hull.

Each Auto is equipped with a battlefield-grade NAI for autonomous control, but for safety reasons, it regularly "checks in" and confirms its actions with a controller. A centralized battlefield C&C unit normally controls a single battle group of autos.

Silcore Stat Block

Size: 6 (Tall, 2.9 m), Mass: 5200 kg, Cost: 521,250 marks (local equivalent)

• DTV - Movement: Walk 4/7 (42 kph), Maneuver: 0, Armor: 15/30/45

* MTV - Crew: Computer 2 (Dumb, Rating 2); Deployment Range: 300 km, Reaction Mass: n/a

Perks and Flaws: Armor Quality: All-Around; Communications (+1/50 km); Features: Low Profile; Reinforced Systems: Backups; Hostile Environment Protection (Desert, Radiation, Rating 3); Sensors (0/2 km); Negative Feature: Sensor Dependent

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Frag Cannon	F	+1	x14	1	0	Anti-Infantry	20
2	Light Rocket Pods/32	F	-1	x12	1	+4	HEAT, Indirect Fire	32 ea
1	Antipersonnel Grenade Launcher	T	-1	x3	1	0	Anti-Infantry, Area Effect: 0, Indirect Fire	10

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 2.9 m), Hit Points: 45, Occupancy: none, Armor Hardness: 15, Defense: 0, Strength: 42 (+16)

Speed: Land 63 kph, Tactical Speed: Land 105 m, Initiative: 0, Maneuver: 0

Special Abilities: Communications (Tactical Radio, Secure), Jumping (x3), Navigation Aid (GPS), Sensors (Infrared, Radar, 2 km)

Exotic Abilities: Artificial Intelligence (Limited, Dex 8, Int 8, Wis 8, Cha 1)

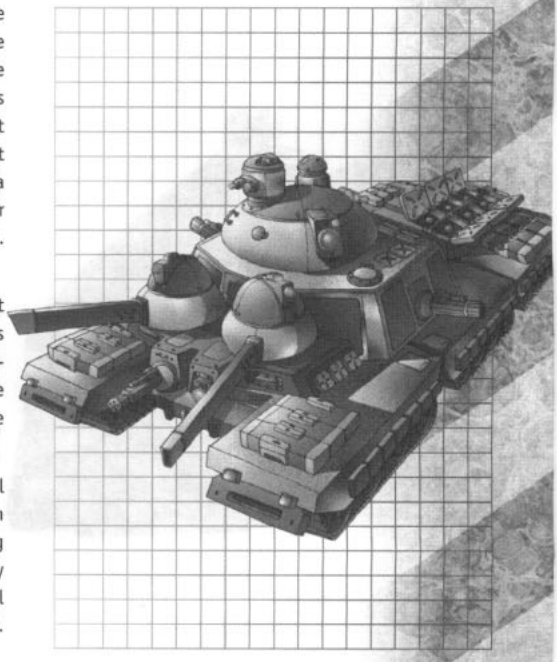
Mecha Defects: No Hands, Noisy, Reduced Endurance (7 hours at combat speed)

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Frag Cannon	4d12	SS	40m	20	Cone, Hand-Held	Arc of Fire(Fr), Less Ammo, Short Range
Light Rocket Pod/32	7d8	A	42m	32	Automatic, Blast, Ex. Ammo, Hardpoint, Ind. Fire	Arc of Fire (Fr), Short Range
Light Rocket Pod/32	7d8	A	42m	32	Automatic, Blast, Ex. Ammo, Hardpoint, Ind. Fire	Arc of Fire (Fr), Short Range
Antipersonnel Gr. Laun.	2d10	SS	40m	10	Blast, Hardpoint, Indirect Fire	Arc of Fire (Fr), Less Ammo

COMMAND AUTO-TANK

The lumbering center piece of the Utopian battlefield, Auto-tanks never operate alone. They are surrounded by an army of drones and battle units who protect weak points and clear traps, while the auto-tank uses its devastating ship-class weaponry on enemy emplacements and fortifications. The massive hull streches over twelve meters long (and the main guns stick out further) and nearly as wide. Six massive articulated tread clusters, each sporting twin tracks, let the tank climb over almost any obstacle not flattened by its bulk. Each tank can house a battlefield AI unit; expensive, but it makes more sense than putting an AI into every Combat Auto in the field. In order to "load" a Battlefield AI unit (see page 105) into the cargo bay, the entire one-piece protective dome armor housing must be lifted off by crane. The AI is then lowered into position, hooked up and doublechecked. The tank's armored case is then lowered back over the top and re-secured to the hull.



The bulk of the vehicle's firepower is made up of heavy support railguns in twin front turrets. Each gun turret also has its own Heavy Gatling Laser Cannon for close-in defense. Anti-personel mortars and grenade launchers are located in a cluster on the rear deck. A smaller turret tower on top of the main dome contains a laser Anti-Missile System (a necessity for a vehicle so cumbersome). The comparatively rare Greenway variant moves one of the two HAG turrets to the rear hull while spreading the mortars between the front and back. This lowers the frontal firepower but makes the vehicle less vulnerable to close assaults and flanking maneuvers.

Utopian field detachments rarely deploy with more than one tank, which then serves as the central command unit as well as providing heavy support. They are deployed like virtual "pocket landship on treads," staying as far away from the actual fighting. Typical tactics involve Broadsides and "Crossing The T" maneuvers, of the types performed by old Earth battleships at sea. Sometimes, though, they work in groups for large engagements, though not all will carry the expensive battlefield AI. All Command Auto-Tank are protected by a small fleet of drones and APES sweeping a defensive perimeter.

Silcore Stat Block

Size: 17 (Gargantuan, 12 m), Mass: 140,000 kg, Cost: 16,085,117 marks (local equivalent)

- **DTV - Movement: Ground 4/7 (43 kph), Maneuver: -4, Armor: 50/100/150**
- **MTV - Crew: Computer 4 (Limited, Level 2); Deployment Range: 300 km, Reaction Mass: n/a**

Perks and Flaws: Accessory: Autopilot; Armor Quality: All-Around; Communications (+3/50 km, Satellite Uplink); Features - Cargo Bay (5 x 5 x 5 m), Hostile Environment Protection (Desert, Radiation - 1000 rads/hour); Reinforced System: Backups; Sensors (0/4 km); Movement Flaw: Poor Off-Road Ability; Negative Features: Large Sensor Profile (Rating 4), Sensor Dependent

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Heavy Artillery Guns	F	-3	x22	40	0	Area Effect 2, Indirect Fire, Minimum Range 20, Recoil	25 ea
2	Heavy Gatling Lasers	F	0	x16	2	+1	Attenuating Damage (3), HEAT	120 ea
2	Antipersonnel Mortars	T	-1	x4	2	0	Anti-Infantry, Area Effect 0, Indirect Fire, Minimum Range 2	20 ea
2	Antipersonnel Gr. Laun.	T	-2	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	20 ea
4	Heavy Machineguns	F, L, R, Rr	-1	x4	1	+3	Anti-Infantry	200 ea
1	Anti-Missile System	T	0	x1	3	+3	Anti-Missile	40

OGL Stat Block

Type: Vehicle, Size: Gargantuan (Long, 12 m), Hit Points: 100, Occupancy: 4 operators (computer), 20 tons cargo, Armor Hardness: 30, Defense: 0, Strength: n/a

Speed: Land 65 kph, Tactical Speed: Land 108 m, Initiative: -8, Maneuver: -8

Special Abilities: Communications (Tactical Radio, Microwave Com, Secure), Navigation Aid (GPS), Sensors (Infrared, Radar, 4 km)

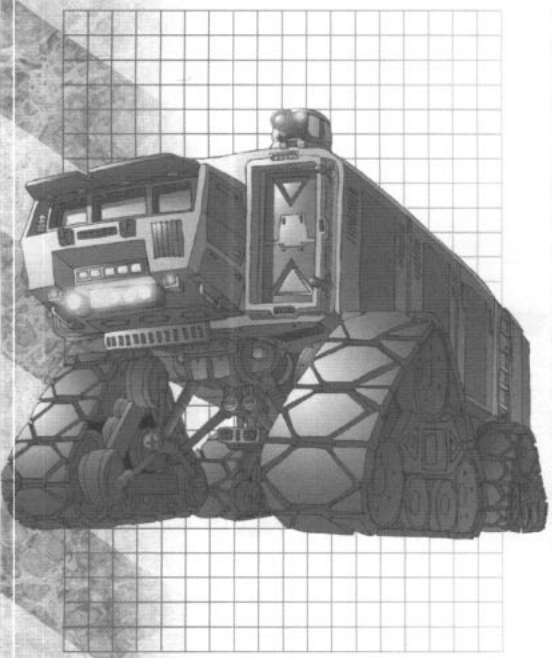
Exotic Abilities: Artificial Intelligence (Limited, Dex 8, Int 8, Wis 8, Cha 1)

Mecha Defects: Noisy, Reduced Endurance (7 hours at combat speed), Road Vehicle, Start-Up Time (one minute)

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
2 x Heavy Artillery Gun	8d12	SS	640m	25	5x Blast, Indirect Fire, Hardpoint, 2x Lg Range	Arc of Fire (Fr), Static
2 x Heavy Gatling Laser*	4d12	A	80m	120	Automatic, 2x Ex. Ammo, Hardpoint	Space Optimized
2 x Antipersonnel Mortar	2d12	SS	40m	20	Blast, Hardpoint, Indirect Fire	Arc of Fire (Fr)
2 x Antiperso. Gr. Laun.	2d10	SS	40m	20	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr)
4 x Heavy Machinegun	2d12	A	60m	200	Automatic, Ex. Ammo, Hardpoint, Lg Range	Arc of Fire (Fr)
Anti-Missile System*	2d4	A	42m		Automatic, Ex. Ammo, Hardpoint, 2 x Lg Range	-

* Energy Weapon

WASTELAND OASIS



"Oasis" is a generic term that covers a variety of all-terrain exploration vehicles that also serve as a home and rad shelter for the Wastrels and other nomadic groups that wander the surface of the planet. Most of the designs are fairly ancien ones, the blueprints endlessly copied since the first colonists set foot on Utopia. Vehicles were combination transport, home and workspace. Even the simplest of buggies could convert into a temporary shelter.

Despite the wide variety of designs, they do share some general common features. Most Oasis vehicles have no weapon, are sealed versus poisons and radiations, and are capable of driving autonomously thanks to drone-derived electronics. Most are not armored to save mass, so a lot of mechanisms are simply attached to the exterior. Total mass usually stays around seven or eight tons (fully loaded), with the vehicle about the size of a large truck. The cab is a sealed cabin that can house around ten people, including two in a cramped sickbay adapted from spaceship equipment; it has an extendable docking airlock at both ends and a remote-controlled searchlight on top. Most models use articulated tread units to cross difficult terrain, but at least two types on record rely on multiple sets of very large balloon wheels (to comparable performances).

Oases can be found virtually anywhere. They are relatively easy to manufacture or put back together from wrecked units, if one is willing to put the required time and effort. Sometimes, tribes or Higgler groups will attach several vehicles together in a sort of large land-going train. This expands the available space (by linking the airlocks) and provide additional power to cross truly difficult terrain (the vehicles literally tow one another).

Silcore Stat Block

Size: 6 (Gargantuan, 10 m), Mass: 7300 kg, Cost: 135,000 marks (local equivalent)
* DTV - Movement: Ground 6/13 (78 kph), Maneuver: -3, Armor: 6/12/18
* MTV - Crew: Living 1; Deployment Range: 700 km, Reaction Mass: n/a
Perks and Flaws: Arms: 1 x Tool Arm (docking airlock, Rating 2, cannot punch); Accessories: Autopilot, 2 x Life Support (Limited), Searchlight (swivel, range 200 m); Communications (-2/20 km); Feature: Accomodations (50 cubic meters), Off-Road Ability, Sick Bay (2 beds); Sensors (-2/2 km); Hostile Environment Protection (Desert, Radiation, 1000 rads/hour); Negative Feature: Large Sensor Profile (Rating 2); Weaknesses: Exposed Movement, Fragile Chassis
*Offensive Threat Value (OTV)
Quantity Name Arc ACC DM BR ROF Perks & Flaws Ammo
None as Standard

OGL Stat Block

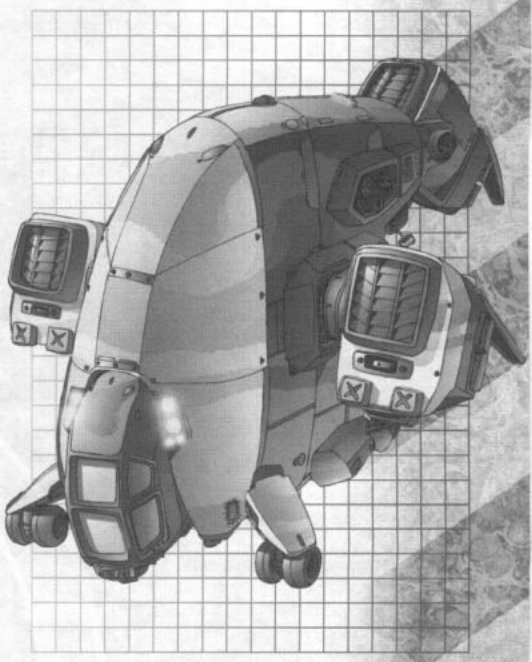
Type: Vehicle, Size: Gargantuan (Long, 10 m), Hit Points: 40 (MP: 0), Occupancy: 1 operator, 10 passengers, no cargo (MP: 50), Armor Hardness: 6 (MP: 30), Defense: 0, Strength: n/a
Speed: Land 117 kph (MP: 42), Tactical Speed: Land 195 m, Initiative: -5 (MP: -5), Maneuver: -5 (MP: -5)
Total MP Cost: 118, Total Money Cost:†27,848 marks (local equivalent)
Special Abilities: Accessory (docking airlock, MP: 1), Communications (Tactical Radio, MP: 2), Environmental Systems (Life Support, MP: 16), Navigation Aid (GPS, MP: 2), Room (Sick Bay, MP: 5), Searchlight (MP: 2), Sensors (Infrared, Radar, 2 km, MP: 10)
Exotic Abilities: None
Mecha Defects: Noisy (MP: -5), Reduced Endurance (9 hours at combat speed, MP: -25), Start-Up Time (one minute, MP: -2)
Weapons:
Name Dam. ROF RI Ammo Qualities Restrictions MP Cost
None as Standard

SCARAB VTOL TRANSPORT

Despite their cross-country abilities, most Utopian ground combat vehicles remain achingly slow. To compensate, many can be deployed (and even airdropped) from a wide variety of hover-capable transport craft. The Scarab is a typical mid-level craft that is relatively old and thus widespread across the local forces (its production blueprints were stolen by a Steelgate "wetwork" team a mere two days after they arrived at the factory). Its systems are well known, and parts are quite easy to come by (some higgler caravans will be happy to supply some, even if they have to shoot it down first).

The Scarab takes its name from its peculiar armored hull and ponderous flight patterns. It is fairly large (the size of a big bus) and sports a peculiar cargo hold that is taller than longer (6 x 5 x 5 m). An airlift winch is located under the stubby tail overhang at the back, to facilitate unloading. The craft has no wing surfaces and rely entirely on its thrusters to stay aloft. It has no armor to speak of, nor is it carrying any weapon (though gunship variants are known to exist).

Scarabs are used to transport squads of drones and APES across their patrol zones and between the various deployment areas. Due to their inherent fragility, they are rarely engaged in combat situations, preferring instead to drop their cargo away from the battlezone. The CEF has acquired several for logistics purposes (while it cannot carry hovertanks, a Battle Frame will fit nicely — if snugly — within the cargo bay), since they are cheaper to operate than their own landers.



