

A MECHANICAL CATALOG FOR THE HEAVY GEAR UNIVERSE

FIELD GUIDES: SOUTHERN VEHICLES 2TM DIRECTED by Pierre Ouellette STARRING Marc-Alexandre Vézina, Gene Marcil and Jean Carrières SCREEN-PLAY Pierre Ouellette BASED ON A GAME by Dream Pod 9 BASED ON A STORY by Pierre Quellette PRODUCER Jean Carrières CINEMATOGRAPHER Marc-Alexandre Vézina FILM EDITOR Brian Faughnan MERCHANDISING Robert Dubois COMPUTER GRAPHICS & SPECIAL EFFECTS Ghislain Barbe, Normand Bilodeau, Jeff Fortier and Pierre Quellette SOUNDTRACK by YFA © MCMXCVI Dream Pod 9, Inc.



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[without satirical intent] are strictly coincident. The use of the male gender throughout this manual should not imply exclusion of the female gender. It is meant only in order to avoid prohouns like "him/her/d", "which make reading easier. It is our most sincere hope that female gamers will find this book just as interesting as their make counterparts.

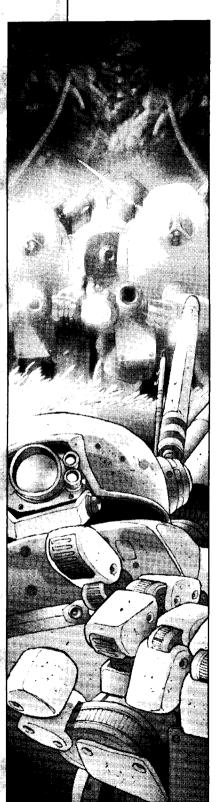
Dream Pod 9 can also be reached through the internet — Check the rec games mecha conference for support and information about Heavy Gear, Feedback is welcome.

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MACHINES IN THE MIST



"Damn, I'm soaked." Yan DeTer tugged at the collar of his pilot suit. "I can't believe people live in this green hell. Why can't they be civilized and live in the city like everybody else?"

Yan pushed his *Jäger* cautiously through the thick jungle canopy. He knew exactly which path the rebel was going to take. With a vehicle that big, he could only use the old dirt road. Oh, the *Visigoth* MBT he had stolen would surely be able to blast its way through the dense vegetation, but time wasn't on his side.

"The poor bastard probably just wants to get as far out as possible," Yah mused.

Any doubt he had about his prey's position was instantly dispelled when he heard the characteristic churning of tank treads farther up the road. There was no time to get to cover — the tank's sensor suite would pick him up right away. Yan spun his Jäger around, reaching behind him with the right side manipulator to unlimber one of the panzerfausts secured on his Gear's back skirt armor.

Then the great tank was upon him, bearing down at full speed from beyond the bend, heavy treads churning up geysers of damp earth. The rebel didn't aim any of his weapons, which comforted Yan.

"Probably still secure-locked, and he hasn't got the codes," he muttered.

Yan pointed the launcher toward one of the treads — "idiot wants to ram me!" — and pressed the ignition. The warhead leapt out of the tube and spiraled towards the huge vehicle, impacting with a resounding "thunk" and a flash just above the forward drive sprocket.

Instead of blowing out the tread, the panzerfaust left a mere blackened dent in the fender. Yan moved to get out of the way when he noticed that the tank's laser turret was illuminated — search mode! He felt his knees turn to jelly and yanked the controls hard, plunging the Jäger into the safety of the jungle canopy. There was a bright flash and a sound like thunder as the laser's fire controller misdirected the shot intended for the Gear's back. Yan pushed forward, only to hear the tank crash into the vegetation behind him.

"He wants me dead! Oh please if I get out of this one I become a Revisionist," he stammered into his mike as he twisted the control sticks left and right, swerving the Gear to confuse his attacker.

"Hit dirt!" Sergent Mateo cried out as he aimed his Snub Cannon. Mateo's teammate, the laconic Jerrard, did the same. Both *Black Adders* emerged from their hidden positions and opened up as Yan pushed his Gear down.

There was a defeaning noise and a great flash. Yan swung the Gear's head around. Behind him, the tank was reduced to a smoldering mess. Relieved, Yan got his machine to its feet.

"Whew! Thanks guy! How about we get back to base and grab a cold one?"

"I thought Revisionists didn't drink? It's a sin, you know."

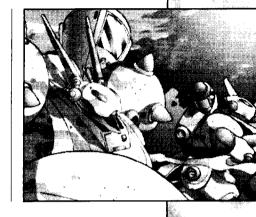
The sudden burst of laughter from the *Adder* pilots drowned out any furious reply Yan could've made.



1.1 INTRODUCTION

The **Terra Nova Field Guides** are meant as a set of quick reference manuals for students of military history on Terra Nova. They will find within these books the statistics and specifications for the most common military equipment used by the armies of Terra Nova. This volume is dedicated to Heavy Gears and vehicles that saw service in the armies of the leagues of the Southern Hemisphere. The only models listed here are those that are common to all the leagues. Designs or variants that are used by a single league will be examined at a later date in other publications.

While meticulous care was taken to ensure an accurate and up-to-date manual, the everchanging nature of vehicles and the secrecy of military-related designs make this task Herculean at best. The reader must also take into consideration the fact that most of the information contained within the guides originates with the manufacturers themselves and reflects generic, minimally trained Gears. Depending on individual machines and maintenance records, field performance might differ from that published here.



111 VEHICLE MANUFACTURERS

While there are almost a hundred companies involved in the manufacturing, marketing and distribution of Heavy Gears and vehicles — civilian and military models alike — only a few companies have consistantly demonstrated their skill and expertise. We provide here a few of those companies.

Republic Industries (Timbuktu)

Republic Industries, led by the notorious Howard Harrington, has earned itself a place of choice in the automotive industries through decades of hard work and excellent customer service. They specialize in tires and tire materials as well as in transmission and fuel injection systems. The company offers high salaries to young and talented engineers, but has a reputation for burning them out then letting them go before they have enough seniority to claim the fringe benefits they were offered. Nonetheless, shrewd engineering graduates often apply for positions at Republic Industries in the hope of gaining enough experience to find more stable employment elsewhere in the Southern Republic. Sadly, only a very few succeed and ever recover.

While Republic Industry proudly boasts that it welcomes any member of the southern leagues as part of its staff, Bethanites and Easterners are often heavily discriminated against. Ashantites, however, are favored, especially for positions in Public Relations.

Obelisk Electronics (Timbuktu)

Founded in TN 1722 by a group of industrialists, Obelisk Electronics has invested large sums in the research and development of enhanced and resilient electronic components for use in military, civilian and othervehicles. They have recently applied their expertise to neural nets and produced the experimental *Warden 1.0* Nnet early in TN 1931. Dr. Jannine Olman, head of the Warden research team, expects to release a beta version of *Warden 1.1* before the end of TN 1934. This improvement on the experimental *Warden 1.0* neural net would be 15% faster and would be able to learn macromoves with improved precision (Olman's tentative numbers claim a 3.5% enhancement factor).

While experts remain skeptical when faced with the rather optimistic projections of Obelisk, the company's reputation has always been spotless and their respect of their deadlines has been exemplary thus far. Only the future will tell if they reach their ambitious goals.

• Windhill Engines (Timbuktu)

Better known for their patented WE-600 V-engine series, Windhill Engines has grown steadily since its foundation in TN 1878. Their patented design offers improved redundant systems and better cooling mechanisms than most of their competitors. The new chairwoman, Ms Silvie DeLaRochelle, has ambitious plans for Windhill and expects that the new WE-1200 series will revolutionize the way V-engines are designed. Most competent technicians hope that the WE-1200 series will be good enough to make the whole world forget about the dreadful WE-1100 and WE-1110 models, which were fuel hungry and plagued with too many design bugs.

Nemmelworth's Gear and Merchandise (Hsi Tsang)

NG&M, founded in TN 1906 by Garth Nemmelworth, is different from most other Gear-related companies in the southern hemisphere. Whereas everybody else caters to the military, NG&M strips, reselfs or refurbishes damaged Gears, especially *Hunters, Jägers*, and *Prairie Dogs*. Their clientele comes mostly from the Badlands because NG&M technicians know better than to ask too many questions. This discretion has earned NG&M a dubious reputation, however: while the Badlanders flock to their shops to get what they need without fear of being tracked by authorities, it has often irritated the Southern Republic government, which has often exerted political pressure on the Mekong Dominion to have NG&M's activities curtailed. The Republic's success has been partial at best, NG&M usually finding some loophole in the law that they could exploit to resume their activities.

Skavara Heavy Industries (Skavara)

Skavara Heavy Industries is the Eastern Sun Emirates' sole local Heavy Gear manufacturer. Its large factory, located West of Skavara, produces licensed versions of the *Iguanas* and *Basilisks* Gears. SHI also produces spare parts for numerous other designs, including the widely-used KHJG-878 leg actuator and the TK-64-86 fluid pump. Skavara Heavy Industries employs mostly unskilled workers from the lower classes, relying on robots and automated machine-tools for most of the delicate work. Still, the Emir knows how precious this factory is and always make sure the employees are treated fairly, which tend to make them more loyal to the ruling elite than most of the ESE rabble.



VENICLE CONSTRUCTION

2.1 NEW WEAPON SYSTEMS

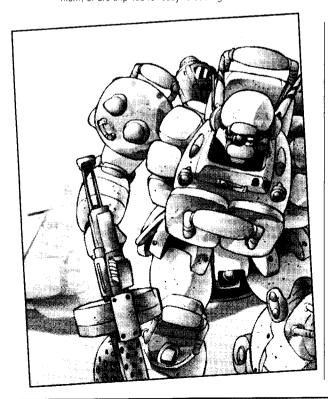
The weapon systems introduced in the **Heavy Gear** rulebook and the other Field Guides were merely a small sample of the armament in use by the leagues' armed forces. The following section presents nine other weapon systems commonly used on Terra Nova. These weapons are available to all armed forces, without restriction, and can be installed on any vehicle capable of handling them.

VEHICLE WEAPON LIST

Name	Code	Rating	Range	Dam.	Acc.	RoF	Ammo (ea.)	Min. Size	Special
Light Rifle	LRF	92	3/6/12/24	x8	0	0	0.36	4	-
Medium Rifle	MRF	165	4/8/16/32	x10	0	0	0.66	4	<u>~</u>
Heavy Rifle	HRF	209	4/8/16/32	x12	0	0	0.85	5	-
Light Panzerfaust	LPZ	14	1/2/4/8	x10	-1	0	-	2	Disposable
Medium Panzerfaust	MPZ	30	1/2/4/8	x15	-1	0	-	2	Disposable
Heavy Panzerfaust	HPZ	55	2/4/8/16	x20	-1	0	-	3	Disposable
Very Lt. Rocket Pack/8	VLRP/8	114	1/2/4/8	x8	-1	+3	0.26	3	Indirect Fire
Very Lt. Rocket Pack/32	VLRP/32	129	1/2/4/8	х8	-1	+4	0.26	3	Indirect Fire
Very Lt. Rocket Pack/128	VLRP/128	165	1/2/4/8	х8	-1	+6	0.26	3	Indirect Fire

2.1.1 RIFLES

Rifles are very similar to autocannons. They do not feature automatic fire capacity, but have a slightly longer combat range because of the longer barrel. The term "rifle" itself is misleading since these weapons are smoothbores — they do not feature any rifling inside the barrel. The name comes from the fact that these "rifles" are often hand carried in a rifle-like mount by Heavy Gears, much like an oversized infantryman's gun, and the name simply caught on. They are rugged, adaptable and effective weapons capable of firing a large variety of ammunition. Rifles can be used with either an autoloader and/or a belt-feeder mechanism, or are clip-fed for easy reloading.





Purpose:	Anti-Gear
Effective Range:	1200 m
Penetration:	65 mm
Accuracy:	average
Mode of Fire:	single
Usual Ammo Magazine:	30 shells

Rifles lie somewhere between autocannons and field guns, borrowing a bit from both. Rifles usually have a slightly longer barrel than their equivalent sized autocannons, resulting in a longer combat range. The Light Rifle is a simpler version of the Light Autocannon, but built without the capacity for automatic fire.

The Riley R223 is a rework of the well-known Riley M222 Heavy Gear 20 mm autocannon. Both weapons use the same ammunition, but the R223 has a slightly longer barrel and a simplified breech mechanism that loads the shells one by one. The rifle is also manufactured without the stock and handle under the identification R224.



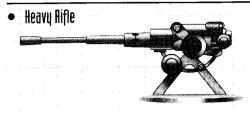
Medium Rifle



Purpose:	Anti-Gear
Effective Range:	1600 m
Penetration:	105 mm
Accuracy:	average
Mode of Fire:	single
Usual Ammo Magazine:	25 shells

The Medium Rifle is similar in overall performance to the Medium Autocannon, though the caliber and barrel length are both increased at the expense of the automatic fire capacity. Medium Rifles make good Heavy Gear weapons because of their increased range compared to autocannons (the standard Gear weapon).

The Rucker Group RF-12 Medium Rifle is an alternate weapon selection for most front-line units. The RF-12 is rugged, reliable and easy to maintain, and it can fire a large variety of specialized ammunition.



Purpose:	Anti-Gear
Effective Range:	1600 m
Penetration:	150 mm
Accuracy:	average
Mode of Fire:	single
Usual Ammo Magazine:	15 shells

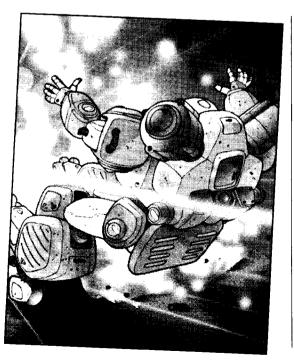
The largest rifle-type weapon, the Heavy Rifle is the poor man's light tank gun. Most heavy rifle designs use either binary liquid or gel propellants and, in certain cases, an additional electro-thermal plasma boost. They are prized for their ability to fire a variety of ammunition, just like the larger tank guns, but without the associated cost.

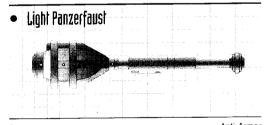
The Rucker Group RF-19 Heavy Rifle is, in every way, a standard Rucker product: rugged, reliable and inexpensive. Many armored car designs use it as a main turreted gun.

2.1.2 PANZERFAUSTS

Panzerfausts (German for "armored fist") are used for hard-hitting firepower and one-shot-one-kill capacity in combat situations. They are composed of a heavy anti-armor warhead mounted on a quick-burning propellant charge. The projectile is held within a simple launch tube equipped with an electric trigger. The Gear only has to point the Panzerfaust toward the target and thumb the ignition; the recoil is counteracted by a stream of gases ejecting out of the rear of the launch tube. The weapon is a one-shot deal that is discarded after firing. While inaccurate and short-ranged, panzerfausts provide a much needed anti-armor punch to Heavy Gears.

Panzerfausts require the presence of a functional Manipulator Arm in order to be used. They are HEAT weapons and are affected by both anti-missile fire and HEAT-resistant armor.





Purpose:	Anti-Armor
Effective Range:	400 m
Penetration:	100 mm
Accuracy:	poor
Mode of Fire:	single
Usual Ammo Load:	single shot

Light Panzerfausts were originally manufactured by the early settlers during the chaotic years of the Age of Isolation. By modifying standard shaped-charge digging explosives and mounting them on simple rockets, the settlers produced a cheap but effective weapon that could breach almost any kind of armor. In those troubled times, it was not uncommon to see modified Work Gears carrying several of these weapons on top of their makeshift armor.



VENICLE COISTAUCTION

Medium Panzerfaust



Purpose:	Anti-Armor
Effective Range:	800 m
Penetration:	225 mm
Accuracy:	poor
Mode of Fire:	single
Usual Ammo Load:	single shot

As the city-states emerged on Terra Nova and started assembling armies, it was found that the classic makeshift weapon called panzerfaust was an excellent and inexpensive way to deal with enemy armored forces. Although their simplicity made them poor conventional vehicular weapons, panzerfausts proved very popular with the new soldiers known as Gear pilots, who finally found a weapon that took full advantage of the humanoid nature of their combat vehicle. Panzerfausts allow even a simple Heavy Gear to hold its own against much larger opponents, though its operating range is too short for comfort.

The PKSF-65 is a standard Medium Panzerfaust manufactured by Republic Weapon Technology. Its technical simplicity allows Republic to manufacture it with unskilled labor and simple robot machine tools. Many MILICIA units have been issued this inexpensive weapon.

Heavy Panzerfaust



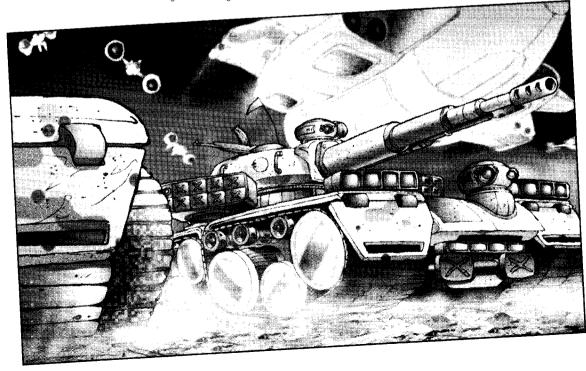
Purpose:	Anti-Armor
Effective Range:	1200 m
Penetration:	400 mm
Accuracy:	poor
Mode of Fire:	single
Usual Ammo Load:	single shot

Although the panzerfaust proved useful when dealing with light armored units, the extremely heavy composite armor of the large Main Battle Tank simply soaked up the light warhead used by most panzerfaust designs. To resolve the problem and still keep the low cost advantage of the panzerfaust weapon system, engineers modified a field mortar shell to serve as warhead on a heavier and deadlier version of the panzerfaust. The resulting weapon can now take on even large tanks, although its short range and inaccuracy make it dangerous to use.

The UBP-100 is a typical Heavy Panzerfaust derived from the well-known UBM-100-6 mortar shell used by several Northern forces. Although the warhead lost much of its area effect, the projectile is still feared by tankers for its ability to penetrate even the heaviest armor.

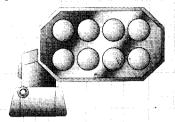
2.1.3 ROCKETS AND MISSILES

This type of weapon consists of a high-explosive, shaped charge warhead propelled by a rocket motor. Guided rockets are referred to as "missiles." The simpler rockets are even more popular because they give effective firepower to light vehicles unable to handle the recoil of the large battlefield guns.





• Very Light Rocket Pack/8



Purpose:	Self-defense
Effective Range:	400 m
Penetration:	65 mm
Accuracy:	poor
Mode of Fire:	burst
Usual Ammo Magazine:	8, 16 or 32 rockets

Very Light Rocket Packs are loaded with little more than explosive charges sitting on top of a miniature rocket motor. Sometimes, a small chip controls the fins, permitting minimal flight control. Individually, Very Light Rockets are not very accurate or powerful, but more than make up for it by saturating the target area and attacking multiple targets at once.

Paxton manufactures only one type of VLRP, the semi-modular Paxton RP-070 launcher. The RP-070 consists of a fire control computer mated with a launch rack housing up to eight 45 mm rockets. The rack is mounted on rails that can be hooked to a storage bin, enabling more rockets to be quickly and efficiently loaded into the launcher.

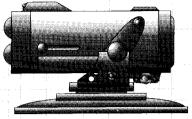
• Very Light Rocket Pack/32

Purpose:	Area Saturation
Effective Range:	400 m
Penetration:	65 mm
Accuracy:	poor
Mode of Fire:	burst
Usual Ammo Magazine:	32 or 64 rockets

The Very Light Rocket Pack/32 is a slightly larger version of the VLRP/8. Functionally, it is not very different except that its fire control computer and cooling system can handle the launch of more missiles at the same time. Most VLRP/32s can fire up to 16 rockets in a staggered pattern, creating a beaten zone as large as 200 square meters.

Territorial Arms manufactures a large range of rockets in a variety of calibers. The non-standard 44 mm Buzzer-F rocket is one of their popular products because of its low cost. Although the rocket will only fit the Territorial Arms Buzzer VLRP/32 launcher, the ease with which the projectile can be converted to use in makeshift mounts makes it a popular contraband item in smuggler's havens like Wounded Knee.

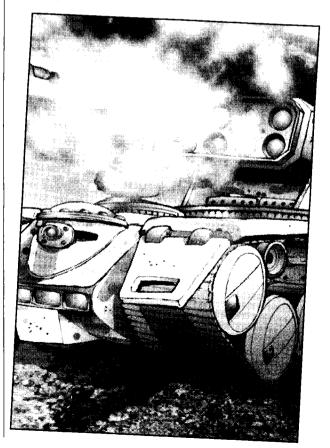
Very Light Rocket Pack/128



Purpose:	Mass Bombardment
Effective Range:	400 m
Penetration:	65 mm
Accuracy:	poor
Mode of Fire:	burst
Usual Ammo Magazine:	128 rockets

The largest Very Light Rocket Pack, the VLRP/128 is equipped with a rugged targeting computer that can control the launch of 64 individual rockets at once and direct them to cover a destruction zone of up to 250 square meters. With additional help from the main fire-control computer and a minimal cooling delay, the launcher can virtually erupt with projectiles to attack multiple targets in a very large zone.

The Territorial Arms Redjacket-C is a standard VLRP/128 multi-rocket launcher. The Redjacket-C is generally housed within a rectangular box that contains the necessary vents and cooling equipment for extended firing. The Redjacket-C is used in fortifications, landships and field artillery mounts.

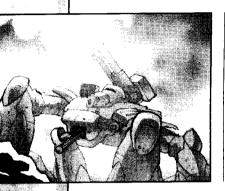




VENICLE CONSTRUCTION

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2.2 NEW PERKS



Many vehicles have special features that are not covered by the vehicle's tactical and strategic statistics. These features are represented by Perks and Flaws. The following texts list a few additions to the already existing Perks. One of the listed Perk is a revision of the old Vehicle Bay Perk (page 149 of the rulebook). The Vehicle Bay Perk is now cheaper and better explained than before. Note that carrier vehicles presented in this book (the *Walfish* and *Barnaby*) use the new cost and function of the Vehicle Bay Perk.

Perks whose name is followed by (AUX) are defined as auxiliary systems for damage purposes. Perks whose name is followed by (R) have a rating. The rating of the Perk is always listed after the name of the Perk.

The followings are official additions to the Perks and Flaws listing in the **Heavy Gear** rulebook. They can be used by any type of vehicles, from any affiliation.

Reactive Armor AUX R

Reactive Armor is an advanced development of a millennia old concept. It is not composed of actual armor plates but rather is a set of directional fragmentation mines mounted on the hull of a vehicle. A series of small sensor detonates one or more charges in the direction of an incoming attack, hopefully reducing its efficiency. The explosion counteracts HEAT-effect charges and sprays anti-laser aerosol to diffuse and refract laser beams. Reactive Armor is always active. Because of balance problems, vehicles using the Walker movement system cannot have Reactive Armor at a Rating higher than 1. Each defense arc must be protected separately.

Reactive Armor reduces the Margin of Success of a HEAT attack by an amount equal to its rating. If the Margin of Success of the attack drops below 1, no damage is done. Because the actual number of charges used to repel each assault is highly variable, Reactive Armor does not use ammunition but roll against an Ammo Threshold. Every time the system is used, roll two dice: if the total is higher than the Ammo Threshold, the system has run out of charges. If the roll is equal or lower, the system works — lower the MoS and increase the Ammo Threshold by one. Fumbles are disregarded and count as a roll of one. The Threshold starts at 0, so there is enough ammunition for at least two interceptions. Firing Reactive Armor charges does **not** use up actions and works until the system runs out of charges (the roll is above the threshold) or is destroyed.