Silcore Stat Block

Size: 8 (Huge, 6 m), Mass: 15,000 kg, Cost: 87,375 marks (local equivalent)								
* DTV - Movement: Flight 0/4/8 (240 kph), Ground 0/0 (0 kph); Maneuver: -1, Armor: 8/16/24								
* MTV - Crew: Living 2, Computer 2 (Dumb, Rating 2); Deployment Range: 350 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Airlift Winch (Rating 4), Autopilot, Life Support (Limited); Communications (-2/20 km); Features: Cargo Bay (6 x 5 x 5 m), Easy to Modify, High Towing Capacity (Double), NOE Flyer; Hostile Environment Protection (Desert); Sensors (-2/2 km); Movement Flaws: Cannot Glide; Negative Feature: Large Sensor Profile (Rating 1); Weakness: Fragile Chassis								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Huge (Tall, 6 m), Hit Points: 38, Occupancy: 1 operator, 2 passengers, 15 tons cargo , Armor Hardness: 8, Defense: 0, Strength: n/a							
Speed: Air (ceiling: 12,000 km, speed: 240 kph), Tactical Speed: Air 400 m, Initiative: -2, Maneuver: -2							
Special Abilities: Communications (Tactical Radio, Secure), Environmental Systems (Life Support), Hangar (15 tons, Large mecha), Navigation Aid (GPS), Sensors (Infrared, Radar, 2 km),							
Exotic Abilities: Artificial Intelligence (Limited, Dex 5, Int 5, Wis 5, Cha 1)							
Mecha Defects: Reduced Endurance (1.5 hours at combat speed), Start-Up Time (one minute), Very Noisy							
Weapons:							
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
None as Standard							

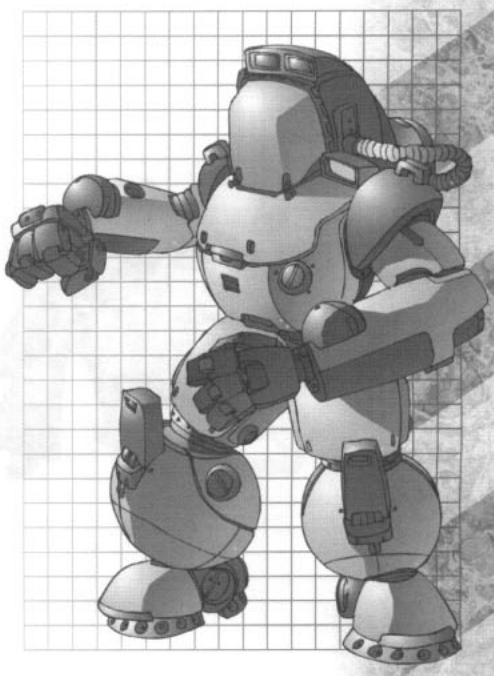
Chapter 10: Atlantis

DEEP DIVER WORKSUIT

Trench diving is one of the few areas where Atlantean technology is pushed to its limits. At these depths and pressures most atmospheric containment systems become prone to failure, even from the smallest defect or imperfection in materials. In response to this problem, the D-6 model Worksuit instead floods its interior space with an oxygenated liquid medium that can be "breathed" by the diver, albeit with slightly more effort than it takes to breathe air. An unfortunate side effect of this system is that human vocal chords require a gaseous medium in order to vibrate and produce speech, in effect rendering anyone inside the suit mute and silent. While not a problem for experienced divers, particularly those with good typing skills, it can prove quite disturbing to a first time nov.

Even more disturbing for many people is the sensation of "drowning" inside the suit after it has been sealed and it is not uncommon for instinctual human reflexes to react violently in uncontrolled panic during transitions, even with past experiences of the process. Although most people will stabilize and calm down in a few minutes some cannot regain control of themselves, usually for psychological and/or physiological reasons unique to that individual.

Trench work is a lonely and dangerous business that takes humans into the darkest depths of the Atlantean oceans. Although unable to reach the bottom of any of the Major Trenches, the D-6 can dive to the bottom of nearly all the minor trenches in the Abyssal Plains. Due to the high incidence of volcanic activity in many areas, the current generation of D-6 Worksuits offer significant heat protection as a standard feature to prevent divers from getting boiled alive at the bottom of the ocean.



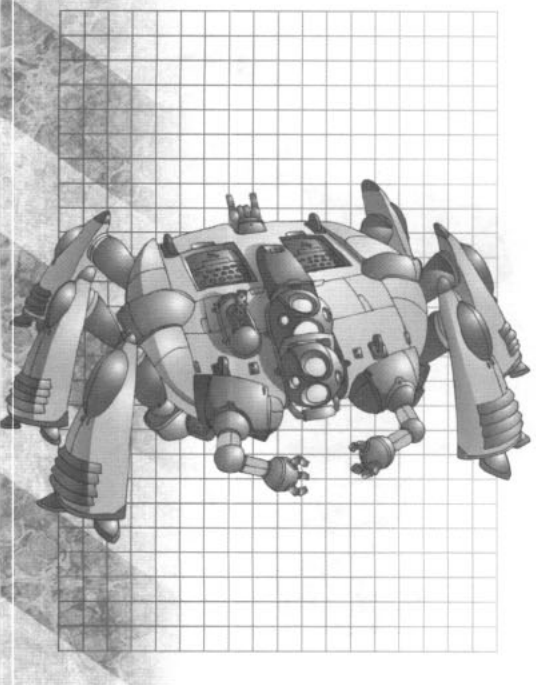
Silcore Stat Block

Size: 2 (Medium, 2.2 m), Mass: 200 kg submerged, Cost: 296,000 drachmas								
• DTV - Movement: Walk 1/2 (14 kph), Submarine 1/2 (14 kph); Maneuver: -1, Armor: 3/6/9								
* MTV - Crew: Living 1; Deployment Range: 100 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: 2 x Life Support (Limited), Searchlight (fixed forward, range 200 m); Arms: 2 x Manipulator (Rating 2, can punch); Communications (-2/10 km); Hostile Environment Protection (Extreme Heat, Extreme Pressure, 750 m crush depth, Underwater); Sensors (-1/2km); Laboratory (Earth Science, Rating 10); Movement Flaw: Decreased Maneuver (Submarine); Weaknesses: Exposed Auxiliaries, Exposed Movement, Fragile Chassis								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None fitted								

OGL Stat Block

Type: Suit, Size: Medium (Tall, 2.2 m), Hit Points: 33 , Occupancy: 1 operator, no cargo, Armor Hardness: 3 , Defense: 0, Strength: +10						
Speed: Land 21 kph, Underwater (speed 14 kph, 750 m diving depth), Tactical Speed: Land 35 m, Underwater 23 m, Initiative: -2, Maneuver: -2						
Special Abilities: Communications (Tactical Radio, Secure, MP: 4), Environmental Systems (Life Support), Searchlight, Sensors (Infrared, Sonar, 2 km)						
Exotic Abilities: None						
Mecha Defects: Reduced Endurance (7 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None fitted						

KAVOURI



Essentially a bottom crawling walker, Kavouri have been instrumental in opening up the ocean depths to mining interests keen on mineral exploitation. Wherever construction work on the open plains needs to be done a herd of Kavouri are sure to be found, diligently working to prepare the site for whatever prefabricated facility is destined for that location. Mostly crab-like in appearance, complete with enormous pincer arms, these machines are a relatively common sight in and around settled areas of the ocean floor.

Kavouri can fulfill a wide range of other more mundane everyday tasks, anything from geothermal prospecting to salvage operations, and are one of the very few ways that Benthics will ever get to see what the dark oceans outside their protected cities look like (not that there's much to see). By far the most hazardous duty is the maintenance of mining equipment in an active volcanic zone. Unfortunately, the active zones are where the richest deposits can be found and the current generation of machines have been specifically designed to enter those areas without exposing the crew to unecessary risks.

Mystras Machines Inc. is currently the lead producer of Kavouri, although there is sufficient competition in multiple market segments to keep any one manufacturer from reaching a monopoly. Despite their nominally civilian status it is possible to arm these machines (after a fashion) with military grade torpedoes, provided access to such warstocks (or salvage of same). Usually the vehicle bay carries more innocent smaller craft, a flotilla of specialized ROVs being the most common.

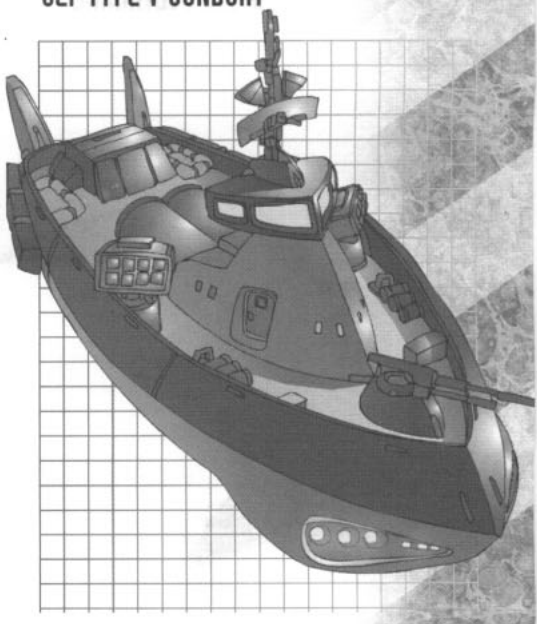
Silcore Stat Block

Size: 9 (Huge, 7.4 m), Mass: 20,000 kg, Cost: 116,667 drachmas								
• DTV - Movement: Walk 2/3 (19 kph), Submarine 2/3 (19 kph); Maneuver: -2, Armor: 16/32/48								
* MTV - Crew: Living 2; Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: 2 x Life Support (Limited), Searchlight (forward, range 200 m); Arms: 2 x Manipulator (Rating 2, cannot punch), 2 x Tool (Rating 9, can punch); Communications (-2/10 km); Features: Cargo Bay (8 cubic meters), Hostile Environment Protection (Extreme Heat, Extreme Pressure, 4000 m crush depth, Underwater); Sensors (-1/2 km), Weakness: Fragile Chassis								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Giant Robot, Size: Huge (Long, 7.4 m), Hit Points: 46, Occupancy: 2 operators, 1100 kg cargo, Armor Hardness: 16, Defense: 0, Strength: 51 (+20)						
Speed: Land 29 kph, Submarine (speed 19 kph, diving depth 4000 m), Tactical Speed: Land 48 m, Submarine 32 m, Initiative: -4, Maneuver: -4						
Special Abilities: Communications (Tactical Radio, Secure), Environmental Systems (Life Support), Extra Arms x 2, Navigation Aid (GPS), Searchlight, Sensors (Infrared, Sonar, 2 km)						
Exotic Abilities: None						
Mecha Defects: Reduced Endurance (13 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

CEF TYPE V GUNBOAT



Built and deployed under the auspices of the ACH before the CEF's arrival, all of these vessels have long since been confiscated and refitted with standard Earth ordnance. Today these converted gunboats patrol the waters around CEF controlled areas and are used to enforce customs regulations and impound contraband on route to the islands.

During the early phases of the invasion, the CEF managed to round up nearly all of the surface ships (and their crews) working in and around the islands. Although not exactly what the CEF wanted to use, some of these confiscated ships were drydocked and converted into the form seen here. Armed with a gatling laser cannon at the prow and side-mounted torpedo launchers, these small ships are quite capable of inflicting serious damage on pirates and recalcitrant merchantmen alike. A small platoon of marines is also carried aboard for carrying out boarding actions and to provide security during search and siezure operations. A pair of pintle mounted machineguns can be mounted on the aft deck to provide light anti-personnel suppression fire should the need arise. In the event of an intelligence breakthrough, the assigned marine complement can be a patrol of Morgana-class GRELs, their disconcerting manner and ruthless efficiency being more than enough in most cases to force rebellious captains to capitulate.

Maintenance records for the Type V have been abysmal, and crews often complain about the shoddy work going into the manufacture of replacement parts. While in some respects this may be a legitimate complaint, the marriage of Atlantean and Earth technologies in these vessels has never been a happy one, and the Type V has other problems. The original hulls that were confiscated have now been in use far longer than their intended service life, and age is catching up with them. Additionally, many of the original Atlantean crews inflicted subtle and deliberate acts of hidden sabotage which would take years to become apparent, further compromising these vessels as time goes on.

Silcore Stat Block

Size: 22 (Collosal, 22 m), Mass: 300 tons, Cost: 99,545,455 CEE

*** DTV - Movement: Naval 6/12 (74 kph), Maneuver: -3, Armor: 33/66/99**

*** MTV - Crew: Living 8/ Passenger 12 troopers or GRELs; Deployment Range: 750 km, Reaction Mass: n/a**

Perks and Flaws: Accessories: Escape System (all), Loudspeakers, 2x Pintle Mounts, 2x Searchlights (Swivel, Range 400 m); Communications (0/20 km); Features: Cargo Bay (2 x 3 x 4 m), High Towing Capacity (Double); Information Warfare Device: ECM (Rating 1); Reinforced Systems: Movement; Sensors (0/4 km, Land/Aquatic)

***Offensive Threat Value (OTV)**

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Gatling Laser	F	+1	x16	2	+1	Attenuating Damage (3), HEAT	150
1	Torpedo Launcher	L	+1	x25	3	0	Guided, HEAT, Underwater	8
1	Torpedo Launcher	R	+1	x25	3	0	Guided, HEAT, Underwater	8
	Torperdo Drones	See Page 221						

OGL Stat Block

Type: Vehicle, Size: Collosal (Long, 22 m), Hit Points: 100, Occupancy: 8 crew, 12 passengers, 24 tons cargo, Armor Hardness: 30, Defense: 0, Strength: n/a

Speed: Water 74 kph, Tactical Speed: Water 123 m, Initiative: -6, Maneuver: -6

Special Abilities: Communications (Tactical Radio, Secure), Electronic Counter-Measures (+1 radar, +1 radio, +1 defensive jammer), Hangar (24 cubic meters, Medium size), 2x Searchlights, Navigation Aids (GPS), Sensors (Infrared, Radar, Sonar, 4 km)

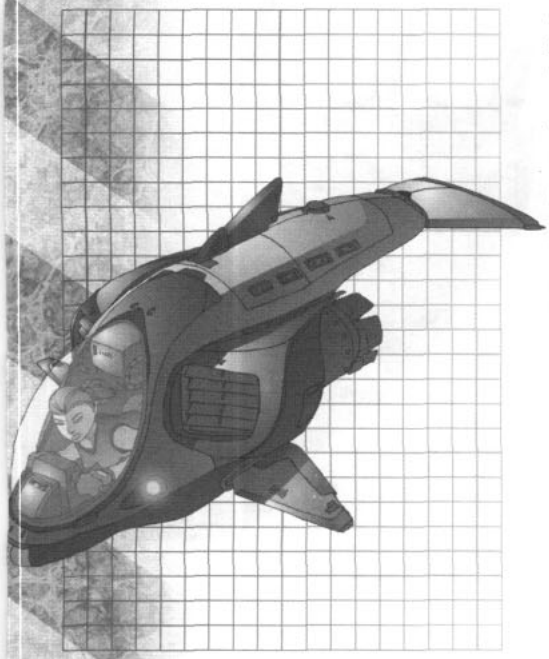
Exotic Abilities: None

Mecha Defects: Hangar Queen, Noisy , Reduced Endurance (10 hours at combat speed,), Start-Up Time (one minute)

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Heavy Gatling Laser*	4d12	A	80m	150	Automatic, 2x Extra Ammo, Hardpoint	Space Optimized
Torpedo Launcher	10d10	SS	150m	8	Blast, Guided Missile (Operator, Sonar), Hardpoint	Arc of Fire (L), Only in Water, 2x Less Ammo
Torpedo Launcher	10d10	SS	150m	8	Blast, Guided Missile (Operator, Sonar), Hardpoint	Arc of Fire (R), Only in Water, 2x Less Ammo
Torpedo Drones	See Page 221 • Energy Weapon					

D-FIN SUBMARINE



Although built along lines strongly resembling a xeno-dolphin, the D-Fin is unable to match the speed and prowess of its inspirational forbear. In contrast, however, the D-Fin is capable of diving deep enough to reach anywhere in the Shoals regions and can remain submerged far longer than its mammalian cousin. Although the basic design has not seen a major overhaul/upgrade in the past forty years, and has been in service (in one form or another) since the establishment of the major pelagic settlements, demand for these machines has remained fairly steady over time.

One of the few "flaws" of the machine is the lack of an airlock. This has caused the CEF some consternation in that, were it not for this factor, the D-Fin would be an ideal means of inserting infantry forces into contested pelagic areas. As designed, however, the D-Fin must either dock with a positive pressure seal or enter a large enough airlock for the pilot to achieve egress, neither of which can be controlled by the vehicle. CID, on the other hand, has been acquiring D-Fins through front companies as means of inserting agents into pelagic settlements with an eye towards intelligence gathering.

D-Fins are relatively numerous in and around pelagic settlements nearer the islands, and less so further out to sea. These vessels are primarily sold as personal pleasure craft and are often used as a means of making short range journeys around in the Shoals. They can also be found in many aquaculture farms performing routine underwater patrol and visual inspection tasks or operating as part of a fishing fleet. Sturdy and reliable, these mini-subs are relatively forgiving of pilot errors and inexperience, and it is not uncommon for pelagic children to "solo" for the first time in a D-Fin.

Silcore Stat Block

Size: 3 (Large, 3.5 m), Mass: 900 kg submerged, Cost: 16,000 drachmas
• DTV - Movement: Submarine 4/7 (43 kph), Naval 2/4 (23 kph); Maneuver: -2, Armor: 6/12/18
• MTV - Crew: Living 1; Deployment Range: 200 km, Reaction Mass: n/a
Perks and Flaws: Accessory: Life Support (Limited), Searchlight (fixed forward, range 200 m); Communications (-2/10 km, Underwater); Feature: Low Profile; Hostile Environment Protection (Extreme Pressure, 1500 m crush depth, Underwater); Information Warfare Device: Stealth (Rating 3); Sensors (-1/2 km); Weaknesses: Exposed Auxiliaries, Exposed Movement, Fragile Chassis
*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

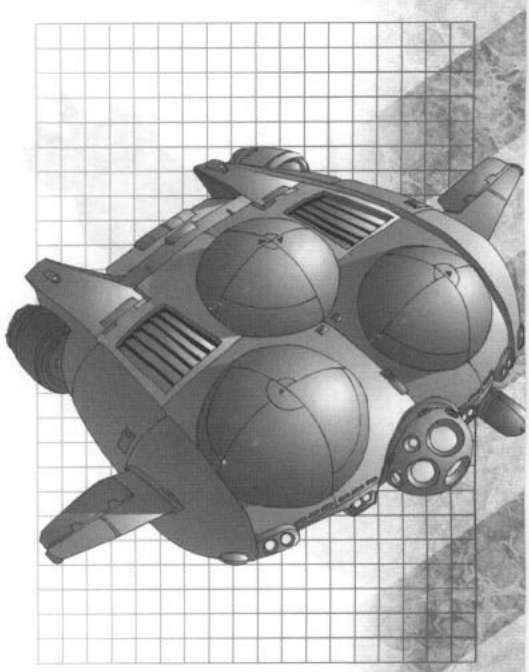
Type: Vehicle, Size: Large (Long, 3.5 m), Hit Points: 36, Occupancy: 1 operator, no cargo , Armor Hardness: 6 , Defense: 0, Strength: n/a
Speed: Underwater (speed 43 kph, diving depth 1500 m), Water 23 kph, Tactical Speed: Underwater 72 m, Water 38 m, Initiative: -3, Maneuver: -3
Special Abilities: Communications (Tactical Radio), Environmental Systems (Life Support), Searchlight, Navigation Aid (GPS), Sensors (Infrared, Sonar, 2 km), Stealth (+3 vs infrared and sonar sensors)
Exotic Abilities: None
Mecha Defects: Reduced Endurance (5 hours at combat speed); Start-Up Time (one minute)
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

CARGO SUBMARINE

Still in service after a couple centuries, the venerable "C-Boat" as it is known shows no signs of reaching obsolesence anytime soon. Designed to service the deep cities on the ocean floor, the trade routes maintained by these boats are in part indirectly responsible for the the Era of City States. Built to be easily adaptable to transport nearly any cargo that can fit in their holds, from foodstuffs to refined petrochemicals, unprocessed ores to finished goods, the isolated hold design allowed cargo types to be easily mixed and matched depending on supplies and demand. Rather than being locked into providing a single commodity per shipment, this flexibility would ultimately prove both a blessing and a curse to the original manufacturer. The blessing was that the C-Boat filled a niche role in serving many of the more modestly populated benthic areas and therefore became well entrenched in this particular market segment. The curse was that the C-Boat was so easy to adapt and modify that soon rival companies were selling parts and components at prices which undercut the original manufacturer, who still had to pay off debts incurred during the R&D of the original design. At this time in history various City States were becoming somewhat //selective// in their protections of intellectual property and industrial rights, driving the original manufacturer into bankruptcy.

Although the original manufacturer has long vanished, its assets broken up and sold to pay off its debts, the C-Boat still remains a common fixture of the deep ocean shipping lanes. This is because nearly every boat in service today is in effect a "pirate copy" of the original design by the various companies that still manufacture everything from various and sundry component subassemblies to entire boats. This particular "piracy" is now so old and longstanding that only academics studying the Era of the City States actually know the name of the company that first manufacured these icons of benthic commerce.



Silcore Stat Block

Size: 57 (Long, 30 m), Mass: 5,000 tons , Cost: 870,948 drachmas
* DTV - Movement: Submarine 3/6 (37 kph), Naval 2/3 (19 kph); Maneuver: -5, Armor: 64/128/192
• MTV - Crew: Living 2, Computer 4 (Dumb, Rating 2); Deployment Range: 3500 km, Reaction Mass: n/a
Perks and Flaws: Accessory: Autopilot, 2 x Life Support (Limited); Communications (-2/10 km); Features - Accomodations (30 cubic meters), Cargo Bays (4000 cubic meters), Easy to Modify (all), Fuel Efficient (x3), High Towing Capacity (Double), Sick Bay (2 beds); Hostile Environment Protection (Extreme Cold, High Pressure, 1600 m crush depth, Underwater); Information Warfare Device: Stealth (Rating 2); Sensors (-1/2 km); Negative Feature: Sensor Dependent; Weaknesses: Exposed Auxiliaries, Exposed Movement, Fragile Chassis, Poor Off Road
*Offensive Threat Value (OTV)

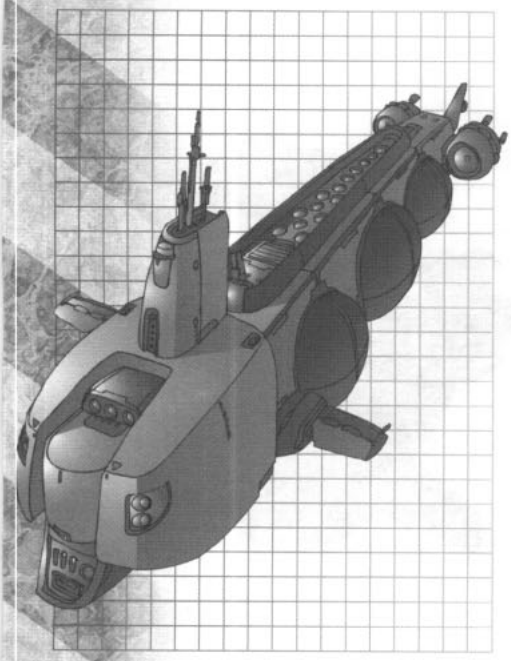
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Colossal (Long, 30 m), Hit Points: 128 , Occupancy: 2 operators, 4 passengers, 4000 tons cargo, Armor Hardness: 30, Defense: 0, Strength: n/a
Speed: Water 19 kph , Underwater (speed 37 kph, diving depth 1600 m), Tactical Speed: Water 32 m, Underwater 62 m, Initiative: -12 , Maneuver: -12
Special Abilities: Communications (Tactical Radio, Secure), Environmental Systems (Life Support); Navigation Aid (GPS), Room (Sick Bay), Sensors (Infrared, Sonar, 2 km)
Exotic Abilities: None
Mecha Defects: Reduced Endurance (4 days at combat speed,); Start-Up Time (one minute)
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

KEKROPS-CLASS ATTACK SUBMARINE



A total surprise to the invading Earth forces, the Kekrops-class submarines in the Atlantean navy stand almost without equal as a bluewater force. Capable of diving to a depth of up to 2000 meters, these silent sharks quietly patrol the vast oceans and are the primary deterrent to Sea Command's ambitions for conquest of the abyssal plains. Powered by a fusion reactor refueled with isotopes extracted from seawater, and equipped with regenerative closed-cycle life support systems more commonly seen on spacecraft, these boats and their crews can keep playing Blind Man's Bluff with an adversary almost indefinitely. The one weak point of the class is their poor maneuverability in the cluttered littoral terrain of the shoals, an area which plays to the strength of the CEF's fleet of SSK-41s.

Silcore Stat block

Size: 57 (Long, 30 m), Mass: 5,000 tons , Cost: 870,948 drachmas

Main Hull

Size: 58, Mass: 5400 tons submerged, Cost: 1,334,828 drachmas

* DTV - Movement: Submarine 7/13 (80 kph), Naval 3/6 (36 kph); Maneuver: -5, Armor: 80/160/240

• MTV - Crew: Living 70; Deployment Range: 1500 hours, Reaction Mass: n/a

Perks and Flaws: Accessories: Autopilot, Emergency Medical (one use), 2 x Life Support (Full); Arms: 2 x Tool (sensor periscopes, Rating 1, cannot punch); Communications (+1/40 km, Satellite Uplink); Features: Cargo Bay (drone bay, 64 cubic meters), No Fuel Required (Permanent Power); Hostile Environment Protection (Extreme Cold, High Pressure, 2000 m crush depth); Information Warfare Device: Stealth (Rating 5); Sensors (+3/Land 4 km, Aquatic 10 km); Reinforced Movement; Negative Feature: Sensor Dependent;

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
32	Torpedo Drones	(see below)						

Support Module

Size: 28, Mass: 600 tons submerged, Cost: 2,716,000 drachmas

• MTV - Crew: Living 4, Computer 4 (dumb, Rating 2); Deployment Range: 1500 hours, Reaction Mass: n/a

Perks and Flaws: Accessories: Emergency Medical (one use), 2 x Life Support (Full); Communications (-1/10 km); Hostile Environment Protection (Extreme Cold, High Pressure, 2000 m crush depth); Information Warfare Device: Stealth (Rating 5); Laboratories: Craft (Cooking, Rating 1), Tech Sciences (Electronics, Rating 0), Technical Sciences (Mechanics, Rating 0); Movement Flaw: External Power; Negative Feature: Sensor Dependent

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

Crew Compartment (x2)

Size: 28, Mass: 600 tons submerged, Cost: 2,849,000 drachmas

• DTV - Movement: Towed; Maneuver: -5, Armor: 80/160/240

* MTV - Crew: Living 3; Deployment Range: 1500 hours, Reaction Mass: n/a

Perks and Flaws: Accessories: Emergency Medical (one use) 2 x Life Support (Full); Communications (-1/10 km); Features, Accomodations (200 cubic meters), Sick Bay (4 beds); Hostile Environment Protection (Extreme Cold, High Pressure, 2000 m crush depth); Information Warfare Device: Stealth (Rating 5); Movement Flaw: External Power; Negative Feature: Sensor Dependent

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

Torpedo Drones

Size: 2 (Long, 2.9 m), Mass: 300 kg, Cost: 352,500 drachmas

• DTV - Movement: Submarine 10/20 (120 kph), Maneuver: -1, Armor: 8/16/24

• MTV - Crew: Computer 1 (dumb, Rating 1) ; Deployment Range: 50 km, Reaction Mass: n/a

Perks and Flaws: Armor Quality: Brittle; Accessory: Autopilot; Communications (-5/20 km wire); Hostile Environment Protection (Extreme Cold, Extreme Pressure , 2000 m); Information Warfare Device: Stealth (Rating 4); Sensors (0/2 km); Movement Flaw: Poor Towing Capacity; Autopilot; Negative Feature: Sensor Dependent; Weaknesses: Exposed Auxiliaries, Exposed Movement, Fragile Chassis

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Warhead	F	-1	x30	0	0	Area Effect 0, HEAT, Underwater	1

OGL Stat Block

Type: Vehicle, Size: Colossal (Long, 110 m), Hit Points: 160, Occupancy: 35 operators, 45 passengers, 9600 kg cargo, Armor Hardness: 30 , Defense: 0, Strength: n/a

Speed: Water 36 kph , Underwater (speed 80 kph, diving depth 2000 m, MP: 346), Tactical Speed: Water 60 m, Underwater 133 m, Initiative: -10, Maneuver: -10

Special Abilities: Accessories (2 x sensor periscopes, MP: 2), Communications (Microwave Com, Tactical Radio, Secure), Environmental Systems (Life Support); Hangar (9600 kg, Large size), Navigation Aid (GPS), Rooms (Conference Room, Kitchen, 2 x Sick Bay, 2 x Workshops), Sensors (Infrared - 4 km range, Radar - 4 km range, Sonar - 10 km range, Magnetic - 10 km range, all global, MP: 140), Stealth (+5 each vs infrared, radar and sonar checks)

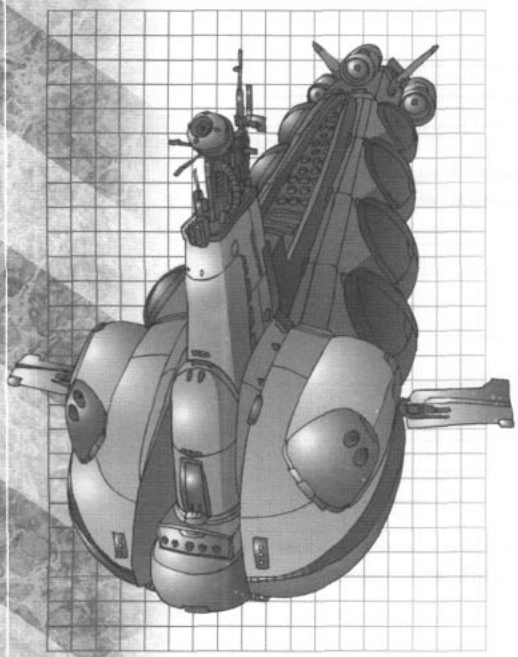
Exotic Abilities: Artificial Intelligence (Limited, Dex 5, Int 5, Wis 5, Cha 1)

Mecha Defects: Poor Visibility, Service Crew (45)

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Torpedo Drones	10d12	SS	2000 m	32	Blast, Ex. Ammo, Guid. Missile (Opertr-Guid., Sonar Homing), 4 x Lg Range	Only in Water

SISYPHUS-CLASS ASAT SUBMARINE



The Sisyphus-class represents a capability the CEF had not even considered possible. Developed in large part because of Atlantean xenophobia, the system was originally intended to be a deterrent against would-be invaders who might try to hold planetary interests hostage from orbit. Unfortunately, the CEF were hardly amateurs, and the Atlantean navy has only been able to deny control of Low Atlantean Orbit (LAO) to the CEF Aerospace Command. With the introduction of Terranovan Gear technology into the Antartis arsenal, the possibility has arisen of using the laser against ground targets before amphibious assaults. Now each boat returning to drydock for maintenance is being refitted with a modified laser steering array in preparation for just such an operational eventuality.