Reactive Armor is an AUX system, but damage is applied differently. On a Light damage result, add one to the Ammo Threshold. On a Heavy damage result, all charges on the facing hit are detonated and lost. All charges must be replaced after a battle.

COST = (HALF THE SIZE OF THE VEHICLE X RATING)

Urban Friendly

This perk is primarily a roleplaying convenience since it has little to no effect on tactical combat. Vehicles equipped with the Urban Friendly perk have head lamps, brake lights and navigation lights. Their engine(s) are either non-polluting (hydrogen cells or electrical) or have emission-control systems and catalytic converters. Heavy military vehicles have rubber soles on the feet and/or treads to avoid damaging public roads.

COST = 0.5

Stabilizer Mount

Stabilizer Mounts are special systems designed to handle the recoil generated by a large weapon, allowing even a light vehicle to use it. Stabilizer weapon mounts can take on a variety of forms, from giant rifle bipods (for Heavy Gears, obviously) to recoil compensators and hydraulic blades, but they almost always anchor the vehicle to the ground in some way.

The Stabilizer Mount perk allows the vehicle to add 2 to its Size for weapon and ammunition purposes. Therefore, a Size 6 vehicle equipped with this system may carry weapons and ammunition as a Size 8 vehicle.

The perk must be bought for each and every oversized weapon carried by the vehicle. Before firing that particular weapon, the vehicle must spend one action preparing its position (dropping down to the ground, activing the hydraulic jacks, etc.). When preparing the firing position or using the weapon, the vehicle cannot move. As soon as it moves, the vehicle is not able to fire its oversized weapon(s) anymore and must spend another action regaining its firing posture.

COST = 2 PER OVERSIZED WEAPON

Vehicle Bau

Note: this perk replaces the original Vehicle Bay perk found in the rulebook, page 149).

The vehicle has a vehicle bay for storing another, smaller vehicle. There are also facilities to maintain and refuel such vehicles (the main difference between a cargo bay and a vehicle bay). Vehicles with vehicle bays are usually called carriers. Vehicle bays on a carrier may be purchased separately. Carried vehicles spend one entire round disembarking from the carrier, during which they may fire but not move.

Vehicle bays are rated in terms of the type of vehicle carried and the maximum weight they can hold. Each vehicle counts as massing the maximum weight of its Size category. For example, a Size 10 bay holds up to 30 tons of vehicles; that can be 375 Size 1 vehicles, three Size 7 vehicles or one Size 9 and one Size 6 vehicles, and so on. The type of vehicle must be specified during construction. A bay designed to house assault boats cannot houses tanks or jet fighters.

COST = (MAXIMUM CARRIED WEIGHT IN SIZE POINTS)

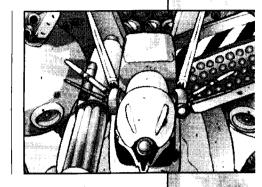
VENICLE CONSTAUCTION



2.3 STANDARDIZED VEHICLE CODE (TN 1933)

During the War of the Alliance, the joint military staff of Terra Nova realized that the identification codes used by the different armies for their military hardware were very different and often highly confusing. Not only did identification codes vary between city-states and leagues, they also differed between the manufacturers themselves!

Faced with the colossal task of organizing supply lines for multi-national units and keeping tabs on Terra Nova's now precious weapon supply, the brass designed a new identification system that was systematically applied to all vehicles in service at the time, regardless of their previous ID codes. Many officers on all sides argued loudly (and still do) that such a system would just cause even more confusion than before. Unfortunately, they were proven right — the new codes, although seemingly logical at first glance, were not uniform and proved extremely confusing. Never let a committee decide anything...



SOUTHERN CODES

Two sets of Gear ID codes are used, one for the North and one for the South. The provenance prefix comes first, followed by a number which describes the frequency of the unit of this size class in the military rank. The suffix explains the function of the vehicle and is often changed according to the mission specialty and the armament carried.

Republican vehicles are usually identified by a simple one letter prefix followed by an identification number. Tanks are often assigned a number under 100 and APCs are always numbered in the 200 series. The Mekong Dominion usually assigns an identification number to each vehicle or uses the original identification code if the vehicle is a foreign import. The Eastern Sun Emirates and the Humanist Alliance prefer to simply name their vehicles without assigning a number.

SOUTHERN MILITARY ID CODE

OAVS Oversi	zed Anthropomorphic Vehicle System (civilian models)
OACS Oversi	zed Anthropomorphic Combat System (Military Gears)
owcs	Oversized Walker Combat System (Military Striders)
ST+number	Southern Armored Combat Vehicles
SA+number	Southern Armored Personal Carriers
SV+number	Southern Logistic and Support Vehicles
L+number	Fighter Aircraft
HA+number	Attack VTOL

OLD AND PRODUCTION ID CODES

As mentioned above, before the War of the Alliance all manufacturers used different systems to assign identification codes to the machines they produced. Many still do, even though they know the vehicle will be assigned an "official" code if and when it enters military service. This may make the study of the Terranovan military history very confusing for students, as each vehicle will often have more than one ID code depending on the historical period and the point of view considered.

Heavy Gears were so innovative at the time of their introduction that a traditional millennia-old custom was ignored. Unlike many other vehicles whose identification codes normally consist of one letter plus some number, all original Gear codes consisted of two letters followed by a number, plus some letters and numbers to express variants. In general, Gears received numbers in the order in which they entered service (for example, the *Jäger* was the first Heavy Gear to enter service, as denoted by its AV-1 code). Later on, they would receive even more complex ID numbers, as explained in the first volume of this Field Guide series.

For the reader's information, the table at right lists the original identification codes of all the Gears and vehicles presented in this field manual. Note that prototype codes and individual production serial numbers are not included in this list for clarity and simplicity.

PRE-WAR ID CODES

Vehicle	Original ID code(s)
Anolis	ALV-1
Chatterbox	ALV-2EW
Iguana MP	n/a
Iguana Para	ALV-2PA
Jäger Recon	AV-1R
King Cobra	ASHV-4
Python	AHV-03
Black Adder	AV-6-2
Artillery Naga	\$807
Fire Dragon	S818
Hun	S09
Ballista	S10
Hittite	S11
Visigoth	S22
Aerial HG Transport	RT645
Ground Gear Transport	S623
Crocodile AFV	S231
Ghost	RS15

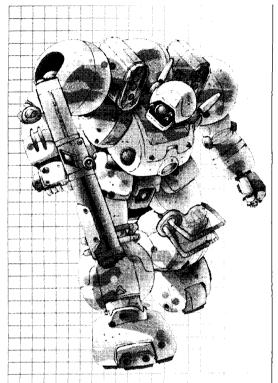


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OACS-O3L/SC ANOLIS



• Overview

The *Anolis* is one of Territorial Arms' earliest attempts at designing a purely "recon" Heavy 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. The head was redesigned four times before the problem lessened. A cutoff switch was subsequently installed by many field technicians to temporarily shutdown the electronics should they be in danger.

The final ALV-01 *Anolis* (later renamed OACS-03L/SC by the Terranovan field command) was an adequate scouf 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 20 mm pack gun and a pair of 52 mm rocket pods. The two pods can be fired independently or slaved to the same fire control routine to attack a single target.

Service Record

Because of their flaws, the *Anolis* Gears were never popular with the pilots assigned to them. Their dangerous habit of shutting down in the middle of a fight often led to high casualties among recon squads, though pilots learned to handle them over time. Although many technicians were able to jury-rig the machines to function correctly in the field, the *Anolis* was retired from active service quite early in its operational life span, although they are still frequent in training regiments.

Specifications

Code name:	Anolis	Production code:	OACS-03L/SC
Manufacturer:	Territorial Arms	Use:	scout/recon
Height:	3.9 meters	Width:	3.1 meters
Average armor thickness:	24 mm	Armor material:	armoplast w/alloy
Standard operational weight:	5238 kg	Maximum speed on clear ground:	76.8 kph
Powerplant:	SV-76988 V-Engine	Horsepower:	390 hp

Weapons

Name	Ammunition Payload	Name	Ammunition Payload		
DP76 20 mm Pack Gun	40 shells	Territorial Arms Werg-II 52 mm Rocket Pod	8 rockets		
Territorial Arms Werg-II 52 mm Rocket Pod	8 rockets	Series HH-54 Hand Grenade	1 grenade		

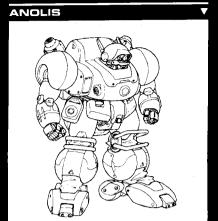
• Options

Name Modi	fied Threat Value	Name N	Modified Threat Value		
Armor Jacket (Reinforced Location Armor 1, Crew)	403	Add AP Grenade Launcher (FF, 6 shots)	OS + 18		
Add vibroblade	0S + 16	Add one grenade	0S + 11		
Anolis Grenadier (+ 5 grenades)	OS + 55	Tank Hunter (add two Medium Panzerfausts)	OS + 60		
Armored Anolis (+2 Armor, -1 Ground speed)	419				



VENICLE RECORD SHEET

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VEHICLE DESCRIP	TION V		
VEHICLE TYPE:	Anolis		
THREAT VALUE:	398		
DFFENSIVE:	335.1		
DEFENSIVE:	336.3		
→ MISCELLANEOUS:	522.6		
SIZE:	6		
♦ ORIGINAL DEFAULT SIZE:	5		
CREW:	1		
▶ BONUS ACTION:	0		
COST:	232,167 dinars		
PRODUCTION TYPE:	Mass Production		
► INDV. LEMON DICE:	3		

PRIMHHY MUVEMENT MUDE:	VVdik
COMBAT SPEED:	5
♦ TOP SPEED:	(52 kph) 9
SECONDARY MOVEMENT MODE:	Ground
◆ COMBAT SPEED:	7
►TOP SPEED:	(76 kph) 13
MANEUVER:	+1
DEPLOYMENT RANGE:	800 km
ELECTRONICS	V
SENSORS:	_1
► SENSOR RANGE:	4 km
COMMUNICATION:	1
COMMUNICATION RANGE:	20 km
FIRE CONTROL:	0
ARMOR	
LIGHT DAMAGE:	11

GUNNERY (LVL/ATTR):	

PILOT (LVL/ATTR):

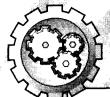
PERKS		V
NAME	RATING	GRME EFFECT
Hostile Environment Protection	-	Desert
Manipulator Arm x 2	6	Can punch
Target Designator	2	Used to target Guided weapons
Weapon Link	-	Link both rocket pods

	•
RATING	GAME EFFECT
-	Cramped cockpit: maximum Build is 0
1	Active Sensors "blink" on a roll of 1
2	Roll vs. shutdown with 2 dice against threshold of 3
	- 1 2

DEFECTS		•
NAME	RATING	SAME EFFECT
None	-	-

WEAPONS						-					0
NAME	CODE	FIRE ARC	S	М	L	EX	Acc	Dam	utq	Ammo	Special
Pack Gun	DPG	F	2	4	8	16	-1	x8	1	40	ROF2
Light Rocket Pack	LRP/8	FF	1	2	4	8	-1	x12	2	8	ROF1,IF
Hand Grenade	HG	F	0	0	0	0	-1	x15	1	1	Al
	_										
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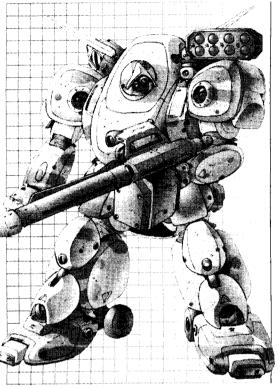
DAMAGE			▼
		 	 60
05			70
30			80
40		-	90
50			100



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113

OACS-04M/AR BLACK ADDER



• Overview

Proclaimed "the safest Heavy Gear ever designed," the *Black Adder* was designed 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. Thick armor plates surround the chest and cockpit area, allowing the pilot to survive attacks that would vaporize him in any other Gear.

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 "bunny ears" 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.