Silcore Stat Block

Size: 76 (Long, 115 m), Mass: 12,000 tons submerged, Cost: 19,083,431 drachmas

Main Hull

Size: 69, Mass: 9000 tons submerged, Cost: 5,371,217 drachmas

- OTV - Movement: Submarine 5/10 (60 kph), Naval 3/6 (36 kph); Maneuver: -6, Armor: 80/160/240
- MTV - Crew: Living 99; Deployment Range: 1500 hours, Reaction Mass: n/a

Perks and Flaws: Accessories: Autopilot, 2 x Life Support (Full), Emergency Medical (one use); Arms: 2 x Tool (sensor periscopes, Rating 1, cannot punch); Communications (+2/40 km, Satellite Uplink); Features: Cargo Bay (drone bay, 96 cubic meters), No Fuel Required (Permanent Power); Hostile Environment Protection (Extreme Cold, High Pressure, 2000 m crush depth); Information Warfare Device: Stealth (Rating 4); Reinforced System: Movement; Sensors (+2/4 km land, 10 km underwater); Negative Feature: Sensor Dependent

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
48	Torpedo Drones							

ASAT Laser

Size: 28, Mass: 600 tons submerged, Cost: 3,348,214 drachmas

* DTV - Movement: Towed; Maneuver: -6, Armor: 80/160/240

* MTV - Crew: Living 8, Computer 8 (dumb, Rating 1); Deployment Range: 1500 hrs, Reaction Mass: n/a

Perks and Flaws: Accessories: Emergency Medical (one use), 2 x Life Support (Full); Arms: 1 x Battle (laser periscope, Rating 6, cannot punch); Communications (-1/10 km); Feature: Laboratory (Navigation: Space, Rating 2); Information Warfare System: Stealth (Rating 4); Hostile Environment Protection (Extreme Cold, High Pressure, 2000 m crush depth); Sensors (-2/2 km); Movement Flaw: External Power; Negative Feature: Sensor Dependent

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	ASAT Laser	T	+1	x20	5	0	Attenuating Damage (3), HEAT, Attack/Target: Water/Space	-
-	(Special Ammo)	-	-	•	7	-	• Mass Destruction	20

Support Module

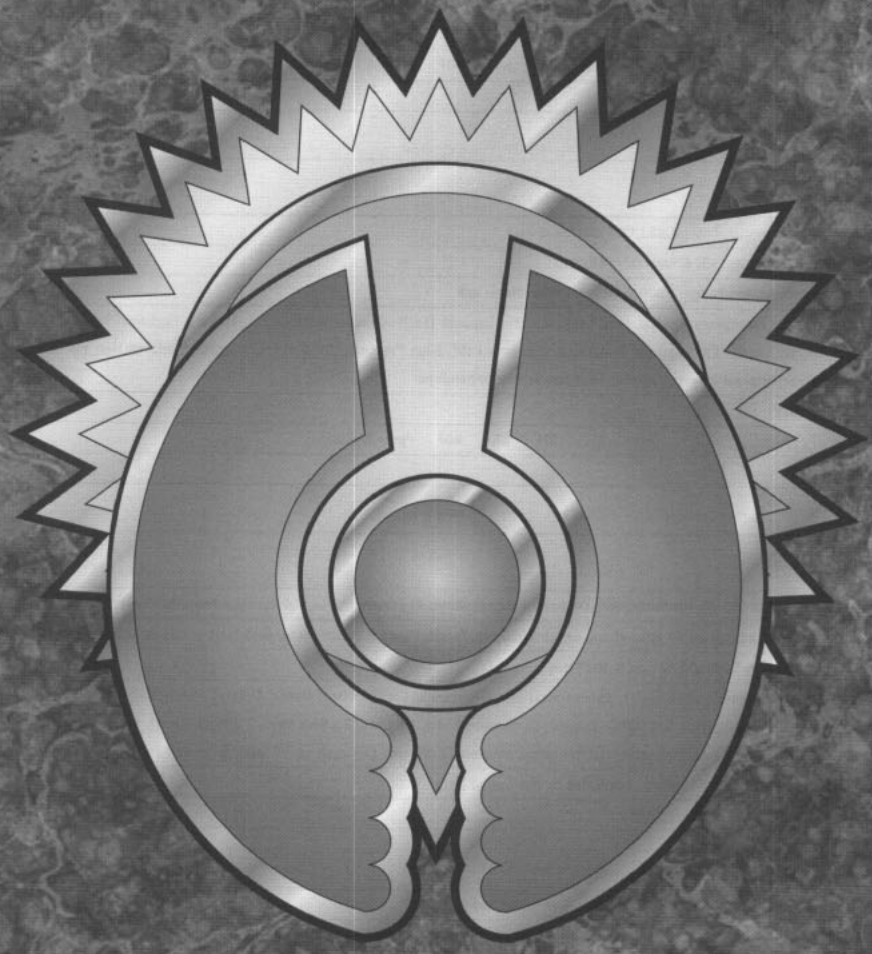
Size: 28, Mass: 600 tons submerged, Cost: 2,495,000 drachmas								
* DTV - Movement: Towed; Maneuver: -6, Armor: 80/160/240								
* MTV - Crew: Living 4, Computer 4 (dumb, Rating 1); Deployment Range: 1500 hrs, Reaction Mass: n/a								
Perks and Flaws: Accessory: Emergency Medical (one use), 2 x Life Support (Full); Communications (-1/10 km); Features: Laboratories: Craft (Cooking, Rating 1), Technical Sciences (Electronics, Rating 0), Technical Sciences (Mechanics, Rating 0); Hostile Environment Protection (Extreme Cold, High Pressure, 2000 m crush depth); Information Warfare Device: Stealth (Rating 4); Movement Flaw: External Power; Negative Feature: Sensor Dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Stanadard								

Crew Compartment (x3)

Size: 28, Mass: 600 tons submerged, Cost: 2,623,000 drachmas each								
* DTV - Movement: Towed, Maneuver: -5, Armor: 80/160/240								
* MTV - Crew: Living 3; Deployment Range: 1500 hours, Reaction Mass: n/a								
Perks and Flaws: Accessories: Emergency Medical (one use), 2 x Life Support (Full); Communications (-1/10 km); Features: Accomodations (200 cubic meters), Sick Bay (4 beds); Hostile Environment Protection (Extreme Cold, High Pressure, 2000 m crush depth); Information Warfare Device: Stealth (Rating 4); Movement Flaw: External Power; Negative Feature: Sensor Dependent								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Stanadard								

OGL Stat Block

Type: Vehicle, Size: Colossal (Long, 115 m), Hit Points: 160, Occupancy: 82 operators, 38 passengers, 14,400 kg cargo, Armor Hardness: 30, Defense: 0, Strength: n/a						
Speed: Water 36 kph, Underwater (speed 60 kph, diving depth 2000 m), Tactical Speed: Water 60 m, Underwater 100 m, Initiative: -10, Maneuver: -10						
Total MP Cost: 5778, Total Money Cost:†66,770,568 drachmas						
Special Abilities: Accessories (sensor periscopes), Communications (Microwave Com, Tactical Radio, Secure), Environmental Systems (Life Support), Hangar (14.4 tons, Large size), Navigation Aid (GPS); Rooms (Conference Room, Kitchen, 2 x Sick Bays, 2 x Workshops), Sensors (Infrared - 4 km range, Radar - 4 km range, Sonar - 10 km range, Magnetic - 10 km range, all global), Stealth (+4 each vs infrared, radar and sonar checks,)						
Exotic Abilities: Artificial Intelligence (Limited, Dex 5, Int 5, Wis 5, Cha 1)						
Mecha Defects: Poor Visibility , Service Crew (38)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
ASAT Laser*	5d12	SS	250m	-	Hardpoint, Unlimited Shots	Space-Optimized
ASAT Laser*	20d20	SS	19,200m	20	Blast, Increased Threat (18-20), Hardpoint, 5x Long Range	Space-Optimized
Torpedo Drones	10d12	SS	2000m	48	Blast, Ex. Ammo, Guid. Missile (Operator-Guid., Sonar Homing), 4 x Lg Range	Only in Water
*Energy Weapon						

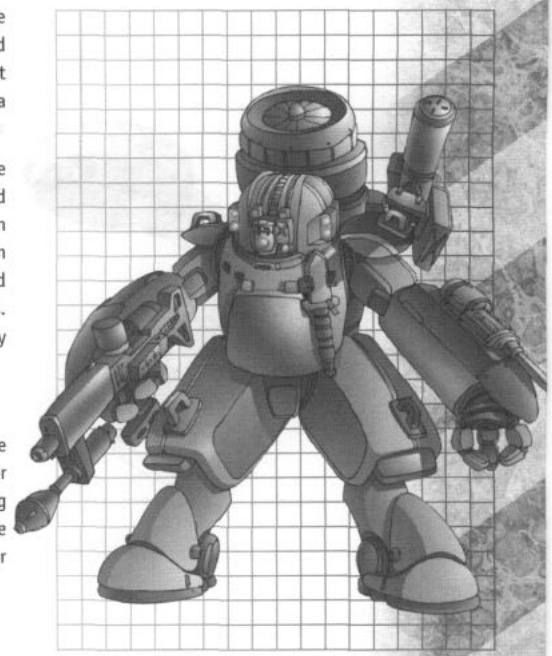


Chapter 11: Eden

OANNES APES

The Oannes is a common amphibious suit based on the submersible powered suits used during the mid-Colonial Period. Similar to the suits shipped to Utopia and other colonies, these early powered suits were used to aid in the terraforming and industrial tasks of the colony. The Oannes combat variant was developed during the Scrap Wars. Continually improved since that time, the suit is now a battletested machine, able to hold its own against both bug drones and even larger golems.

Standing roughly 3.9 meters in height and possessing a large underwater turbine backpack, the standard Oannes provides the pilot with basic tactical sensors, advanced communication suite and amphibious capability. The vehicle is adept on land and sea, able to maneuver through the uneven terrain of Eden's coastal bogs and wetlands with ease. However, it performs poorly if caught in open terrain. The typical armament is comprised of a torpedo cannon backpack along with a short-barreled recoilless rifle with an under slung, rocket-propelled grenade for taking out heavily armored targets. A vibroblade is attached at the hip for hand-to-had combat as well as swathing through heavy marshes. All weapons are designed to work both above and below the water.



Relatively inexpensive to build due to its long production age, the suit is quite common, with all the kingdoms fielding the golem suit for military, industrial and civilian purposes. A Halberdier configuration, carrying a combination long-staffed heavy panzerfaust and vibroaxe is common among the smaller kingdoms, where militias and privateers are the only standing armies available. A large number of Halberdiers are also in the hands of the larger consortiums. However, these privateer Halberdiers are often defective models, either in disrepair or scratch-built from spare parts.

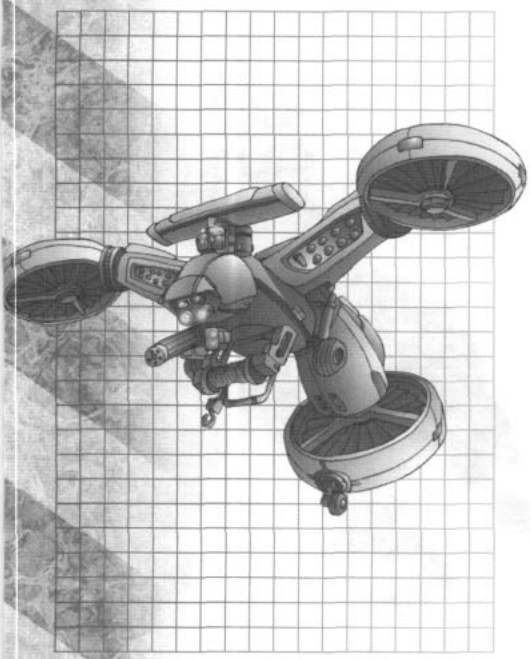
Silcore Stat Block

Size: 4 (Tall, 3.8 m), Mass: 2200 kg, Cost: 62,500 AFUs • DTV - Movement: Walk 2/4 (24 kph), Submarine 4/7 (42 kph); Maneuver: 0, Armor: 9/18/27								
* MTV - Crew: Living 1; Deployment Range: 250 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Life Support (Limited); Arms: 2 x Manipulator (Rating 5, can punch); Communications (-1/10 km Underwater); Features: Airdroppable, Off-Road Ability; Sensors (-1/2 km, Land/Underwater); Movement Flaw: Decreased Maneuver (Submarine, Rating 2); Weakness: Exposed Auxiliaries, Exposed Systems								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Very Light Rifle	F	-2	x6	2	0	Land/Underwater, Hand Held	25
1	Medium Panzerfaust	F	-2	x15	1	0	HEAT, Land/Underwater, Hand Held	-
3	Hand Grenades	F	-2	x15	0	-	HEAT, Land/Underwater, Hand Held	
1	Vibroblade	F	-1	x8	0	-	Armor-Piercing, Handheld, Land/Underwater, Hand Held	-
1	Spike Gun	F	-2	x12	0	-	Land/Underwater, Hand Held	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 3.8 m), Hit Points: 39, Occupancy: 1 operator, no cargo, Armor Hardness: 9 , Defense: 0, Strength: 35 (+12)						
Speed: Land 36 kph, Underwater (speed 42 kph, diving depth 225 m,), Tactical Speed: Land 60 m, Underwater 70 m, Initiative: 0, Maneuver: 0						
Special Abilities: Communications (Tactical Radio, Secure), Environmental Systems (Life Support), Navigation Aid (GPS), Sensors (Infrared, Radar, Sonar, 2 km)						
Exotic Abilities: None Mecha Defects: Noisy, Reduced Endurance (10 hours at combat speed), Start-Up Time (one minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Very Light Rifle	3d12	SS	120m	25	Hardpoint, Long Range	Arc of Fire (Fr)
Medium Panzerfaust	8d10	SS	60m	1	Blast, Handheld	Arc of Fire (Fr), 5x Less Ammo, Short Range
Hand Grenades	8d10	SS	12m	3	3x Blast, Handheld	Arc of Fire (Fr), 3 x Less Ammo
Vibroblade*	4d6	SS	n/a	n/a	Handheld, Muscle Powered	Arc of Fire (F), Melee (Large weapon)
Spike Gun**	5d8	SS	n/a	n/a	Hardpoint	Arc of Fire (Fr), Melee (Medium weapon)
• Slashing Weapon, ** Piercing Weapon						

AUWA VTOL BUG



The Auwa is the primary VTOL bug drone that provides air support on the Edenite battlefield. Using its low, vertical profile and ability to fly at extremely low altitudes, the Auwa can easily out-flank an enemy position, exposing the enemy to attack from multiple sides. Once engaged in combat, the vehicle's high-maneuverability allows the drone to move quickly out of harm's way. The drone can also function as an airlift unit for dropping supplies and airborne assaults. There is a rare variant that replaces the rocket packs with bomb racks, allowing the Auwa to drop airborne torpedoes against ships and other nautical targets.

Silcore Stat Block

Size: 5 (Long, 3.2 m), Mass: 3500 kg, Cost: 55,000 AFUs

• DTV - Movement: Flight 0/3/5 (150 kph); Maneuver: +1, Armor: 9/18/27

* MTV - Crew: Computer 2 (dumb, Rating 2); Deployment Range: 400 km, Reaction Mass: n/a

Perks and Flaws: Accessories: Airlift Winch (Rating 4), Autopilot; Communications (-1/10 km); Information warfare Devices: ECM (Rating 1), ECCM (Rating 1), Sensors (-1/2 km ground, 20 km air); NOE Flyer; Annoyance: Can receive and execute a number of Command Points equal to its Computer Rating; Movement Flaws: Maximum Ceiling (6000 m); Negative Features: Difficult to Modify, Sensor Dependent; Weaknesses: Exposed Auxiliaries, Exposed Movement

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Light Rocket Packs/8	FF	-2	x12	1	+1	HEAT, Indirect Fire, Linked	8 ea
1	Very Light Machinegun	F	-1	x2	1	+3	Anti-Infantry	400

OGL Stat Block

Type: Vehicle, Size: Large (Long, 3.2 m), Hit Points: 39, Occupancy: none, Armor Hardness: 9, Defense: 0, Strength: n/a

Speed: Air (speed 150 kph, ceiling 6000 m), Tactical Speed: Air 250 m, Initiative: +1, Maneuver: +1

Special Abilities: Communications (Tactical Radio, Secure), Navigation Aid (GPS), Remote Control (Advanced), Sensors (Infrared, Radar, 2 km)

Exotic Abilities: Artificial Intelligence (Limited, Dex 8, Int 8, Wis 8, Cha 1)

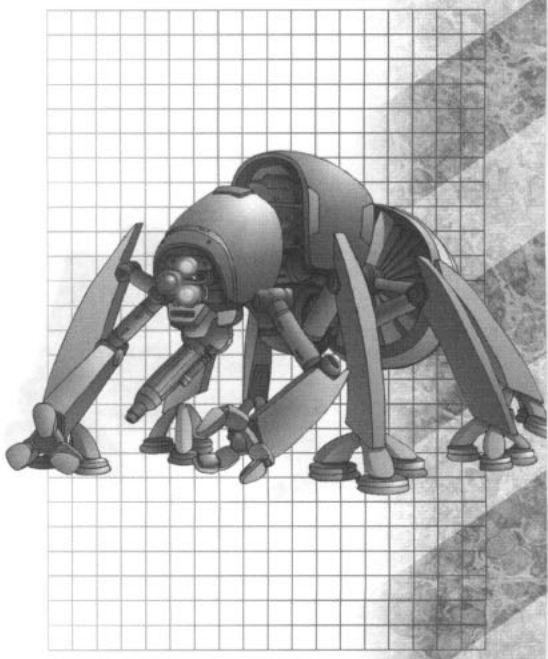
Mecha Defects: Noisy, Reduced Endurance (3 hours at combat speed)

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Light Rocket Pod/32	7d8	A	42m	32	Automatic, Blast, Hardpoint, Indirect Fire	Arc of Fire (Fr), 2x Less Ammo, Short Range
Light Rocket Pod/32	7d8	A	42m	32	Automatic, Blast, Hardpoint, Indirect Fire	Arc of Fire (Fr), 2x Less Ammo, Short Range
Very Light Machinegun	2d6	A	72m	400	Automatic, 2x Lg Range, 3x Ex. Ammo, Hardpoint	Arc of Fire (Fr)

ANAK LIGHT BUG

Cheap to build and capable of high-articulated movement both on land and in the water, the Anak has been in production for centuries, fulfilling multiple civic functions. Today, the drone is also used extensively by militaries around Eden as a light combat bug and tagging unit for indirect fire weapons. Deployed in large swarms, the Anak makes up for its light armor through sheer numbers. Using their low profiles, these drones will swarm in and out of cover, tagging enemy units for bombardment. The drone can also leap distances of up to 100 meters by igniting a small amount of methane fuel in its underwater turbine engine, allowing the drone to leap out of the water onto ship decks or atop vehicles where they initiate point-blank attacks.



Silcore Stat Block

Size: 3 (Long, 2.7 m), Mass: 1050 kg, Cost: 36,000 AFUs

- DTV - Movement: Walk 3/5 (30 kph), Submarine 4/7 (42 kph); Maneuver: -2, Armor: 3/6/9
- MTV - Crew: Computer 1 (dumb, Rating 1); Deployment Range: 200 km, Reaction Mass: n/a

Perks and Flaws: Arms: 2 x Tool (Rating 3, can punch); Communications (-2/8 km, Underwater); Features: Low Profile; Hostile Environment Protection (High Pressure , crush depth 75 m); Sensors (-2/2 km, Land/Underwater); Annoyance: Can receive and execute a number of Command Points equal to its Computer Rating; Movement Flaw: Decreased Maneuver (Submarine); Negative Features: Difficult to Modify (all), Poor Towing Capacity, Sensor Dependent; Weaknesses: Exposed Auxiliaries, Exposed Movement, Exposed Systems

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Very Light Machinegun	F	0	x2	1	+3	Anti-Infantry	80
1	Target Designator	F	0	x0	1	0	Target Designator	Unlimited

OGL Stat Block

Type: Giant Robot, Size: Large (Long, 2.7 m), Hit Points: 33, Occupancy: none, Armor Hardness: 3, Defense: 0, Strength: 30 (+10)

Speed: Land 45 kph, Underwater (speed 42 kph, diving depth 75 m), Tactical Speed: Land 75 m, Underwater 70 m, Initiative: -3, Maneuver: -3

Special Abilities: Communications (Tactical Radio, Secure, MP: 4), Jumping (x4), Laser Designator (150m RI), Navigation Aid, Remote Control (Advanced), Sensors (Infrared, Radar, Sonar, 2 km)

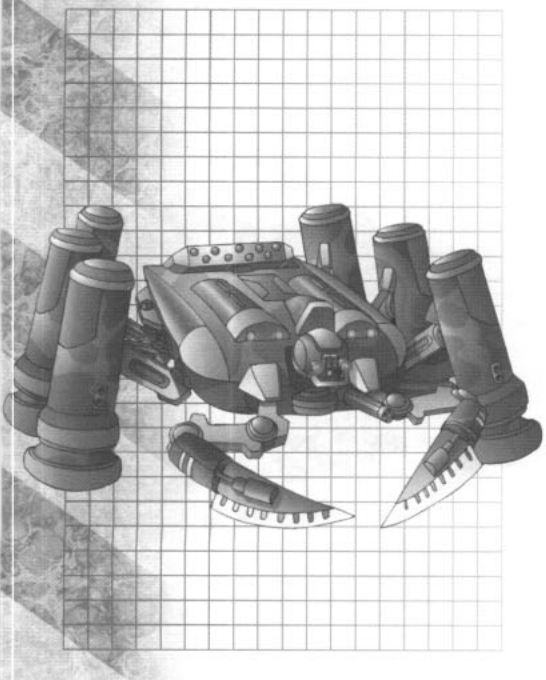
Exotic Abilities: Artificial Intelligence (Limited, Dex 5, Int 5, Wis 5, Cha 1)

Mecha Defects: Noisy, Reduced Endurance (5 hours at combat speed), Start-Up Time (one minute)

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Very Light Machinegun	2d6	A	72m	80	Automatic, 2x Lg Range, 2x Ex. Ammo, Hardpoint	Arc of Fire (Fr)

EMU HEAVY BUG



Designed as a heavy assault drone, the Emu is based on an industrial, bug frame modified for amphibious combat and assault. Capable of both walker and submersible movement, this heavy drone is extremely effective in the varied terrain of Eden's wetlands and bogs. Most often deployed where commanders expect entrenched resistance, the Emu often serve as commando drones or escort to Gabor units as perimeter defense and additional heavy firepower. Affixed with airlift hooks, the Emu is easily teamed with the Auwa VTOL, allowing the drone to function as an airborne unit.

Silcore Stat Block

Size: 4 (Long, 1.8 m), Mass: 1600 kg, Cost: 57,500 AFUs

* DTV - Movement: Walk 4/7 (42 kph), Submarine 2/3 (18 kph); Maneuver: 0, Armor: 9/18/27

* MTV - Crew: Computer 1 (dumb, Rating 2); Deployment Range: 100 km, Reaction Mass: n/a

Perks and Flaws: Arms: 2 x Battle (Rating 4, can punch); Communications (-2/10 km); Features: Airdroppable, Airlift Ready, Low Profile, Off-Road Ability; Sensors (-2/2 km, Land/Underwater); NOE Flyer; Annoyance: Can receive and execute a number of Command Points equal to its Computer Rating; Movement Flaws: Decreased Maneuver (Submarine); Negative Features: Difficult to Modify, Sensor Dependent; Weaknesses: Exposed Auxiliaries, Weak Underbelly

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Very Light Rocket Pack/32	FF	-2	x8	1	+4	HEAT, Indirect Fire, Underwater, Att/Tar: Land/Uderwater	32
1	Very Light Machinegun	F	-1	x2	1	+3	Anti-Infantry, Att/Tar: Land/Uderwater	200
2	Vibroaxes	F	-2	x10	0	0	Armor Crushing, Att/Tar: Land/Uderwater	-

OGL Stat Block

Type: Giant Robot, Size: Medium (Long, 1.8 m), Hit Points: 39, Occupancy: none, Armor Hardness: 9, Defense: 0, Strength: 33 (+16)

Speed: Land 63 kph, Underwater (speed 18 kph, diving depth 225 m), Tactical Speed: Land 105 m, Underwater 30 m, Initiative: 0, Maneuver: 0

Special Abilities: Communications (Tactical Radio, Secure), Navigation Aid (GPS), Parachute, Remote Control (Advanced), Sensors (Infrared, Radar, Sonar, 2 km)

Exotic Abilities: Artificial Intelligence (Limited, Dex 5, Int 5, Wis 5, Cha 1)

Mecha Defects: No Hands, Noisy, Reduced Endurance (2 hours at combat speed)

Weapons:

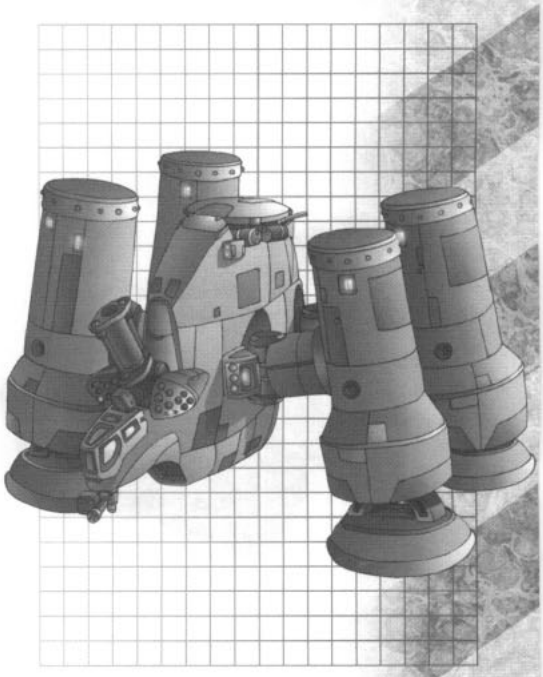
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Very Light Rocket Pack/32	4d12	A	40m	32	Automatic, Blast, Ex. Ammo, Hardpoint, Indirect Fire	Arc of Fire (Fr), Short Range
Very Light Machinegun	2d6	A	72m	200	Automatic, 2x Lg Range, 3x Ex. Ammo, Hardpoint	Arc of Fire (Fr)
Vibroaxe	4d8	SS	n/a	n/a	Hardpoint, Muscle-Powered	Arc of Fire (Fr), Melee (Med. weapon)
Vibroaxe	4d8	SS	n/a	n/a	Hardpoint, Muscle-Powered	Arc of Fire (Fr), Melee (Med. weapon)

GABOR AMPHIBIOUS GOLEM

Built using a centuries-old design, these golem frames are also still used extensively for construction and other industrial tasks. The Gabor is capable of traversing almost any terrain, using its rugged and powerful, four-turbine drive train. Due to its long history and rugged maneuverability, there are many variants of the Gabor, ranging from salvage models to amphibious assault configurations. The most common configuration is an assault unit, wielding a turreted field mortar and guided missiles as its primary armament. Other Gabor variations used throughout Eden include a dedicated artillery gun configuration that often serves for coastal defense and long-ranged field support, as well as an anti-armor configuration that carries a high-velocity cannon.

In addition to the Gabor's weapons payload, the vehicle also acts as a drone command carrier, housing an armored vehicle bay for as many as eight hive-networked drones. On the battlefield, the bug drones are deployed as forward spotters and perimeter combat units, helping flush out encroaching enemy units and tagging larger targets for artillery bombardment, allowing its multiple drones to swarm over enemy positions or fortifications.

First fielded during the Scrap Wars by the then fledging Seiath Empire, the Gabor has evolved from a crude combat walker with simple rockets and cannons bolted to the hull into a sophisticated weapons platform. By the end of the Scrap Wars, all kingdoms were fielding multiple configurations of the vehicle, making the Gabor the standard, heavy golem for Eden's militaries. Due to the extreme size and cost, there are few Gabors fielded outside the kingdom armed forces. Till now, the kingdoms have been the only economic entities capable of providing the required naval support and supply lines to support Gabor columns. However, there are privateer islands that boast handfuls of old Artillery Gabors used as mobile coastal defense platforms.



Silcore Stat Block

Size: 11 (Tall, 7.1 m), Mass: 34,000 kg, Cost: 445,455 AFUs, • DTV - Movement: Walk 4/7 (42 kph), Submarine 2/3 (18 kph) Maneuver: -2, Armor: 25/50/75

• MTV - Crew: Living 3, Computer 1 (dumb, Rating 2); Deployment Range: 300 km, Reaction Mass: n/a

Perks and Flaws: Accessory: Life Support (Limited); Armor Quality: All-Around; Features: Cargo Bay (drone bay, 64 cubic meters), Off-Road Ability; Labratorie (Drone Control Rating 0); Information Warfare Devices: ECM (Rating 2), ECCM (Rating 2); Sensors (-1/3 km, Land/Underwater): Movement Flaw: Decreased Maneuver (Submarine, Rating 2); Negative Features: Large Sensor Profile (Rating 2), Sensor Dependent; Weaknesses: Exposed Auxiliaries, Weak Underbelly

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Field Mortar	ST	-2	x20	5	0	Area Effect 0, HEAT, Indirect Fire, Minimum Range 4	12
2	Medium Rocket Pod/18	ST	-2	x18	2	0	HEAT, Indirect Fire, Land/Underwater, Linked	18 each
1	Heavy Machinegun	F	-1	x4	1	+3	Anti-Infantry	400 ea
1	Heavy Machinegun	Rr	-1	x4	1	+3	Anti-infantry	400 ea
1	Antipersonnel Grenade Launcher	F	-2	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire, Land/Underwater	6
1	Antipersonnel Grenade Launcher	Rr	-2	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire, Land/Underwater	6

OGL Stat Block

Type: Vehicle, Size: Huge (Tall, 7.1 m), Hit Points: 55, Occupancy: 3 operators, no passengers, 8400 kg cargo, Armor Hardness: 25, Defense: 0, Strength: n/a

Speed: Land 63 kph (MP: 100), Underwater (speed 18 kph, diving depth 125 m), Tactical Speed: Land, Initiative: -4, Maneuver: -4

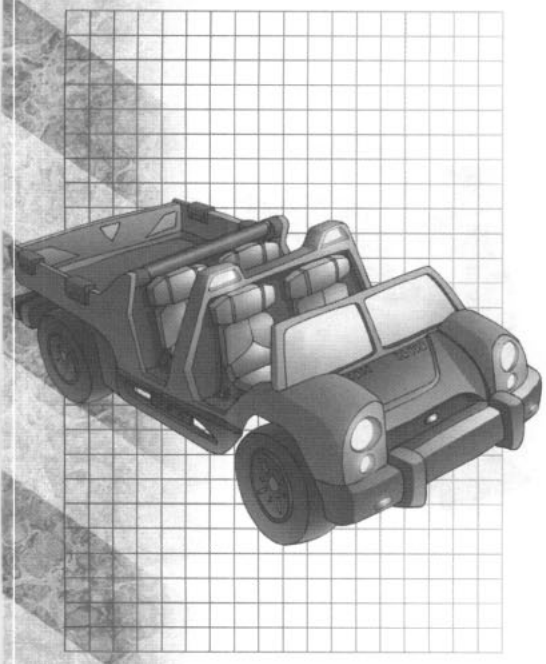
Special Abilities: Communications (Tactical Radio, Secure), Environmental Systems (Life Support); Hangar (8400 kg, Large vehicles), Navigation Aid (GPS), Sensors (Infrared, Radar, Sonar, 3 km,)

Exotic Abilities: Artificial Intelligence (Limited, Dex 3, Int 8, Wis 8, Cha 1), Mecha Defects: Noisy, Reduced Endurance (MP: 7 hours at combat speed), Start-Up Time (one minute)

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Medium Field Mortar	8d10	SS	120m	12	2x Blast, Indirect Fire, Hardpoint	Less Ammo
Medium Rocket Pod/18	8d8	A	96m	18	Automatic, Blast, Hardpoint, Indirect Fire	Arc of Fire (Fr)
Medium Rocket Pod/18	8d8	A	96m	18	Automatic, Blast, Hardpoint, Indirect Fire	Arc of Fire (Fr)
Heavy Machinegun	2d12	A	80m	400	Automatic, 3x Ex. Ammo, Lg Range, Hardpoint	-
Heavy Machinegun	2d12	A	80m	400	Automatic, 3x Ex. Ammo, Lg Range, Hardpoint	-
Antipersonnel Gr. Laun.	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Fr), 2x Less Ammo
Antipersonnel Gr. Laun.	2d10	SS	40m	6	Blast, Indirect Fire, Hardpoint	Arc of Fire (Re), 2x Less Ammo

JOPHI TRANSPORT VEHICLE



Like all human colonies, there has always been the need for the simple jeep, a small and rugged transport vehicle capable traversing urban and cross-country terrain. Eden was no exception, requiring a sturdy-framed vehicle with a tough suspension capable of crossing desert, grassland, and wetland. Although, names and appearances have changed over the centuries, the Jophi is much like those vehicles utilized by the early colonists. The vehicle is built around a rugged four-wheeled suspension and a gas turbine power plant and covered with a light ceralloy composite. This shell is thick enough to stop most light damage, but it is powerless against most weaponry. While the Jophi can mount weaponry on an optional pintle mount, the standard Jophi is not designed for combat.