The main armament of the *Black Adder* reflects its mission as an armor hunter. The deadly 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. Unfortunately, the gun is a short ranged weapon, which means that the *Black Adder* must often move in to a dangerously close range before opening fire. A single 71 mm shoulder-mounted rocket pod provides additional firepower to use against lightly armored targets.

Service Record

The *Black Adder* was never very common because of its specialized mission profile and its high price tag. Unlike the *Sidewinder*, which was phased out after the arrival of the *Black Mamba*, the *Black Adder* continues to serve as one of the premier Heavy Gear tank hunters in the Southern Hemisphere.

Specifications

Code name:	Black Adder	Black Adder Production code:		
Manufacturer:	Dynamic Systems	Use:	assault Heavy Gear	
Height:	4.5 meters	Width:	3.5 meters	
Average armor thickness:	53 mm	Armor material:	Armoplast w/alloy webbing	
Standard operational weight:	7600 kg	Maximum speed on clear ground:	73 kph	
Powerplant:	WV-733TC/d V-engine	Horsepower:	580 hp	

Weapons

Name	Ammunition Payload	Name	Ammunition Payload		
SRWI 90 mm assault gun	10 shells	FSRP-42N 71 mm Rocket Pod	36 rockets		
HLB-16 AP Launcher	6 grenades				

Name Modified T	hreat Value	Name Modifi	fied Threat Value	
Leg Armor (Reinforced Location Armor 1, Movement)	536	Add second AP Grenade Launcher (FF, 6 shots)	0S + 18	
Add vibroblade	OS + 16	Add one grenade	0\$ + 11	
Ambush Adder (10-shot smoke launchers, Camo Netting) 544	Tank Hunter (add two Heavy Panzerfausts)	0S + 110	
Long Fang (add MRP/36, replace SC by LAC. 30-shots)	OS + 113.3			



VEUICLE RECORD SUEET

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BLACK ADDER	

VEHICLE DESCRIF	TION V
VEHICLE TYPE:	Black Adder
THREAT VALUE:	534
DFFENSIVE:	1122.9
▶ DEFENSIVE:	332.3
→ MISCELLANEOUS:	146.6
SIZE:	7
ORIGINAL DEFAULT SIZE:	9
CREW:	1
▶ BONUS ACTION:	0
COST:	1.220.571 dinars
PRODUCTION TYPE:	Limited Production
▶ INDV. LEMON DICE:	2
ACOVERSENT.	

► INDV. LEMUN DICE:	
MOVEMENT	
PRIMARY MOVEMENT MODE:	Walk
▶ COMBAT SPEED:	4
►TOP SPEED:	(43 kph) 7
SECONDARY MOVEMENT MODE:	Ground
◆ COMBAT SPEED:	6
▶ TOP SPEED:	(73 kph) 12
MANEUVER:	0
DEPLOYMENT RANGE:	500 km
ELECTRONICS	
SENSORS:	0
▶ SENSOR RANGE:	2 km
COMMUNICATION:	0
COMMUNICATION RANGE:	10 km
FIRE CONTROL:	0
ARMOR	V
LIGHT DAMAGE:	16

CREW	V
PILOT [LYL/ATTR]:	
GUNNERY (LVL/ATTA):	

HERVY DAMAGE

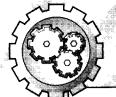
PERKS		
NAME	RATING	GAME EFFECT
Emergency medical	-	Absorbs one "Crew stunned" result
Hostile Environment Protection		Desert
Manipulator Arm x 2	6	Can punch
Reinforced Crew Compartment	-	Absorb first "Crew" damage
Reinforced Location Armor	3	Crew compartment
		·

FLAWS		•
NAME	RATING	GAME EFFECT
Sensor Dependent	-	Must have functional sensors to operate

DEFECTS		
NAME	RATING	GAME EFFECT
Annoyance	-	Cramped access hatch

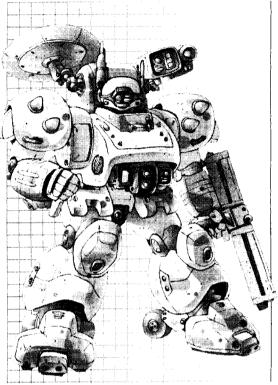
WEAPONS											
NAME	CODE	FIRE ARC	S	М	L	EX	Acc	Dam	Qtų	Ammo	Special
Snub Cannon	SC	F	1	2	4	8	-1	x28	1	10	-
Medium Rocket Pack	MRP/36	F	2	4	8	16	-1	x18	1	36	ROF3,IF
Anti-Personnel G.L.	APGL	FF	1	2	4	8	-1	х3	1	6	AE0,AI,IF
-											
								-			

+			1				
-			1				
10							60
20							70
30							80
40							90
50							100
	20 30 40	20 <u> </u>	20 30 40	20	20	20	20



Flebore Dilbe

OACS-OIL/COM CHATTERBOX



Overview

Routine patrols are anything but routine now. 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 finding. To help the often outgunned light Gear recon cadres, one man, often the cadre's leader, is issued a *Chatterbox*.

The *Chatterbox* is an electronic warfare 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 Gear is equipped with a powerful radio, a secondary radio system, ECM and ECCM pods and a satellite uplink. This electronic equipment is mounted on top of the backpack, where the V-engine has been mounted upside-down to make room for the antenna arrays. The Chatterbox's armament has been slightly downgraded because its primary mission is not combat but information gathering and reconnaissance. The reduction in armament also compensates for the installation of the additional electronic warfare equipment — the Chatterbox has just about the same performance as an unmodified Iguana. It is, however, far more expensive, and is never sent on missions alone.

Service Record

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 this role could change to something more aggressive very soon.

Specifications

Code name:	Chatterbox	Production code:	OACS-01L/COM
Manufacturer:	Territorial Arms	Use:	recon/electronic support
Height:	4.1 meters	Width:	5.3 meters
Average armor thickness:	40 mm	Armor material:	Armoplast w/alloy
Standard operational weight:	5115 kg	Maximum speed on clear ground:	84.1 kph
Powerplant:	WV-750TC/C V-engine	Horsepower:	360 hp

Weapons

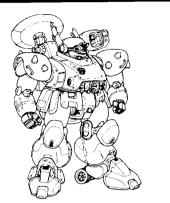
Name	Ammunition Payload	Name	Ammunition Payload
MPGU-22 Pack Gun	30 shells	HLB-16 AP Grenade Launcher	6 grenades
VU-11 Vibromachete	-		

Name N	Modified Threat Value	Name Mod	dified Threat Value
Armor Jacket (Reinforced Location Armor 1, C	rew) 591	Add sensor mast (Tool Arm 1, cannot punch)	587
Upgrade DPG to LAC (30 shots)	OS + 53.9	Add AP Grenade Launcher (FF, 6 shots)	0S + 18
Add second Deployable Pack Gun (30 shots)	OS + 62.5	Add one grenade	OS + 11
Chatterbox Grenadier (+ 5 grenades)	OS + 55	Armored Chatterbox (+2 Armor, -1 Ground speed) 592
Tank Hunter (add one Medium Panzerfaust)	OS + 30	Chatterbox ESE (add LMG, Front arc, 200 shots)	OS + 62

VENICLE RECORD SUEET

U.S.





VEHICLE DESCR	RIPTION V
VEHICLE TYPE:	Chatterbox
THREAT VALUE:	582
DFFENSIVE:	126.1
DEFENSIVE:	470.4
MISCELLANEOUS:	1148.4
SIZE:	6
DEFAULT SIZE:	8
CREW:	1
• BONUS RCTION:	0
COST:	1,552,000 dinars
PRODUCTION TYPE:	Limited Mass Production
♦ INDV. LEMON DICE:	2

MOVEMENT	•
PRIMARY MOVEMENT MODE:	Walk
COMBAT SPEED:	5
TOP SPEED:	(54 kph) 9
SECONDARY MOVEMENT MODE:	Ground
► COMBAT SPEED:	7
▶ TOP SPEED:	(83 kph) 14
MANEUVER:	+1
DEPLOYMENT RANGE:	680 km
ELECTRONICS	
SENSORS:	+2
▶ SENSOR RANGE:	4 km
COMMUNICATION:	+2
COMMUNICATION RANGE:	50 km
FIRE CONTROL:	0
ARMOR	_
LIGHT DAMAGE:	14

·	
GUNNERY (LVL/ATTA):	
二二二:	

PILOT [LVL/ATTR]:

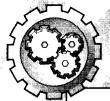
PERKS		<u></u>
NAME	RATING	GAME EFFECT
Backup Communication	-	Absorbs first "Communication" hit
Backup Sensors	-	Absorbs first "Sensors" hit
ECM	3	Offensive Electronic Warfare equipment
ECCM	2	Defensive Electronic Warfare equipment
Hostile Environment Protection	-	Desert
Manipulator Arm x 2	6	Can punch
Satellite Uplink	-	Orbital Communications

FLAWS			▼
NAME	RATING	GAME EFFECT	
Annoyance	-	Cramped cockpit: maximum Build is 0	
Vulnerable to Haywire	-	Haywire attacks get three damage rolls	

DEFECTS		
NAME	RATING	GAME EFFECT
None	-	-

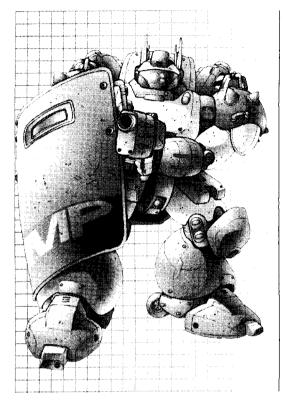
NAME	CODE	FIRE ARC	S	М	L	EX	Acc	Dam	Qtц	Ammo	Special
Deployable Pack Gun	DPG	F	2	4	8	16	-1	x8	1	30	ROF2
Anti-Personnel G.L.	APGL	F	1	2	4	8_	-1	х3	1	6	AE0,AI,IF
Vibromachete	VB	F	0	0	0	0	0	8x	1	-	
								_			<u>. </u>
-											
											_
											_

DAMAGE	
10	60
50	70
30	80
40	90
50	100



FIEDDO IDE

OACS-OIL/SEC IGUANA MP



Overview

The 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* Heavy 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 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 large 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 and 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 (treat as normal attack, but damage is not permanent). Some of the models stationed in the ESE by the AST are also equipped with machine guns and, occasionally, an armor jacket.

Service Record

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 also used as a security Gear by palace guards in about one third of the Emirates.