The cheap cost and simple construction makes the Jophi the choice vehicle for basic road travel. The Jophi is so easy to modify that there are countless configurations utilized. Models for urban transportation, research and expedition, and light combat are used ubiquitously all across Eden. Many Jophi maintained by the Caretaker Institute are reinforced for airdrops, allowing the vehicle to be deployed anywhere with ease. Remote gleanei and privateer communities utilize the Jophi for garrison patrol and civil defense. These Jophi sport heavier armor plating and light weapons mounted on pintle mounts. While little competition against an armored column of kingdom militia, these Jophi help hold off pillaging raiders, dissuading such marauders to move on toward easier targets.

Silcore Stat Block

Size: 4 (Long, 3.7 m), Mass: 1400 kg, Cost: 12,750 AFUs
* DTV - Movement: Ground 8/15 (90 kph), Maneuver: -1, Armor: 4/8/12
* MTV - Crew: Living 1/Passenger 3; Deployment Range: 400 km, Reaction Mass: n/a
Perks and Flaws: Communications (-2/8 km); Features: Cargo Bay (1 cubic meter, open topped), Easy to Modify (all); Weakness: Exposed Crew
*Offensive Threat Value (OTV)

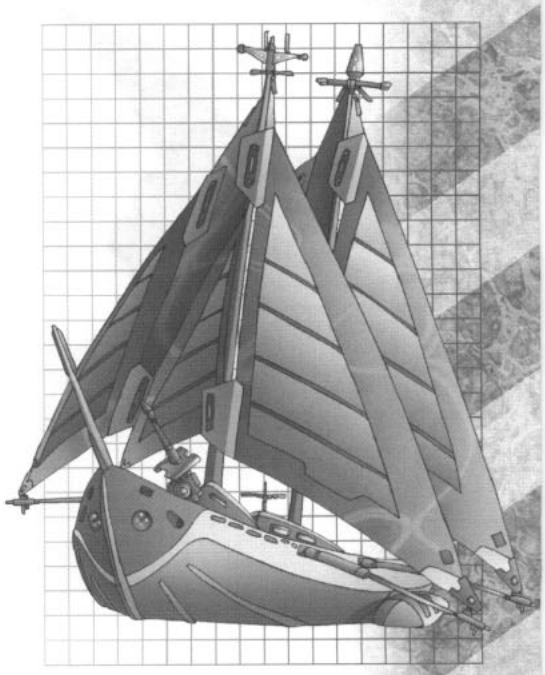
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Large (Long, 3.7 m), Hit Points: 34, Occupancy: 1 operator, 3 passengers, 1000 kg cargo, Armor Hardness: 4 , Defense: 0, Strength: n/a
peed: Land 135 kph, Tactical Speed: Land 225 m, Initiative: -1, Maneuver: -1
Special Abilities: Communications (Tactical Radio), Navigation Aid (GPS)
Exotic Abilities: None
Mecha Defects: Noisy, Open, Reduced Endurance (3 hours at combat range)
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
None as Standard							

ZEPHYR SAILSHIP



Still used after centuries, the sail-powered vessel has been a cornerstone of Eden's society since the first century tiel. Wind is freely available on Eden, flowing in predictable directions at different times of the tiel and making wind-powered ships a venerable ship. The Zephyr's pre-Apocalypse predecessors were often built by hand by gleanei of the 3rd through 6th centuries. The ship is based on the centuries of improvements by these gleanei to match the shape and size of sails and hull to Eden's unique wind conditions and tidal currents. Due to this, the hull is also designed to work well in both the open ocean riding through large swells and in small straits or shallow harbors with ease. At the same time, the hull is also optimized to maximize water displacement for heavy loads, allowing the Zephyr to carry over a hundred metric tons of cargo. The cargo hold can be reconfigured to transport nearly anything, from foodstuffs to metallic ores, finished goods to passengers. There are many Zephyrs that are also equipped with pressurized tanks for transport of methane hydrate. This ease in modification and low maintenance requirements makes the Zephyr ideal for low-cost cargo and passenger transport, long-ranged excursions and privateering.

Crucial to international shipping and numbering in the tens of thousands, the Zephyr is used extensively by the privateer consortiums and has filled an important niche role in Eden's post-Apocalyptic age. First manufactured in Tharsis, the Zephyr is now manufactured extensively in every port around the planet. Some consortiums even lease their own shipyards from the habitat cities, building their own Zephyrs and other ships. Because of its extensive and widespread use, spare and replacement parts for the Zephyr are extremely cheap and easy to come by. Due to this ease of repair, many Zephyrs in use today are nearly a century old, being refurbished every decade or so. Privateers have heavily customized these ships, adding distinctive personality to the ship to match here typical venue and her crew.

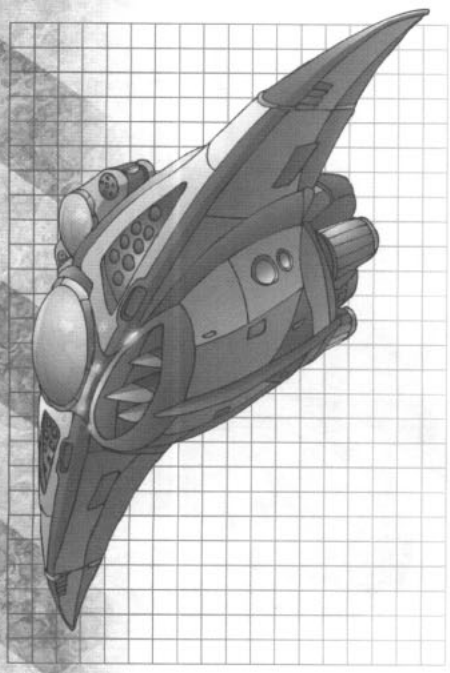
Silcore Stat Block

Size: 18 (Long, 21 m); Mass: 250 tons (loaded); Cost: 305,556 AFUs								
* DTV - Movement: Naval 3/5 (30 kph), Maneuver: -5, Armor: 18/36/54								
* MTV - Crew: Living 10; Deployment Range: 1700 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Escape System, Gun Ports (for half of crew); Arms: 1 x Tool (cargo crane, Rating 5, cannot punch); Communications (-2/8 km); Features: Accomodations (60 cubic meters), Cargo Bay (1000 cubic meters), Easy to Modify (all), Fuel Efficient (x2), No Fuel Required; Sensors (-4/8 km); Negative Features: Inefficient Controls, Highly Flammable; Weaknesses: Exposed Auxiliaries, Exposed Crew, Exposed Movement, Hazardous Ammo/Fuel								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Rifle	ST	-2	x12	4	0	-	20

OGL Stat Block

Type: Vehicle, Size: Colossal (Long, 21 m), Hit Points: 100, Occupancy: 10 operators, 10 passengers, 100 tons cargo, Armor Hardness: 18, Defense: 0, Strength: n/a							
Speed: Water 30 kph, Tactical Speed: Water 50 m, Initiative: -10 , Maneuver: -10							
Special Abilities: Accessories (cargo crane - 4400 kg capacity, lifeboats), Communications (Tactical Radio), Firing Ports (5), Navigation Aid (GPS), Rooms (Kitchen, Conference Room), Sensors (Infrared, Radar, 8 km)							
Exotic Abilities: None							
Mecha Defects: Flammable, Noisy, Open, Start-Up Time (10 minutes), Weak Point							
Weapons:							
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
Heavy Rifle	5d8	SS	200m	20	2x Long Range, Hardpoint	-	135

HUNDMAR COMBAT BOAT



The Hundmar was first developed and deployed by Monarchy of Reisling in the last years of the Scrap Wars. Compared to earlier combat minisubs such as the still common Mandih, the Hundmar was designed to function above and below the water, creating a craft that combined the capabilities of submersibles with fast-attack boats. In this regard, the Hundmar is high performance machine, speed being its primary defense. Capable of speeds of 54 kph as a submersible, the vehicle pushes the limits of Edenite aquatic engineering. This is due to the Hundmar's unique hyperbolic shape, allowing it to move smoothly through the water, generating very little cavitation.

Following the formation of the GEC, the other kingdoms copied this technology using their autofac industry. Soon, heavier weapons started being mounted on the Hundmar's turret to counter better armor appearing on new ships. Electronics system also benefited from improved technologies, improving communications, sensors and fire control systems. The latest design deployed by Audu'uth is equipped with torpedo drones and associated hive control system, transforming the Hundmar into an efficient ship-killer.

The first production run of the Hundmar ran off the autofac assembly line in Peris' Nareau Shipyards in 706 TL. These first Hundmars were used to break the blockade of Taro by the Seiath Empire's naval forces. Following that victory, Reisling's allies copied the Hundmar's design, eventually helping lead to a stalemate against the expansionist Seiath Empire. Five years later, the Hundmar was instrumental in the Battle of Aukyan that helped end the Scrap Wars and initiate the signing of the GEC Constitution. Ironically, the largest international contractor of the Hundmar is now the Seiath Empire. Certain kingdoms have developed their own variants based off the basic frame to suit their own naval tactics. Acquiring aging, decommissioned hulls, Privateers have also taken a liking to the Hundmar, refitting them with refitted engines and whatever appropriate weapons they can get their hands on.

Silcore Stat Block

Size: 6 (Long, 5.6 m), Mass: 5100 kg, Cost: 115,000 AFUs

- DTV - Movement: Naval 6/11 (66 kph), Submarine 5/9 (54 kph); Maneuver: 0, Armor: 12/24/36
- MTV - Crew: Living 2; Deployment Range: 150 km, Reaction Mass: n/a

Perks and Flaws: Accessory: Life Support (Limited); Communications (-1/10 km, Underwater); Features: Airdroppable, Low Profile; Hostile Environment Protection (High Pressure, 300 m crush depth); Sensors (-1/2 km, Surface/Underwater); Movement Flaws: Decreased Maneuver (Rating 1, Submarine), Poor Towing Capacity

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Torpedo Launcher/9	FF	-3	x18	2	+1	HEAT, Underwater, Linked	18 each
2	Heavy Machinegun	ST	-2	x4	1	+3	Anti-Infantry, Linked	400 ea

OGL Stat Block

Type: Vehicle, Size: Huge (Long, 5.6 m), Hit Points: 42, Occupancy: 2 operators, no cargo, Armor Hardness: 12, Defense: 0, Strength: n/a

Speed: Water 66 kph, Underwater (speed 54 kph, diving depth 300 m), Tactical Speed: Water 110 m, Underwater 90 m, Initiative: 0, Maneuver: 0

Special Abilities: Communications (Tactical Radio, Secure), Navigation Aid, Parachute, Sensors (Infrared, Radar, Sonar, 2 km)

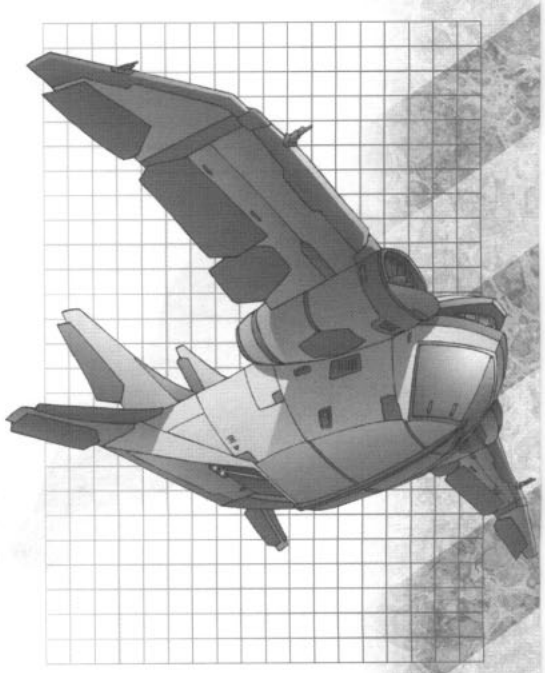
Exotic Abilities: None

Mecha Defects: Noisy, Reduced Endurance (3 hours at combat speed), Start-Up Time (one minute)

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
Torpedo Launcher/9	8d8	A	96m	18	Automatic, Blast, Hardpoint	Arc of Fire (Fr), Only in Water
Torpedo Launcher/9	8d8	A	96m	18	Automatic, Blast, Hardpoint	Arc of Fire (Fr), Only in Water
Heavy Machinegun	2d12	A	80m	400	Automatic, 3x Ex. Ammo, L.g Range, Hardpoint	-
Heavy Machinegun	2d12	A	80m	400	Automatic, 3x Ex. Ammo, L.g Range, Hardpoint	-

ALBATROS CARGO PLANE



The great expanses of Eden's oceans make air transport a necessity for economic trade. For centuries, many different types of aircraft have served Eden's cities and communities, but none have been more enduring than the Albautrus. Capable of carrying heavy loads while flying great distances, the Albautrus is a common sight in any port. Its massive wings provide highly efficient lift, allowing the aircraft to carry almost twice its mass in cargo. Somewhat awkward to handle during takeoff and landing, in the air, the Albautrus is an elegant and capable flyer, able to perform graceful maneuvers with great ease for a plane of that size. The airplane is equipped with both landing gear and a pontoon fuselage, allowing the craft to use both land and sea for handling its cargo.

The Albautrus has served Eden for centuries, the first prototypes constructed on Earth and then shipped out to the distant colony to serve as vital air transport for the terraforming process. The plane helped move supplies and equipment. Over the next several decades as production was moved to Eden, the planes were redesigned to handle Eden's denser atmosphere and climate better. As the centuries past, the Albautrus would see slight improvements or modifications to allow the plane to serve multiple roles.

Now, following the Apocalypse, the Albautrus serves in combat as well as economic trade, performing either transport reconnaissance and ground support. Privateer Albautrus' are numerous, transporting person or cargo. Military variations serve as hive-equipped gunships, providing support to either naval or ground forces. They typically mount two massive, 40mm gattling cannons, one on each side of the aircraft, capable of laying down a barrage of constant fire. Bomb and cruise missile racks are also a standard feature affixed to wing hardpoints, allowing the Albautrus to attack large ships and installations. The small cargo bay typically serves as a launch facility for Auwa VTOLs.

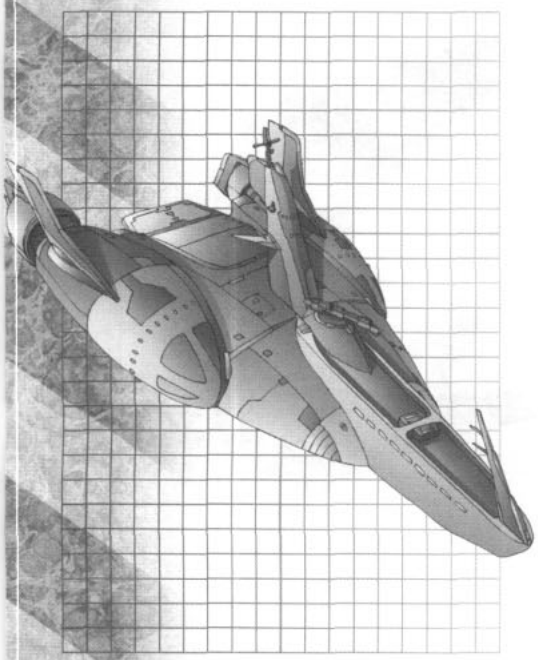
Silcore Stat Block

Size: 14 (Long, 46 m), Mass: 70,200 kg, Cost: 510,714 AFUs								
* DTV - Movement: Flight 3/15/30 (900 kph), Ground 8/15 (90 kph, Derived), Naval 8/15 (90 kph); Maneuver: -3, Armor: 14/28/42								
• MTV - Crew: Living 3; Deployment Range: 3000 km, Reaction Mass: n/a								
Perks and Flaws: Accessories: Autopilot; Communications (-2/10 km ground, 100 km air); Features: Cargo Bay (5 x 5 x 10 m), Easy to Modify (all), Fuel Efficient (x2); Armor Quality: Brittle; Decreased Maneuver (Groud/Naval Rating 1); Maximum Climbing angle 3; Large Sensor Profile 1; Exposed Movement; Reinforced Systems: Backups; Sensors (-2/2 km ground, 20 km air)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

OGL Stat Block

Type: Vehicle, Size: Colossal (Long, 46 m), Hit Points: 100, Occupancy: 3 operators, no passengers, 25 tons cargo, Armor Hardness: 14, Defense: 0, Strength: n/a						
Speed: Air (top speed 900 kph, ceiling 12,000 m), Land 135 kph, Water 90 kph, Tactical Speed: Air 1500 m, Land 225 m, Water 135 m, Initiative: -6, Maneuver: -6						
Special Abilities: Communications (Long Range Radio, Secure), Environmental Systems (NBC Filter), Navigation Aid (GPS), Sensors (Infrared, Radar, 2 km range)						
Exotic Abilities: None						
Mecha Defects: Reduced Endurance (3 hours at combat speed), Stall Speed (90 kph), Start-Up Time (one minute), Very Noisy						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
None as Standard						

RESHEF SUBMERSIBLE FRIGATE



The use of submersibles on Eden is centuries old. Used for everything from industry to exploration, they are still used to ship methane hydrate from seafloor to surface, as well as serve as mobile, undersea, mining platforms. The Caretaker institute also makes use of submersibles for undersea research and study. Also, some privateer consortiums currently utilize Scrap-War era submersible technology for everything from shipping to undersea cabling to raiding.

Fairly recently deployed, the Reshef is considered one of the most advanced submersible designs in use on Eden. Having only been in service for the past half decade, it is currently fielded by only three kingdoms: Seiath, Tiamaut and Audu'uth. The design detailed on these pages is an Audu'uthim early production model. Seiath's and Tiamaut's Reshefs are nearly identical being fitted for distinct roles and having their own set of defects.

Though clearly designed as a submersible patrol frigate, its cargo and vehicle bay designs are loosely based off design principles used with the century old Ahbir cargo submersible, which is still used by both kingdom industry and militia navies. The Reshef, however, was specifically designed to service as a true patrol frigate, capable of anti-ship and anti-submersible warfare. With its 56mm cannons, cache of torpedoes and three Hundmar submersible jet boats, the Reshef can engage in combat both on the surface and submerged, using its Hundmars to act as forward observers, anti-submersible escort and strike craft.

Having only served for half a decade, the Reshef has only engaged in simulated combat and a few patrol missions, where the frigates have captured smugglers and pirates. Forming a substantial core of Audu'uth's privateer naval force, the smaller kingdom has also been outfitting some of their Reshefs for use by the Caretaker Institute, allowing them to use the refitted designs for exploration of the polar seas. Seiath and Tiamaut solely utilize their Reshefs as fleet escorts and protection of their valuable cargo runs. Both Seiath and Tiamaut have recently acquired contracts by other nations to build Reshefs, customized for their own fleets needs.

Silcore Stat Block

Size: 30 (Long, 32 m), Mass: 767 tons (loaded), Cost: 1,600,000 AFUs, * DTV - Movement: Naval 3/5 (30 kph), Submarine 3/6 (36 kph); Maneuver: -5, Armor: 60/120/180

* MTV - Crew: Living 12, Computer 1 (Dumb, Rating 2); Deployment Range: 2000 km, Reaction Mass: n/a

Perks and Flaws: Accessories: Autopilot, Life Support (Full); Armor Quality: Brittle; Communications (-1/10 km, Satellite Uplink, Underwater); Features: Accomodations (36 cubic meters), Cargo Bay (Hundmar docking bay, 165 cubic meters), Cargo Bay (Torpedo Bug bay, 160 cubic meters), Sick Bay (1 bed), Fuel Efficient (x2), Hostile Environment Protection (Extreme Cold, High Pressure, 1500 m crush depth); Sensors (-1/3 km, Surface/Underwater); Movement Flaw: Decreased Maneuver (1); Negative Features: Inefficient Controls, Sensor Dependent; Weaknesses: Exposed Movement, Weak Point (Rear arc, Rating 4)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Very Light Field Guns	ST	-2	x20	5	0	Indirect Fire, Linked	60 ea
20	Torpedo Bugs	(see below)						

Torpedo Bug, Size: 2 (Large, 2.5 m), Mass: 300 kg, Cost: 19,500 AFUs

* DTV - Movement: Submarine 8/15 (90 kph), Maneuver:-2 , Armor: 4/8/12

• MTV - Crew: Computer 1 (dumb, Rating 1) ; Deployment Range: 25 km, Reaction Mass: n/a

Perks and Flaws: Accessory: Autopilot, Power Booster (Rating 2); Communications (-4/30 km wire); Hostile Environment Protection (High Pressure, 1000 m crush depth), Sensors (-1/2 km): Movement Flaw: Poor Towing Capacity Negative Features: Difficult to Modify, Sensor Dependent; Weaknesses: Exposed Auxiliaries, Exposed Movement

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Warhead	FF	-1	x30	0	0	Area Effect 0, HEAT, Redundant, Underwater	1

OGL Stat Block

Type: Vehicle, Size: Colossal (Long, 32 m), Hit Points: 120, Occupancy: 8 operators, 4 passengers, 21.3 tons cargo, Armor Hardness: 30, Defense: 0, Strength: n/a

Speed: Water 30 kph, Underwater (speed 36 kph, 1000 m diving depth,), Tactical Speed: Water 50 m, Underwater 60 m, Initiative: -10, Maneuver: -10

Special Abilities: Communications (Microwave Com, Tactical Radio, Secure), Environmental Systems (Life Support), Hangar (6 tons, Large vehicles), Hangar (15.3 tons, Huge vehicles), Navigation Aid (GPS), Rooms (Conference Room, Kitchen, Sick Bay), Sensors (Infrared, Radar, Sonar, 3 km), Exposed Systems

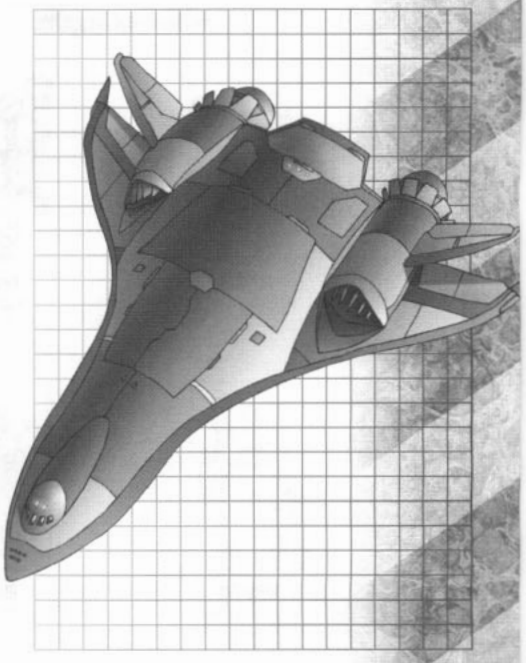
Exotic Abilities: A I (Limited, Dex 3, Int 8, Wis 8, Cha 1), Mecha Defects: Noisy, Poor Visibility (-5), Reduced Endurance (3 days at combat speed), Service Crew (4)

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
Very Light Field Gun	7d12	SS	280m	60	Blast, 2x Ex. Ammo, Indirect Fire, Hardpoint, Lg Range	-	637
Very Light Field Gun	7d12	SS	280m	60	Blast, 2x Ex. Ammo, Indirect Fire, Hardpoint, Lg Range	-	637
Torpedo Bugs	10d12	SS	2500m	20	Blast, Guid. Mis. (Operator-Guid., Sonar Homing), 4x Lg Range	Only in Water	693

SARIF SHUTTLE

The Sarif is the standard transatmospheric shuttle used by the GEC's space program. The multipurpose shuttle is designed to take off from a vertical launch platform using an external fuel tank or launching horizontally from the sea, accelerating across the water till it gains sufficient speed to lift off. The shuttle is also designed to use filtered seawater to power its fusion tubes. High-efficiency rocket fuel offers some improved performance. Capable of lifting a hundred metric tons into orbit in its large cargo bay, the Sarif will then transfer its cargo to Orbital Transfer Stations (OTS). In returning to the surface, the shuttle uses its limited flight capabilities to set it gently down into the water, just like a seaplane.

A centuries old design, the Sarif has served as the standard shuttle for Eden since the Colonial Era. The design has been gradually improved on, including improved engine efficiency. Current designs are based on surviving Sarifs that brought down the Sirone Observatory survivors a decade after the comet impacts. Some Sarif crews had attempted to land in the days following the impacts, but these shuttles were destroyed beyond repair by the nitrous-oxide precipitation that persisted for nearly a full year. These few brave crews did however, warn the other remaining Sarif crews urging them to make way for Sirone Observatory. Once, the worst of the impacts had passed, the Sarif was instrumental in transporting the dismantled equipment from the Observatory down to a few of the surviving cities. This technology helped Audu'uth, Reisling and Seiath to rebuild quickly. Today, the Sarif is now transporting equipment and materials back up into Eden's orbit, serving the CI's work at the rebuilt Sirone Observatory. The Sarif is also serving Audu'uthim interests in the Salus Expedition.



Silcore Stat Block

Size: 20 (Long, 112 m), Mass: 302 tons (loaded), Cost: 4,650,000 AFUs
* DTV - Movement: Flight 3/8/16 (90/240/480 kph), Space 20/39 (3.9 g), Naval 8/15 (90 kph); Maneuver: -1, Armor: 20/40/60
• MTV - Crew: Living 4; Deployment Range: 300 hours, Reaction Mass: n/a
Perks and Flaws: Accessories: Autopilot, 2 x Life Support (Limited); Armor Quality: Brittle; Communications (-1/10 km ground, 100 km air, 1000 km space); Features: Accomodations (12 cubic meters), Cargo Bay (5 x 5 x 20 m), Reentry System (Permanent), Stratospheric Flight; Hostile Environment Protection (Radiation, Rating 3, Vacuum); Sensors (-1/2 km ground, 20 km air, 200 km space); Movement Flaws: Decreased Maneuver (Space, Naval); Negative Feature: Large Sensor Profile (Rating 3); Weakness: Fragile Chassis, Exposed Systems
*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None as Standard								

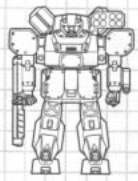
OGL Stat Block

Type: Vehicle, Size: Colossal (Long, 112 m), Hit Points: 100, Occupancy: 4 operators, no passengers, 100 tons cargo, Armor Hardness: 20, Defense: 0, Strength: n/a
Speed: Air (ceiling 50 km, top speed 450 kph), Water 90 kph, Space (Realistic Space Flight, 3.9g thrust, 90 G-Rounds), Tactical Speed: Air 750 m, Water 150 m, Initiative: -2, Maneuver: -2
Special Abilities: Booster (Flight, speed 900 kph), Communications (Microwave Com, Long Range Radio, Secure), Environmental Systems (Life Support), Navigation Aid (GPS), Reentry Shield, Sensors (Infrared, Radar, 2 km)
Exotic Abilities: None
Mecha Defects: Reduced Endurance (13 days), Stall Speed (90 kph), Very Noisy
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
None as Standard							