Specifications

Code name:	Iguana MP	Production code:	OACS-001L/SEC
Manufacturer:	Territorial Arms	Use:	military police Heavy Gear
Height:	4.1 meters	Width:	3.3 meters
Average armor thickness:	40 mm	Armor material:	armoplast w/alloy
Standard operational weight:	5236 kg	Maximum speed on clear ground:	83 kph
Powerplant:	WV-750TC/B V-Engine	Horsepower:	360 hp

Weapons

Name	Ammunition Payload Name		Ammunition Payload
Riotmaster Mk 6 Shotgun	20 shells	HL-01 Grenade Launchers	12 anti-personnel grenades
VU-12 Vibroknife	-		

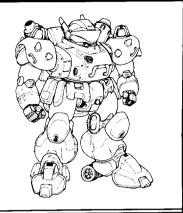
Name Mod	lified Threat Value	Name N	Modified Threat Value	
Armor Jacket (Reinforced Location Armor 1, Crew	438	Upgrade FGC to LAC (30 shots)	OS - 93.6	
Add AP Grenade Launcher (FF, 6 shots)	0S + 18	Add Deployable Pack Gun (30 shots)	OS + 62.5	
Add one grenade	0S + 11	Grenadier (+ 5 grenades)	OS + 55	
Tank Hunter (add one Medium Panzerfaust)	0S + 30	ESE variant (add LMG, Front arc, 200 shots)	OS + 62	
Bloodhound variant (Searchlight, F, 100-meter ran	ge) 458	Ambush variant (add smoke launchers, 10 sho	ts) 445	



VENICLE AECOAD SUEET



IGUANA MP



VEHICLE DESC	RIPTION Y
VEHICLE TYPE:	Iguana MP
THREAT VALUE:	432
DFFENSIVE:	264.0
DEFENSIVE:	470.4
▶ MISCELLANEOUS:	561.8
SIZE:	6
ORIGINAL DEFAULT SIZE	i: 7
CREW:	1
◆ BONUS ACTION:	0
COST:	1,152,000 dinars
PRODUCTION TYPE:	Limited Mass Production
▶ INDV. LEMON DICE:	2

MOVEMENT	
PRIMARY MOVEMENT MODE:	Walker
▶ COMBAT SPEED:	5
► TOP SPEED:	(54 kph) 9
SECONDARY MOVEMENT MODE:	Ground
COMBAT SPEED:	7
▶ TOP SPEED:	(83 kph) 14
MANEUVER:	+1
DEPLOYMENT RANGE:	700 km
ELECTRONICS	
SENSORS:	0
SENSOR RANGE:	3 km
COMMUNICATION:	+1
COMMUNICATION RANGE:	20 km

HEAVY DAMRGE:	28
OVERHILL:	42
CREW	7
PILOT (LVL/ATTR):	
GUNNERY (LYL/ATTR):	

FIRE CONTROL:

ARMOR

LIGHT DAMAGE:

PERKS		▼
NRME	RATING	GAME EFFECT
Back-up Sensors	-	Absorbs first "Sensors" hit
Hostile Environment Protection	-	Desert
Manipulator Arm x 2	6	Can punch
Shield	2	Can be used to parry, carried in left hand

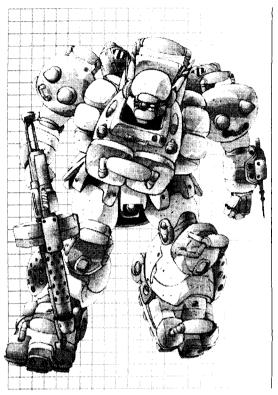
FLAWS		▼
NAME	RATING	GAME EFFECT
Annoyance	-	Cramped cockpit: maximum Build is 0

DEFECTS							
NAME	RATING	GAME EFFECT					
None	-	-					

WEAPONS											lacksquare
NAME	CODE	FIRE ARC	5	M	L	EX	Acc	Dam	p1Q	Ammo	Special
Frag Cannon	FGC	F	2	4	8	16	0	х8	1	20	AI,FA
Anti-Personnel G.L.	APGL	FF	1	2	4	8	-1	х4	2	6	AE0,IF,AI

1 0						60
20						70
 30						80
 40						90
50						100
	20 30 40	20 20 30 40	20 30 40	20 30 40	20 20 30 40	20 30 40

OACS-OIL/PARA IGUANA PARATROOPER



• Overview

For the greatest part of the history of the Heavy Gear, the Southern military has only used general model type machines in their commando and paratrooper units. The *Iguana*, the most recent scout Gear to enter service in the South, fits the bill just fine. It has good armor for its size, and is fast and very maneuverable. It is also small (4.1 meters tall, 5 tons) and its high-strength composite/metallic frame, as well as its high-strength suspension system, make it a natural for operations requiring an airdrop. The *Iguana* also comes equipped with a vast array of sensors, communication gear and ECM pods.

A reinforced rack is 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 are found on the torso, shoulders, lower legs and feet. The cockpit is slightly modified to better absorb the shock of landing, while the suspension system is recalibrated and reinforced. The armor and sensors remain the same as those in the standard model.

The armament is completely changed to suit the machine's new operational role. The pack gun is replaced by a specialized light grenade launcher combined with a 20 mm autocannon. A frag cannon can be carried instead of the autocannon/GL combo, though ammo capacity is low

Service Record

The Iguana Paratrooper has been in service for the last 40 cycles. It has proven its worth in the toughest commando and extraction missions, proof that even a small machine can do the most dangerous jobs. 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.

Specifications

Code name:	Iguana Paratrooper	Iguana Paratrooper Production code:	
Manufacturer:	ofacturer: Territorial Arms Use:		airdropped recon Heavy Gear
Height:	4.15 meters	Width:	3.3 meters
Average armor thickness:	40 mm	Armor material:	Armoplast w/alloy
Standard operational weight:	5310 kg	Maximum speed on clear ground	83 kph
Powerplant:	WV-750TC/B V-Engine	Horsepower:	360 hp

Weapons

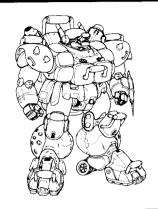
Name	Ammunition Payload	Name	Ammunition Payload
AK-67 Paratroop 20 mm Autocannon	30 shells	AK-67 Paratroop 60 mm Grenade Launcher	10 grenades
HLB-16 AP grenade launcher	6 grenades	HLB-16 AP grenade launcher	6 grenades
Forearm Armored Spike	-		

Name	Modified TV	Name	Modified TV			
Armor Jacket (Reinforced Location Armor 1, Crew)	553	Add AP Grenade Launcher (FF, 6 shots)	OS + 18			
Add one grenade	0S + 11	Add vibromachete	OS + 16			
Tank Hunter (add one Medium Panzerfaust)	OS + 30	Ambush variant (add smoke launchers, 10 shots)	561			

VENICLE RECORD SUEET



IGUANA PARATROOPER



TION Y
Iguana Paratrooper
545
465.4
470.4
699.8
6
8
1
0
363,333 dinars
Mass Production
· _ 3

MOVEMENT	
PRIMARY MOVEMENT MODE:	Walk
COMBAT SPEED:	5
♦ TOP SPEED:	(54 kph) 9
SECONDARY MOVEMENT MODE:	Ground
COMBAT SPEED:	7
▶ TOP SPEED:	(83 kph) 14
MANEUVER:	+1
DEPLOYMENT RANGE:	600 km
ELECTRONICS	V
SENSORS:	+1
▶ SENSOR RANGE:	4 km
COMMUNICATION:	+2

FINE CONTROG:	
ARMOR	_
LIGHT DAMAGE:	14
HEAVY DAMAGE:	28
OVERHILL:	42
CREW	

COMMUNICATION RANGE:

PILOT (LVL/ATTR)



PERKS		V
NAME	RATING	GAME EFFECT
Airdroppable	-	Can be airdropped
ECM	2	Offensive Electronic Warfare equipment
Hostile Environment Protection	-	Desert
Manipulator Arm x 2	6	Can punch
Rugged Movement System	-	Absorbs first "Movement" hit
		The state of the s

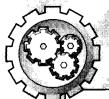
FLAWS			
NAME	RATING	GAME EFFECT	
Annoyance	-	Cramped cockpit; maximum pilot Build is 0	

DEFECTS		
NAME	RATING	GAME EFFECT
None	-	-

WEAPONS											
NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Oam	μ1Ģ	Ammo	Special
Light Autocannon	LAC	F	2	4	8	16	0	х8	1	30	ROF2
Light Grenade Launcher	LGL	F	1	2	4	8	-1	x15	1	10	ROF2,IF
Chassis Reinforcement	CR	F	0	0	0	0	0	х7	1	-	-
								_			

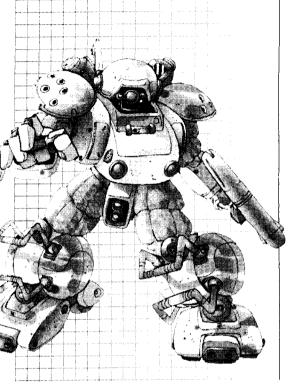
DAMAGE

	60
20	70
30	80
40	90
50	100



FJELDGUIDE

OACS-OIM/SC JÄGER RECON



Overview

The Southern Republic quickly adopted the Heavy Gear as a useful tool of war, but they lagged behind the Northern leagues for several cycles before they started developing their 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 transforms 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 does help to get more speed out of the various actuarors, 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 is, however, much cheaper to build because it carries less armor and a single weapon. 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*. While few units and pilots relish the dubious performance of the *Recon Jäger*, many high ranking officers in the AST appreciate the savings.

Service Record

Almost all Jäger Recons were phased out to second line units and militia troops when newer models such as the Anolis 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 newly formed MILICIA as basic trooper vehicles.

Specifications

Code name:	Jäger Recon	Production code:	OACS-01M/SC
Manufacturer:	Territorial Arms	Use:	scout/light assault Gear
Height:	4.3 meters	Width:	3.3 meters
Average armor thickness:	45 mm	Armor material:	name
Standard operational weight:	5600 kg	Maximum speed on clear ground:	77 kph
Powerplant:	WV-950A V-engine	Horsepower:	450 hp

Weapons

Name	Ammunition Payload	Name	Ammunition Payload
PR-55 30 mm autocannon rifle	40 shells		

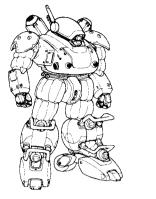
Name Mod	lified Threat Value	Name Modified Ti	hreat Value
Armor Jacket (Reinforced Location Armor 1, Crew	() 236	Upgrade MAC to HAC (20 shots)	OS + 50.2
Add AP Grenade Launcher (FF, 6 shots)	0S + 18	Add Deployable Pack Gun (30 shots)	OS + 62.5
Add vibroblade	0S + 16	Add one grenade	0S + 11
Leg Armor (remove Exposed Movement System f	law) 268	Jungle Recon (10-shot smoke launchers, Camo Netting)	245
Armor Hunter (add three Medium Panzerfausts)	OS + 90		



VENICLE AECOAD SUEET

0.3

JÄGER RECON



VEHICLE DESCRIF	TION V
VEHICLE TYPE:	Jäger Recon
THREAT VALUE:	233
• OFFENSIVE:	201.4
DEFENSIVE:	286.6
→ MISCELLANEOUS:	211.0
SIZE:	6
ORIGINAL DEFAULT SIZE:	6
CREW:	1
▶ BONUS ACTION:	0
COST:	116,500 dinars
PRODUCTION TYPE:	Mass Production
A INDU LEMON BICE.	2

V
Walk
4
(47 kph) 8
Ground
7
(77 kph) 13
0
600 km
0

♦ SENSOR RANGE:	2 km	
COMMUNICATION:	0	
COMMUNICATION RANGE:	10 km	
FIRE CONTROL:	0	
ARMOR	▼	
LIGHT DAMAGE:	14	
	14 28	

OVERHILL:	42
CREW	
PILOT (LVL/ATTR):	
GUNNERY (LVL/RTTR):	



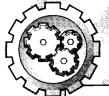
PERKS				
NAME	RATING	GAME EFFECT		
Easy to Modify	-	+2 on Repair and Modify rolls		
Hostile Environment Protection	-	Desert		
Manipulator Arm x 2	6	Can punch		

FLAWS		
NAME	RATING	GAME EFFECT
Exposed Fire Control	-	"Fire Control" hits are one step worse
Exposed Movement System	-	"Movement" hits are one step worse

DEFECTS		
NAME	RATING	GAME EFFECT
None	-	-

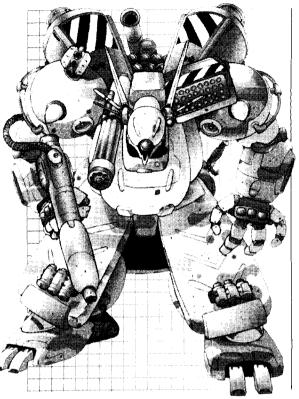
WEAPONS											<u>_</u> _
NAME	CODE	FIRE ARC	S	M	ւ	EX	Acc	Oam	Ųtų	Ammo	Special
Medium Autocannon	MAC	F	3	6	12	24	0	x10	1_	40	ROF1
		-									
		-									
		,									
			_								

10	60
50	70
30	80
40	90
50	100



FJELDGJDE

OACS-12H/AS HING COBRA



Byerview

The *King Cobra* could be considered the most powerful Heavy Gear ever (as yet). A heavily modified *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 armor designed to give maximum protection to its vital systems and an enormous engine to make it just as fast as other machines, even with its monstrous weapon and armor load.

Its arsenal is extremely varied — too varied, according to the machine's detractors. The *Cobra*'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 is backed by twin rocket delivery systems and a 20 mm gatling autocannon mounted on the right shoulder. Multiple melee weapons such as knuckle plates. hand grenades and a large vibromachete round out the weapon payload.