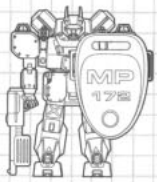
VEHICLE RECOGNITION CHART

Northern Gears Recognition

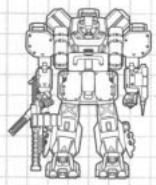


Cheetah
HACS-01LG-SCT

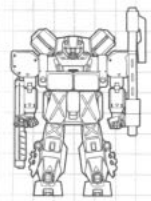
Cheetah Fang
HACS-01LG-TK



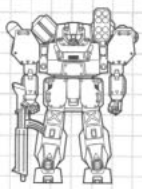
Cheetah MP
HACS-01LG-SEC



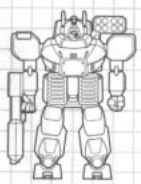
Paratrooper
HACS-01LG-PARA



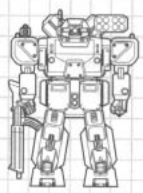
Strike Cheetah
HACS-01LG-AST



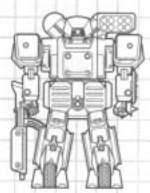
White Cat
HACS-01LG-EW



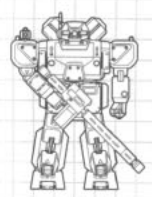
Black Cat
HACS-01LG-STH



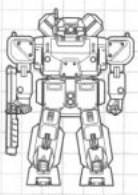
Hunter
HACS-01MG-MP



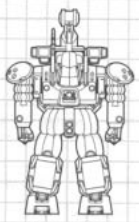
Armored Hunter
HACS-01MG-FU



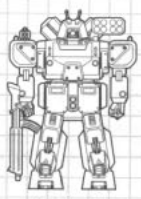
Assault Hunter
HACS-01MG-AST



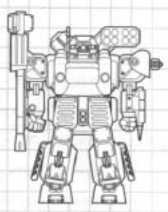
Assault Hunter AC
HACS-01MG-AC



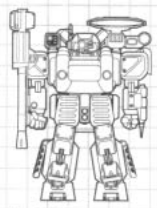
Bricklayer
HACS-01MG-ENG



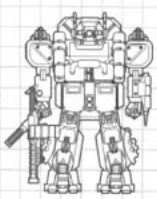
Headhunter
HACS-01MG-C



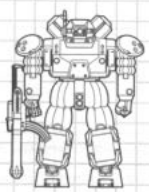
Hunter Commando
HACS-01MG-HC



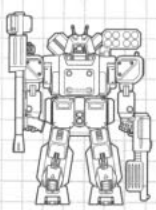
Hunter Commando EW
HACS-01MG-HC/EW



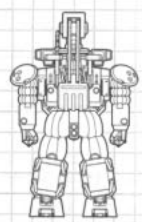
Hunter Paratrooper
HACS-01MG-PARA



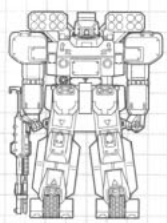
Hunter Recon
HACS-01MG-SKT



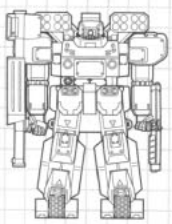
Hunter Zerstorer Mk2
HACS-01MG-TK



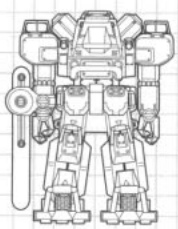
Hunter Buldozer
HACS-01MG-ENG/A



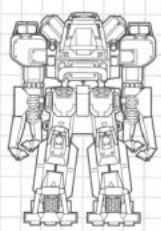
Grizzly
HACS-02HG-MPS



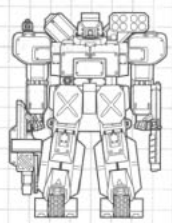
Assault Grizzly
HACS-02HG-AST



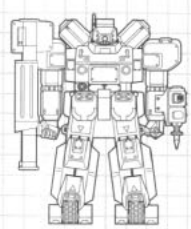
Engineering Grizzly
HACS-02HG-ENG



Field Support Grizzly
HACS-02HG-SUP

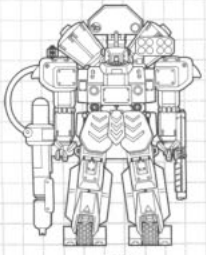


Rabid Grizzly
HACS-02HG-FS

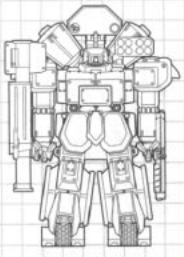


Grizzly Destroyer
HACS-02HG-TK

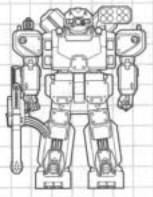
VEHICLE RECOGNITION CHART



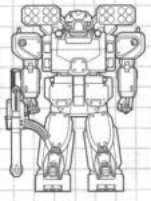
Kodiak
HACS-10HG-AST



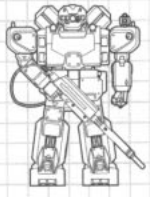
Destroyer Kodiak
HAST-10HG-TK



Jaguar
HACS-02MG-MPS

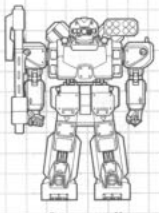


Fire Jaguar
HACS-02MG-FS

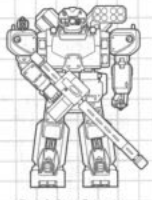


Flash Jaguar
HACS-02MG-SNP

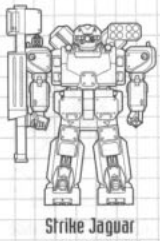
Jaguar MP
HACS-02MG-SEC



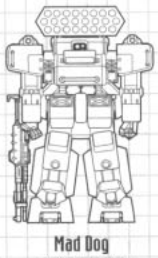
Jaguarundi
HACS-02MG-ANN



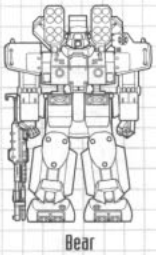
Predetor Jaguar
HACS-02MG-JG



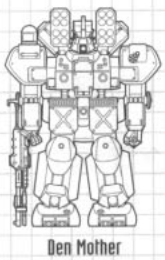
Strike Jaguar
HACS-02MG-AST



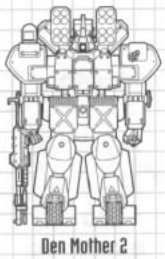
Mad Dog
HACS-15MG-MP



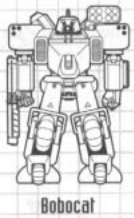
Bear
HACS-01HG-FS



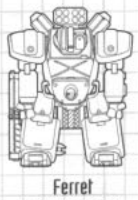
Den Mother
HACS-01HG-ART



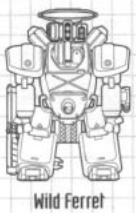
Den Mother 2
HACS-01HG-ART/A



Bobocat
HACS-03LG-SCT



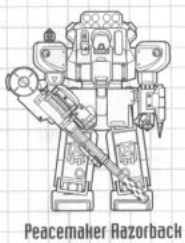
Ferret
HACS-03LG-SCT



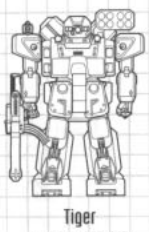
Wild Ferret
HACS-02LG-EW

Rabid Ferret
HACS-02LG-AST

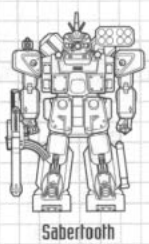
Razorback
HACS-04HG-AST



Peacemaker Razorback
HACS-04HG-FS



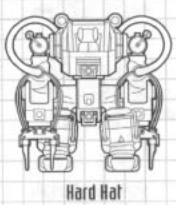
Tiger
HACS-08MG-MP



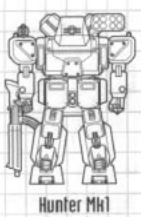
Saberfooth
HACS-08MG-C

Weasel
HACS-05LG-EW

Tattletale
HACS-05LG-C



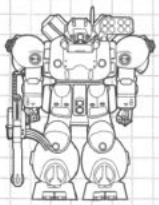
Hard Hat
HU-0124L



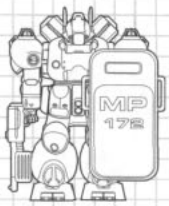
Hunter Mk1
X-BOT-2

VEHICLE RECOGNITION CHART

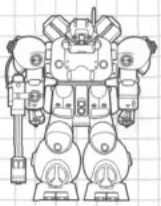
Southern Gear Recognition



Black Mamba
OACS-01M/SU

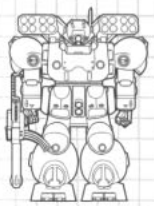


Black Mamba MP
OACS-05M/MP

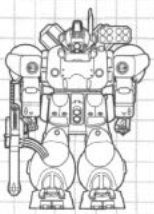


Blazing Mamba
OACS-05M/LAS

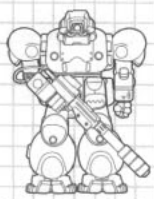
Brawler Mamba
OACS-05M/AS



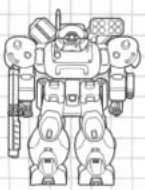
Long Fang Black Mamba
OACS-01LM/FS



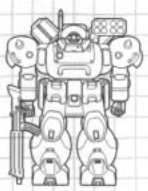
Razor Fang Black Mamba
OACS-01M/OU



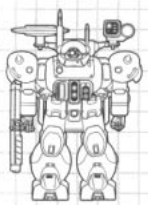
Snakeye Black Mamba
OACS-05M/TE



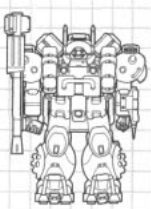
Iguana
OACS-01L/SC



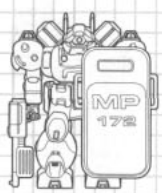
Blitz Iguana
OACS-01L/AS



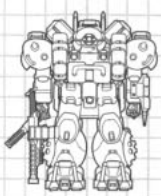
Chatterbox
OACS-01L/COM



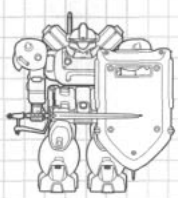
Iguana Commando
OACS-01L/HPT



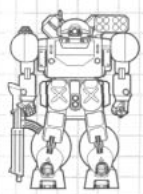
Iguana MP
OACS-01L/MP



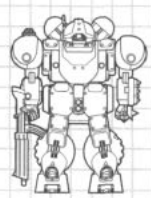
Iguana Paratrooper
OACS-01L/PT



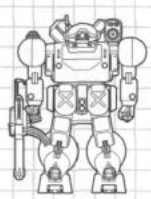
Rapier Iguana
OACS-01L/DL



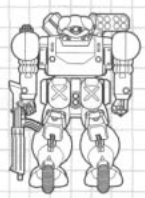
Jäger
OACS-01M/SU



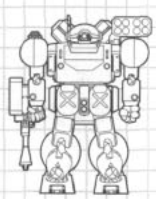
Armored Jäger
OACS-01M/HA



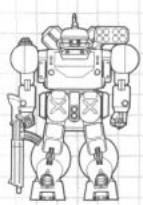
Blitz Jäger
OACS-01M/AS



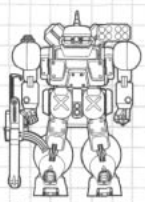
Dart Jäger
OACS-01M/RRV



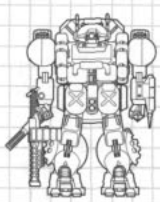
Flammjäger
OACS-01M/FLM



Jäger Command
OACS-01M/OU



Jäger Command Hero
OACS-01M/HOU



Jäger Paratrooper
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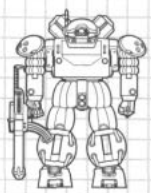
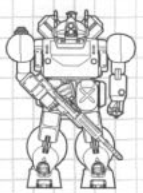
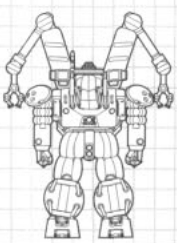


Jäger Recon
OACS-01M/SC

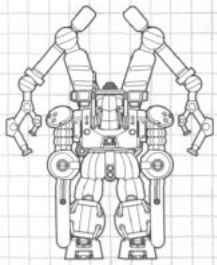


Jäger Long Bow
OACS-01M/TE

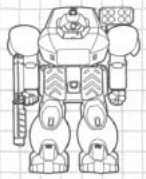


Stone Mason
OACS-01M/ENG

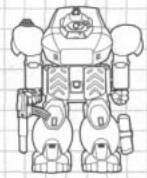
VEHICLE RECOGNITION CHART



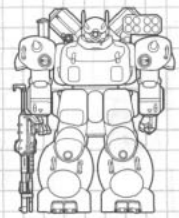
Stone Mason Logger
OACS-01M/LOG



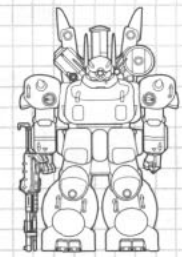
Chameleon
OACS-01L/STL



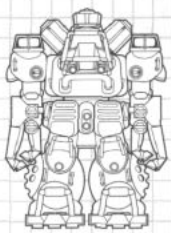
Hunting Chameleon
OACS-01L/TE



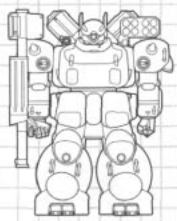
Spitting Cobra
OACS-01H/SU



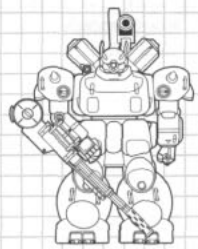
Artillery Cobra
OACS-01H/FS



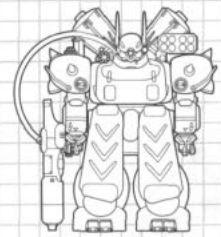
Engineering Cobra
OACS-01H/ENG



Striking Cobra
OACS-01H/AS



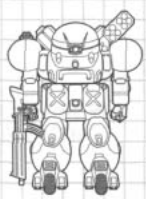
Support Cobra
OACS-01H/ART



King Cobra
OACS-12H/AS

Hooded Cobra
OACS-02MG-AST

Anolis
OACS-03L/SC



Basilisk
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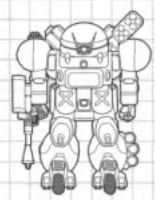

Sapper Basilisk
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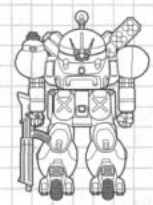

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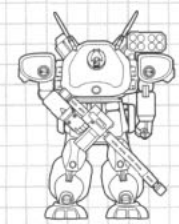
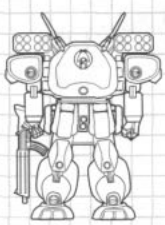
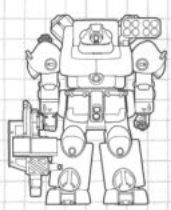
OACS-03M/SC



Black Adder
OACS-04M/AR



Long Fang Black Adder
OACS-04M/FS



Desert Viper
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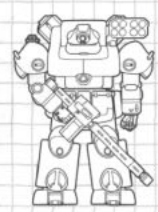

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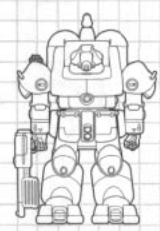
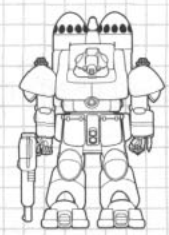
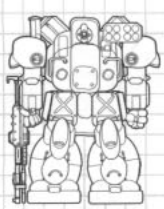


Water Viper
OACS-02M/AQ



Water Viper Silent Running
OACS-02M/AQ-STL



Python
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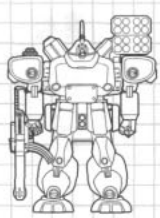
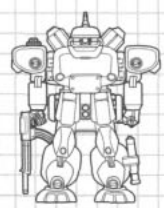
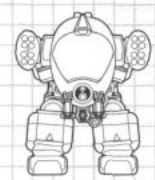


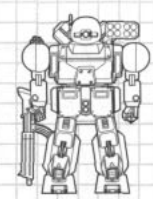
Sidewinder
OACS-04M/SU



Sidewinder Command
OACS-04M/SU

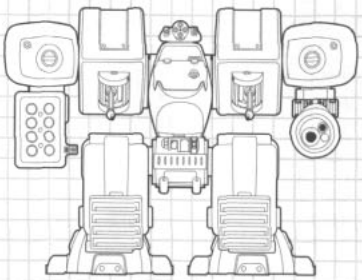


Chevalier
AEV-1

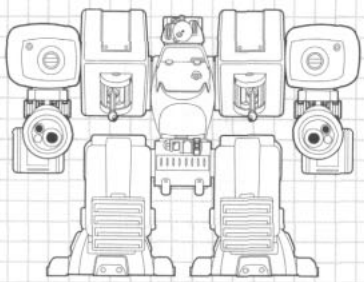


Jäger (first gen.)
AV-1

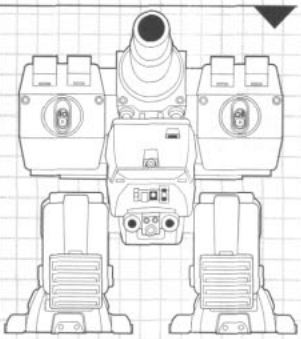
Northern Striders Recognition



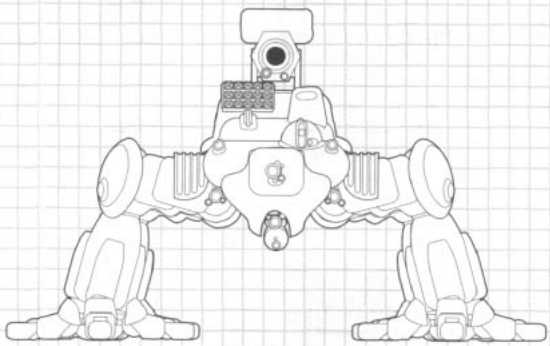
Mammoth
WACS-01FS-AST



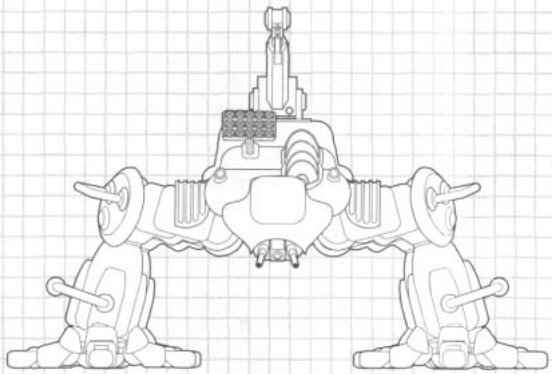
Assault Mammoth
WACS-01FS-HAST



Damocles
WACS-01FS-ART

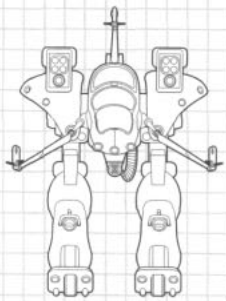


Thunderhammer
WACS-03-FS

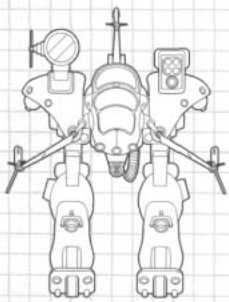


Recovery Hammer
WACS-03-ENG

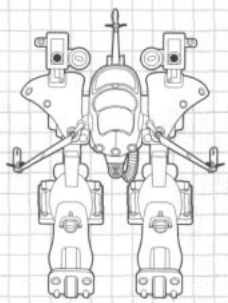
Southern Strider Recognition



Naga
OWCS-01AS



Command Naga
OWCS-01OU



Long Fang Naga
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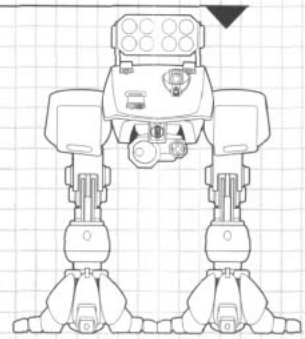
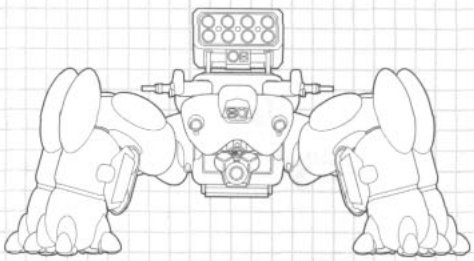
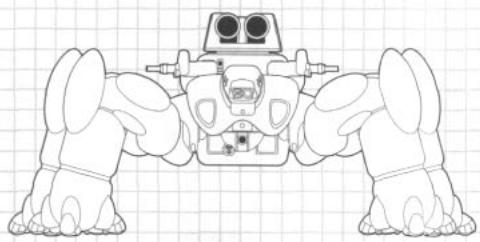


Sagittarius
OWCS-54X



Fire Dragon
OWCS-04FS



Water Dragon
OWCS-04AS

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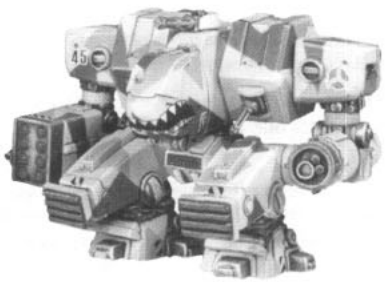
King Cobra, DP9-230


Battle Frame, DP9-248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