Service Record

The King Cobra was developed during the closing weeks of the War by a team of specialists working around the clock at the Territorial Arms laboratories. Unfortunately, the machine arrived too late to have a significant effect on the course of the conflict, but when it did engage in battle it often helped turn the tide. Because King Cobras were extremely expensive and relatively few in number, they were only assigned to veteran pilots. Many are still in service today, though the production lines at Territorial Arms have since been converted to produce the less expensive Black Mamba.

Specifications

Code name:	King Cobra	Production code:	0ACS-12H/AS
Manufacturer:	Territorial Arms Special Works	Use:	heavy assault unit
Height:	5.2 meters	Width:	3.7 meters
Average armor thickness:	92 mm	Armor material:	armoplast w/alloy and ceramic
Standard operational weight:	10,120 kg	Maximum speed on clear ground:	67 kph
Powerplant:	WV-2500TC/x V-type	Horsepower:	1055 hp

Weapons

Name	Ammunition Payload	Name	Ammunition Payload 36 rockets	
SRWI PA-2X Accelerator	12 shots	Vogel-H2 71 mm Rocket Pod		
FLRP-74 82 mm Rocket Rack	24 rockets	SRWI G-11 20 mm Gatling Gun	120 shells	
TA-12 60 mm Guided Mortar	10 shells	HLB-16 AP Grenade Launcher	6 airburst grenades	
Hand Grenade	6 grenades	KCS-1 Vibromachete		
Reinforced Knuckle Plates				

OPTIONS

Name M	odified Threat Value	e Name Modified	
Armor Jacket (Reinforced Location Armor 1, Cro	ew) 1110	Add second AP Grenade Launcher (FF, 6 shots)	OS + 18
Add Deployable Pack Gun (30 shots)	OS + 62.5	Early War variant (repl. LPA by HAC, Front arc, 40 shots)	OS - 35.7
Tank Hunter (add three Heavy Panzerfausts)	OS + 165	Jungle Fighter (10-shot smoke launchers, Camo Netting)	1140

VEUICLE RECORD SUEET





VEHICLE DESCRIP	TION V
VEHICLE TYPE:	King Cobra
THREAT VALUE:	1100
DFFENSIVE:	2156.2
DEFENSIVE:	331.0
MISCELLANEDUS:	912.8
SIZE:	7
ORIGINAL DEFAULT SIZE:	10
CREW:	1
▶ BONUS ACTION:	0
COST:	3,142,857 dinars
PRODUCTION TYPE:	Limited Production
♦ INDV. LEMON DICE:	2
NACY/ENGENIT	

THUY, GETTON BICE.	
MOVEMENT	
PRIMARY MOVEMENT MODE:	Walker
◆ COMBAT SPEED:	3
♦ TOP SPEED:	(36 kph) 6
SECONDARY MOVEMENT MODE:	Ground
◆ COMBAT SPEED:	6
♦ TOP SPEED:	(67 kph) 11
MANEUVER:	-1
DEPLOYMENT RANGE:	400 km
ELECTRONICS	
SENSORS:	0
▶ SENSOR RANGE:	2 km
COMMUNICATION:	1
COMMUNICATION RANGE:	18 km
FIRE CONTROL:	0
ARMOR	_
LIGHT DAMAGE:	21
HERVY DAMAGE:	42
OVERHILL:	63

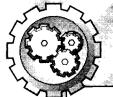
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PERKS		
NAME	RATING	GAME EFFECT
HEAT-Resistant Armor	6	Add to Armor against HEAT weapons
Hostile Environment Protection	-	Desert
Improved Rear Defense	-	Reduce penalty for back defense
Manipulator Arm x 2	7	Can punch
Reinforced Armor	2	Front
Reinforced Crew Compartment	-	Absorb first "Crew" hit
-		
	1	
		·
FLAWS		

FLAWS			
NAME	RATING	GAME EFFECT	
Large Sensor Profile	1	Easier to detect	
DESECTS			

DEFECTS					
NAME	RATING	GAME EFFECT			
None	-	-			

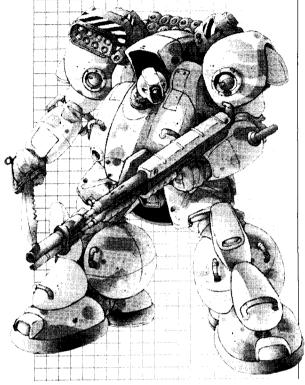
WEAPONS											
NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special
Light Particle Accelerator	LPA	F	2	4	8	16	+1	x10	1	12	H,-1DRB
Medium Rocket Pack	MRP/36	F	2	4	8	16	-1	x18	1	36	IF,ROF4
Heavy Rocket Pack	HRP/24	F	3	6	12	24	-1	x20	1	24	IF,ROF3
Light Autocannon	LAC	FF	2	4	8	16	0	8x	1	120	ROF2
Light Guided Mortar	LGM	F	3	6	12	24	-1	x15	1	10	G,IFMR3
Anti-Personnel G.L.	APGL.	FF	1	2	4	8	-1	хЗ	1	6	AE0,AI,IF
Vibromachete	VB	F	0	0	0	0	0	8x	1	-	_
Hand Grenades	HG	F	0	0	0	0	-1	x15	1	6	Al
Chassis Reinforcement	CR	F	0	0	0	0	0	х8	1	-	-
						<u> </u>					
		=		=	=	=	_	=			

	60
20	70
	80
40	90
50	100



FJELDGJJJE

ORCS-03H/FS PYTHON



Overview

The *Python* was the last member of an experimental line of large Heavy Gears developed for the Southern military forces. The line consisted of three designs, all heavily inspired by the *Razorback* Northern Heavy Gear that was commonly fielded at the time. The three were named *Boa, Anaconda* and *Python*, from legendary enormous constrictor snakes originally found on Earth. Of the three, only the *Python* saw active service.

The *Python* is slightly smaller than its two brethren and has a more efficient engine. It is also well armored, well armed and carries a fairly good computer system. The one problem is its design limitations. Technically, the *Python* is patterned after the *Razorback*, and works just as well. However, the *Razorback* was a 50-cycle old machine when the *Python* was designed. Nevertheless, the *Python* stayed in service, but it was decided that it would be the last machine of its line.

Covered with the equivalent of nearly 360 mm of armor-grade steel and armed to the teeth, the *Python* is a fearsome adversary at long range. The rack of 85 mm rockets on its back can devastate even a tank, and the guided mortar can provide extremely accurate support fire up to 1.2 kilometer away (though the mortar could fire much farther with a great loss of accuracy). However, the *Python* does not maneuver well in close combat.

Service Record

Despite its shortcomings, the *Python* stayed in service for more than 87 cycles and was only decommissioned when the *Spitting Cobra* appeared. A few *Pythons* are still in service in some Badlands and Southern border cities, generally those that can still buy the spare parts. A recent crackdown on contraband Gear parts by the MILICIA's military police could end many *Pythons'* careers very soon.

Specifications

Code name:	Python	Production code:	OACS-3H/FS
Manufacturer:	Mandeers Heavy Industries	Use:	general purpose/fire support Heavy Gear
Height:	4.8 meters	Width:	3.7 meters
Average armor thickness:	74 mm	Armor material:	Armoplast
Standard operational weight:	8356 kg	Maximum speed on clea	r ground 59 kph
Powerplant:	WV-486 V-engine	Horsepower:	750 hp

Weapons

Name	Ammunition Payload	Name	Ammunition Payload
Heavy Autocannon	30 shells	Light Guided Mortar	15 laser-guided shells
HRP/24	24 rockets	MRP/18	18 rockets
APGL	6 grenades	Hand Grenade	1 grenade

Name Mo	dified Threat Value	Name	Modified Threat Value
Add Deployable Pack Gun (30 shots)	OS + 62.5	Add vibroblade	OS + 16
Add one grenade	0S + 11	Tank Hunter (add two Medium Panzerfausts)	OS + 60
Jungle Fighter (10-shot smoke launchers, Camo	Netting) 731		



VENICLE RECORD SUEET



PYTHON

VEHICLE DESCRIP	TION Y		
VEHICLE TYPE:	Python		
THREAT VALUE:	724		
DOFFENSIVE:	1807.6		
DEFENSIVE:	273.6		
► MISCELLANEOUS:	90.0		
SIZE:	7		
DEFRULT SIZE:	9		
CREW:	1		
▶ BONUS ACTION:	0		
COST:	465,429 dinars		
▶ PRODUCTION TYPE:	Mass Production		
▶INDV. LEMON DICE:	3		

PRIMARY MOVEMENT MODE: Walk ◆ COMBAT SPEED: 3 ◆ TOP SPEED: (36 kph) 6 SECONDARY MOVEMENT MODE: Ground ◆ COMBAT SPEED: 5 ◆ TOP SPEED: (59 kph) 10 MANNEUVER: -1 DEPLOYMENT RANGE: 400 km ELECTRONICS SENSORS: SENSOR RANGE: 2 km COMMUNICATION: 0 ◆ COMMUNICATION RANGE: 10 km FIRE CONTROL: 0 ARMOR V LIGHT ORMAGE: 19 HEAVY DAMAGE: 38 OVERHILL: 57	INDY. GETTON DICE.	
▶ COMBAT SPEED: 3 ▶ TOP SPEED: (36 kph) 6 SECONDARY MOVEMENT MODE: Ground ▶ COMBAT SPEED: 5 ▶ TOP SPEED: (59 kph) 10 MANEUVER: -1 DEPLOYMENT RANGE: 400 km ELECTRONICS SENSORS: 0 ▶ SENSOR RANGE: 2 km COMMUNICATION: 0 ▶ COMMUNICATION RANGE: 10 km FIRE CONTROL: 0 ARIVIDE LIGHT DRMAGE: 19 HERVY DAMAGE: 38	MOVEMENT	▼
▶ TOP SPEED: (36 kph) 6 SECONDARY MOVEMENT MODE: Ground ▶ COMBAT SPEED: 5 ▶ TOP SPEED: (59 kph) 10 MANEUVER: -1 DEPLOYMENT RANGE: 400 km ELECTRONICS SENSORS: SENSOR RANGE: 2 km COMMUNICATION: 0 ▶ COMMUNICATION RANGE: 10 km FIRE CONTROL: 0 ARIMIDE 19 HERVY DAMAGE: 38	PRIMARY MOVEMENT MODE:	Walk
SECONDARY MOVEMENT MODE: Ground COMBRT SPEED: 5 TOP SPEED: (59 kph) 10 MRNEUVER: -1 DEPLOYMENT RRNGE: 400 km ELECTRONICS SENSORS: 0 SENSORS: 0 SENSOR RANGE: 2 km COMMUNICATION: 0 COMMUNICATION: 0 COMMUNICATION: 0 LIGHT DRMAGE: 19 HERVY DAMAGE: 38	DEPOY OF THE PROPERTY OF THE	3
▶ COMBAT SPEED: 5 ▶ TOP SPEED: (59 kph) 10 MANEUVER: -1 DEPLOYMENT RRNGE: 400 km ELECTRONICS ▼ SENSORS: 0 ▶ SENSOR RANGE: 2 km COMMUNICATION: 0 ▶ COMMUNICATION RRNGE: 10 km FIRE CONTROL: 0 ARMOR V LIGHT DRMAGE: 19 HERVY DAMAGE: 38	▶ TOP SPEED:	(36 kph) 6
▶ TOP SPEED: (59 kph) 10 MRNEUVER: -1 DEPLOYMENT RRNGE: 400 km ■ LECTRONICS SENSORS: 0 ▶ SENSOR RANGE: 2 km COMMUNICATION: 0 ▶ COMMUNICATION RANGE: 10 km FIRE CONTROL: 0 ARMOR 19 LIGHT DRMAGE: 19 HERVY DAMAGE: 38	SECONDARY MOVEMENT MODE:	Ground
MRNEUVER: -1 DEPLOYMENT RANGE: 400 km ELECTRONICS SENSORS: 0 SENSOR RANGE: 2 km COMMUNICATION: 0 COMMUNICATION RANGE: 10 km FIRE CONTROL: 0 ARMORE LIGHT DAMAGE: 19 HERVY DAMAGE: 38	COMBAT SPEED:	5
DEPLOYMENT RRNGE: 400 km ELECTRONICS SENSORS: 0 SENSOR RRNGE: 2 km COMMUNICATION: 0 COMMUNICATION RRNGE: 10 km FIRE CONTROL: 0 ARMOR LIGHT DRMRGE: 19 HERVY DRMRGE: 38	♦ TOP SPEED:	(59 kph) 10
SENSORS: 0 SENSOR RANGE: 2 km COMMUNICATION: 0 COMMUNICATION RANGE: 10 km FIRE CONTROL: 0 ARMOR LIGHT DAMAGE: 19 HERVY DAMAGE: 38	MRNEUVER:	-1
SENSORS: 0 ◆ SENSOR RANGE: 2 km COMMUNICATION: 0 ◆ COMMUNICATION RANGE: 10 km FIRE CONTROL: 0 ARMOR V LIGHT ORMAGE: 19 HERVY DAMAGE: 38	DEPLOYMENT RANGE:	400 km
▶ SENSOR RANGE: 2 km COMMUNICATION: 0 ▶ COMMUNICATION RANGE: 10 km FIRE CONTROL: 0 ARMOR V LIGHT ORMAGE: 19 HERVY DAMAGE: 38	ELECTRONICS	V V
COMMUNICATION: COMMUNICATION: COMMUNICATION RANGE: 10 km FIRE CONTROL: COMMUNICATION RANGE: 10 km	SENSORS:	0
▶ COMMUNICATION RANGE: 10 km FIRE CONTROL: 0 ARMOR V LIGHT DAMAGE: 19 HERVY DAMAGE: 38	♦ SENSOR RANGE:	2 km
FIRE CONTROL: ARMOR LIGHT DAMAGE: HERVY DAMAGE: 38	COMMUNICATION:	0
LIGHT DAMAGE: 19 HERVY DAMAGE: 38	COMMUNICATION RANGE:	10 km
LIGHT DRMAGE: 19 HERVY DRMAGE: 38	FIRE CONTROL:	0
HERVY DAMAGE: 38	ARMOR	V
TENT DIVINGE.	LIGHT DAMAGE:	19
OVERHILL: 57	HERVY DAMAGE:	38
	OVERHILL:	57

GUNNERY (L)	/L/ATTR):	

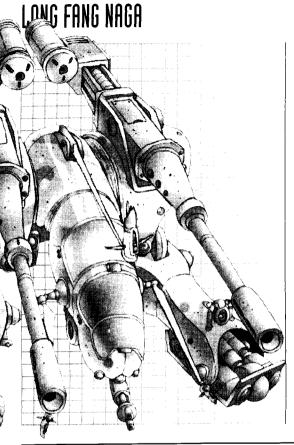
PERKS			V
NAME	RATING	GAME EFFECT	
Hostile Environment Protection	-	Desert	
Manipulator Arm x 2	7	Can punch	
			~

FLAWS		
NAME	RATING	GAME EFFECT
Annoyance	-	Cramped cockpit hatch
Defective Active Sensors	1	Active Sensors "blink" on a roll of 1
Large Sensor Profile	11	Easier to detect

DEFECTS		<u></u>
NAME	RATING	GAME EFFECT
None	-	

WEAPONS											
NRME	CODE	FIRE RRC	S	M	L	£Χ	Acc	Dam	y10	Ammo	Special
Heavy Autocannon	HAC	F	3	6	12	24	0	x12	1	30	ROF1
Light Guided Mortar	LGM	F	3	6	12	24	0	x15	1	15	G,MR3
Heavy Rocket Pack	HRP/24	F	3	6	12	24	-1	x20	1_	24	ROF3,IF
Medium Rocket Pack	MRP/18	F	2	4	8	16	-1	x18	1	18	ROF3,IF
Anti-Personnel G.L.	APGL	FF	1	2	4	8	-1	х3	1	6	AE0,AI.IF
			,								
		-									

10	60
20	70
30	80
40	90
50	100



Overview

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 90 mm guns, which have a longer range than the anti-tank missiles usually carried by the 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, 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.

• Service Record

Long Fang Nagas are not very common, primarily because they are expensive to build and maintain. They use the same weapon system as the standard Republican light field artillery unit, and conflicts often arise as to which factory is going to get the meager production run of Thunder 90 mm cannons. SRWI do not currently have the resources to increase their production run, and so they are actively looking for new sub-contractors for parts to shoulder some of the burden.

Specifications

Code name:	Long Fang Naga	Production code:	OWCS-01AS
Manufacturer:	Republican Heavy Industries	Use:	fire support strider
Height:	7.3 meters	Width:	4.2 meters
Average armor thickness:	106 mm	Armor material:	Armoplast w/alloy webbing
Standard operational weight:	18,800 kg	Maximum speed on clear ground	65 kph
Powerplant:	2 x gas turbine	Horsepower:	2 x 910 hp

Weapons

Name	Ammunition Payload	Name	Ammunition Payload
MT-30 chin-mounted autocannon	200 belted shells in ammo drum	SRWI Thunder 90 mm gun	12 shells in rotary magazine
SRWI Thunder 90 mm gun	12 shells in rotary magazine		

Name	Modified Threa	at Value	Name	Modified Threat	Value
Leg Armor (Reinforced Location Armor 1, M	Novement)	859	Add AP Grenade Launcher (Fixed Forward	d, 6 shots) OS	6 + 18
Hidden Naga (10-shot smoke launchers, Car	mo Netting)	865	Armored Naga (Reinforced Armor 3, Fron	nt, Sensor Dependent)	851

VENICLE AECOAD SHEET





TION V
Long Fang Naga
857
2182.6
295.5
94.3
9
9
2
1
1.714,000 dinars
Limited Production
2

MOVEMENT	
PRIMARY MOVEMENT MODE:	Walk
▶ COMBAT SPEED:	4
▶TOP SPEED:	(40 kph) 7
SECONDARY MOVEMENT MODE:	Ground
▶ COMBAT SPEED:	6
► TOP SPEED:	(65 kph) 11
MRNEUVER:	-2
DEPLOYMENT RANGE:	340 km
ELECTRONICS	▼
SENSORS:	+1
SENSOR RANGE:	4 km
COMMUNICATION:	0
COMMUNICATION ARNGE:	20 km
FIRE CONTROL:	0
ARMOR	
LIGHT DAMAGE:	23
HERVY ORMAGE:	46
OVERHILL:	69

GUNNERY (LVL/ATTR):	

PILOT (LVL/ATTR):

PERKS		· · · · · · · · · · · · · · · · · · ·
NAME	RATING	GAME EFFECT
HEAT-resistant Armor	2	Add to Armor vs HEAT weapons
Hostile Environment Protection	-	Desert
Tool Arm x 3	1	Cannot punch (Sensor pods)
Stabilizer Mount x 2	-	Recoil compensators and anchors for Light Field Guns
<u> </u>		
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FLAWS		
NAME	RATING	GAME EFFECT
Large Sensor Profile	2	Easier to detect
-		

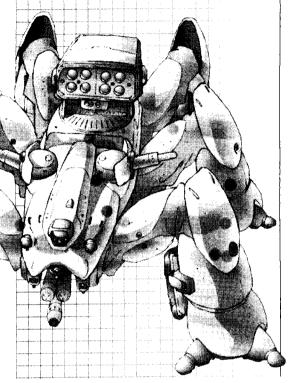
DEFECTS		V
NAME	RATING	GAME EFFECT
Annoyance	-	The long gun barrels are cumbersome

WEAPONS												ı
NAME	CODE	FIRE ARC	S	М	L	EX	Acc	Dam	Qty	Ammo	Special	
Medium Autocannon	MAC	F	3	6	12	24	0	x10	1	200	ROF1	
Light Field Gun	LFG	F	5	10	20	40	0	x22	2	12	IF	
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												e

| 10 | 60 | 70 | 80 | 90 | 90 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100



OWCS-04FS FIRE DRAGON



Overview

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 miliatry missions in very different environments. The early versions of the strider used large rubber wheels for movement in urban landscapes, but the latest version features strong treads designed to carry it over the roughest ground.

The armament of the *Fire Dragon* is light but serviceable. A large boxy turret on its broad, flat back holds forty-eight launch tubes for the Dragonsclaw 90 mm anti-armor rocket, a simple yet reliable missile weapon. The rocket launcher is backed up by twin *Dragonstang 26* mm chainguns placed on the sides of the hull. Each is internally fed from a separate magazine. 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, but is generally used for engineering and anti-infantry purposes.

The Fire Dragon can also hold its own defensively. 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 battlefield weapons. An anti-missile system, housed in a small 360° turret mounted in the rocket launcher assembly, helps to reduce the odds of a missile trying to test the protection afforded by the armor.

Service Record

The Fire Dragon, although not very powerful for its size, is a good reliable machine. For this reason, many were assigned to Humanist Alliance regiments serving with the Southern MILITIA.

Specifications

Code name:	Fire Dragon	Production code:	OWCS-04FS
Manufacturer:	HA Armor Werks	Use:	fire support strider
Height:	4.6 meters	Length:	8.7 meters
Average armor thickness:	156 mm	Armor material:	Armoplast w/bonded ceramite
Standard operational weight:	33,890 kg	Maximum speed on clear ground:	53 kph
Powerplant:	3 x gas turbines	Horsepower:	3 x 900 hp

Weapons

Name	Ammunition Payload	Name	Ammunition Payload
Dragonsclaw 90 mm rocket launcher	48 rockets	Dragonsfang 20 mm chaingun	160 belted shells
Dragonsfang 20 mm chaingun	160 belted shells	Dragonsbreath medium flame-thrower	200 burst
Dragonseye 7 mm Point Defense System	5000 shells		

Name Modifie	d Threat Value	Name Modified T	hreat Value
Leg Armor (Reinforced Location Armor 1, Movement) 1658	Add AP Grenade Launcher (FF, 6 shots)	OS + 18
Upgrade MFL to HFL (Front, 50 shots)	OS + 12.5	Upgrade both LACs to MACs (50 shots each)	OS + 254.8
Replace HRP/48 by two MRP/36	OS + 1341.3	Hidden Dragon (10-shot smoke launchers, Camo Netting) 1697

VEUICLE RECORD SUEET





	-
VEHICLE DESCRI	PTION Y
VEHICLE TYPE:	Fire Dragon
THREAT VALUE:	1646
◆ OFFENSIVE:	3076.2
DEFENSIVE:	420.1
▶ MISCELLANEOUS:	1441.3
SIZE:	11
DEFRULT SIZE	12
CREW:	3
▶ BONUS ACTION:	2
COST:	3.591,273 dinars
PRODUCTION TYPE:	Limited Production

▶ INDV. LEMON DICE:	2
MOVEMENT	▼
PRIMARY MOVEMENT MODE:	Walk
COMBAT SPEED:	4
◆ TOP SPEED:	(41 kph) 7
SECONDARY MOVEMENT MODE:	Ground
◆ COMBAT SPEED:	5
♦ TOP SPEED:	(53 kph) 9
MANEUVER:	-2
DEPLOYMENT RANGE:	320 km
ELECTRONICS	▼
SENSORS:	+1
► SENSOR RANGE:	2 km
COMMUNICATION:	+1
COMMUNICATION RANGE:	15 km
FIRE CONTROL	+1

E	EW			
PIL	OT (LVL/F	ITTR]:		
GUI	NNERY (LV	L/ATTA]:		

LIGHT DAMAGE: Heavy Damage



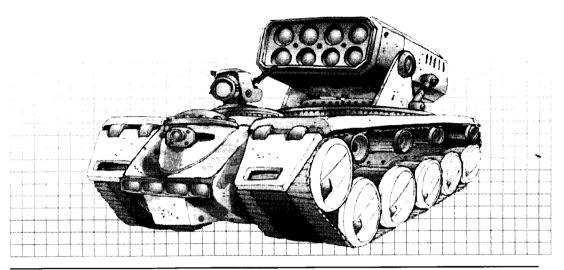
PERKS			
NAME	RATING	GAME EFFECT	
Anti-missile System	1	Used against missiles: 50 shots	
Automation	2	Act as two crewmen	
Back-up Sensors	-	Absorbs first "Sensor" hit	
HEAT-resistant Armor	6	Add to Armor vs HEAT weapons	
Hostile Environment Protection		Desert	
Improved Off-road Capacity		Walker; -1 MP cost per hex, min. cost 1	
Sniper System	-	Linked to HRP/48, reduces range penalties	

FLAWS			∇
NAME	RATING	GAME EFFECT	
Large Sensor Profile	2	Easier to detect	
Sensor Dependent	-	Extremely small vision stits	

DEFECTS		
NAME	RATING	GAME EFFECT
None		-

WEAPONS											
NRME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	μ1Q	Ammo	Special
Heav y Rocket Pack	HRP/48	Ţ	3	6	12	24	-1	x20	1_	48	ROF4,IF
Light Autocannon	LAC	L	2	4	8	16	0	x8	2_	60	ROF2
Light Autocannon	LAC	Rt	2	4	8	16	0	8x	2	60	ROF2
Medium Flamer	MF	TT	0	0	0	1	+1	х7	1_	100	ROF2.SB,IF
		,									
										l	
·		-									

ST-80 BALLISTA



Overview

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 front and the weapon officer's station at the rear, under the large missile launcher. The twin gas turbines are placed on either side of the driver. A sophisticated millimeter wave radar, located above and to the right of the driver's position, transmit 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, which is located on a rotating plate at the rear of the hull. The Dart-IV is an ingenious launcher 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.

Service Record

The Ballista has been manufactured in rather large numbers during the War of the Alliance because of its capacity for massive area saturation. It was put to good use by Terranovan commanders who routinely created "death zones" with hidden Ballistas to trap unsuspecting CEF hovertanks. Even with their vaunted agility, the hovertanks could not hope to avoid the massive barrage of rockets headed their way.

Specifications

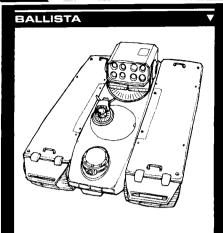
Code name:	Ballista	Production code:	ST-80
Manufacturer:	SRWI Motor Division	Use:	light support tank
Height:	2.26 meters	Length:	5.22 meters
Average armor thickness:	97 mm	Armor material:	Armoplast w/ceramite
Standard operational weight:	24,600 kg	Maximum speed on clear ground:	71 kph
Powerplant:	gas turbine x 2	Horsepower:	2 x 670 hp

Weapons

Name	Ammunition Payload	Name	Ammunition Payload
SRWI "Dart-IV" 40 mm rocket launcher	64 rockets, 192 reloads		

Name	Modified Threat Value	Name Modified Threat \	/alue
Add smoke launchers (10 shots)	610	Add APGL (fixed forward arc, 6 shots)	596
Add LMG (fixed forward, 200 shots)	603	Add bulldozer blade and digging charges (Light Mining Equip.)	697





VEHICLE DESCRIPT	ION V
VEHICLE TYPE:	Ballista
THREAT VALUE:	590
DEFENSIVE:	363.6
DEFENSIVE:	420.6
► MISCELLANEOUS:	985.1
SIZE:	10
ORIGINAL DEFRULT SIZE:	8
CREW:	2
♦ BONUS RCTION:	1
COST	236.600 dinars
◆ PRODUCTION TYPE:	Mass Production
▶ INDV. LEMON DICE:	3

4 10011 0011	
MOVEMENT	V
PRIMARY MOVEMENT MODE:	Ground
◆ COMBAT SPEED:	6
◆ TOP SPEED:	(71 kph) 12
SECONDARY MOVEMENT MODE:	n/a
◆ COMBAT SPEED:	-
◆ TOP SPEED:	-
MANEUVER:	-1
DEPLOYMENT RANGE:	460 km
ELECTRONICS	V
ELECTRONICS SENSORS:	0
	0 2 km
SENSORS:	
SENSORS: • SENSOR RANGE:	2 km
SENSORS: • SENSOR RANGE: COMMUNICATION:	2 km
SENSORS: SENSOR RANGE: COMMUNICATION: COMMUNICATION RANGE:	2 km 0 15 km
SENSORS: SENSOR RANGE: COMMUNICATION: COMMUNICATION RANGE: FIRE CONTROL:	2 km 0 15 km
SENSORS: • SENSOR RANGE: COMMUNICATION: • COMMUNICATION RANGE: FIRE CONTROL: ARMOR	2 km 0 15 km 0

GUNNERY (LVL/	ATTR):	

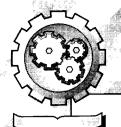
PERKS			М
NAME	RRTING	GAME EFFECT	
Amphibious	-	Can travel across water hexes	
Autopilot	-	Act as level 1 driver	
HEAT-resistant Armor	6	Add to Armor against HEAT weapons	
Hostile Environment Protection	-	Desert	
Reinforced Armor	3	Front	
Shielded Weapons	-	Absorbs first "Weapon" hit	
Sniper System	-	Linked to VLRP/128	

FLAWS			
NAME	RATING	GAME EFFECT	
Annoyance	-	Low ceiling; maximum Build is 0	

DEFECTS				
NAME	RATING	GAME EFFECT		
None	-	-	_	

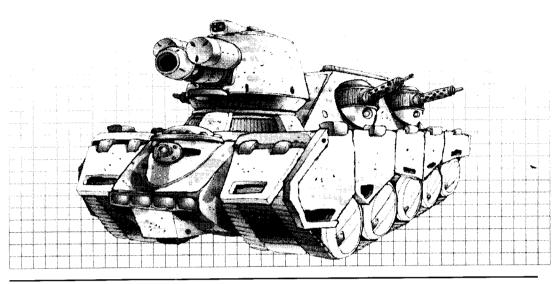
WEAPONS				_			_				_
NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Oty	Ammo	Special
VLRP/128	VLRP/128	T	1	2	4	8_	-1	x8	1	256	ROF6,IF
										·	
	_										
		-									
		,									
		-									

AWAGE	
10	60
50	70
30	80
40	90
50	100



FJELD6J10E

ST-84 HITTITE



Overview

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 move in. To reduce development costs, it was decided to use the proven *Hun* light tank chassis as a basis for the new fighting vehicle. 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, as the tank came to be called, is equipped with a wicked BURN-9p heavy flamer mounted in a large turret up front. Two heavy machinegun in articulated mounts are placed on either side of the hull, each capable of independently targeting a foe in a 180° arc on the side. The rear chassis of the Hun light tank is extensively modified to accommodate 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 on vulnerable spots such as the treads, a favorite target.

Service Record

The Hittite has served well both as an anti-personnel vehicle and as a riot control vehicle (with non-lethal ammunition, of course — most of the time). Hittites were greatly feared by Mordred-class GRELs during the War of the Alliance. Many Mordreds were photographed delighting in reducing captured vehicles to scrap metal with crowbars.

 Specifications 			
Code name:	Hittite	Production code:	ST-84
Manufacturer:	SRWI Motor Division	Use:	light battle tank
Height:	2.26 meters	Length:	5.22 meters
Average armor thickness:	97 mm	Armor material:	Armoplast w/ceramite
Standard operational weight:	24,600 kg	Maximum speed on clear ground	71 kph
Powerplant:	gas turbine x 2	Horsepower:	2 x 670 hp

Weapons

Name	Ammunition Payload	Name	Ammunition Payload
BURN-9p Heavy Flamer	260 jets	SRWI 10 mm Gatling gun (x4)	500 belted shells ea.

Name Modified Th	reat Value	Name	Modified Threat Value
Add smoke launchers (10 shots)	546	Add APGL (fixed forward arc, 6 shots)	552
Add bulldozer blade and digging charges (Light Mining Equipme	nt) 552	Add AP charges (Rating 1, 20 shots)	528

VEUCLE RECORD SHEET



HITTITE

VEHICLE DESCRIPT	ION 7
VEHICLE TYPE:	Hittite
THREAT VALUE:	563
DOFFENSIVE:	727.4
DEFENSIVE	419.9
▶ MISCELLANEOUS:	540.9
SIZE:	10
◆ ORIGINAL DEFAULT SIZE:	8
CREW:	2
▶ BONUS ACTION:	1
COST:	225,200 dinars
▶ PRODUCTION TYPE:	Mass Production
▶ INDV. LEMON DICE:	3

MOVEMENT	
PRIMARY MOVEMENT MODE:	Ground
COMBAT SPEED:	6
► TOP SPEED:	(66 kph) 11
SECONORRY MOVEMENT MODE:	n/a
◆ COMBAT SPEED:	-
♦ TOP SPEED:	
MANEUVER:	-1
DEPLOYMENT RANGE:	420 km
-:	

QUITOUIO.	
♦ SENSOR RANGE:	2 km
COMMUNICATION:	0
COMMUNICATION RANGE:	15 km
FIRE CONTROL:	0
ARMOR	_
LIGHT DAMAGE:	25
HERVY DAMAGE:	50
DVERHILL.	75

GUNNERY [LVL/ATTR]:			
	A	Z	
		Z	

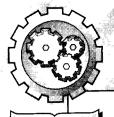
PERKS			М
NAME	RATING	GAME EFFECT	
Autopilot		Act as level 1 driver	
HEAT-resistant Armor	8	Add to Armor against HEAT weapons	
Hostile Environment Protection	-	Desert	
Passenger Seating	-	10 seats for infantrymen	
Reinforced Armor	3	Front	
Reinforced Location Armor	2	Movement System	
			•
,			

FLAWS			
NAME	RATING	GAME EFFECT	
Annoyance	-	Low ceiling; maximum Build is 0	

DEFECTS			
NAME	RATING	GRME EFFECT	
None	-	-	

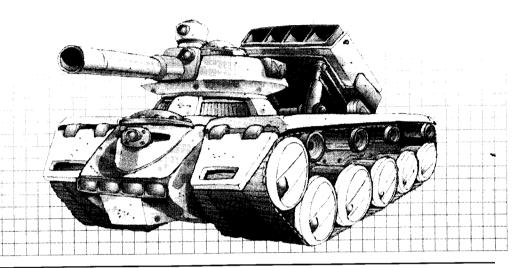
WEAPONS	ï										
NAME	CODE	FIRE ARC	S	M	ւ	EX	Acc	Oam	Qtų	Ammo	Special
Heavy Flamer	HFL	T	0	0	1	2	+1	х9	1	260	ROF2,SB,IF
Heavy Machinegun	HMG	LS	1	2	4	8	0	х4	2	500	Al.ROF3
Heavy Machinegun	HMG	RS	1	2	4	8	0	х4	2	500	AI,ROF3
			_								
-											
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											/=11
	-	-									
			_								
				-							-
			_						_		
DAMAGE		L					_				

DAMAGE	<u> </u>
10	60
20	
30	80
40	90
58	100



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ST-79 HUN



Overviem

The *Hun* is the premier Southern light battle tank. Named after a barbarian tribe of ancient Earth, it serves the Republic and its allies as a light assault and patrol vehicle. The tank is well adapted to the various environmental conditions of the southern hemisphere. The entire hull is watertight 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 also 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 rocket launcher, allowing the tank to provide limited fire support on the battlefield. The tank is protected by layers of composite Armoplast, which are reinforced by bonded layers of ceramite compounds. To reduce the overall height of the vehicle, the crew compartment was designed with a low ceiling and cramped elbow room.

Service Record

The *Hun* is used extensively by armored regiments in the MILICIA and the Republican army. Many were engaged (and lost) in desperate holding actions during the War of the Alliance, given the tank and its crews a reputation for steadfastness. The *Hun* is probably the most successful light armored vehicle ever fielded by a southern army and it has given rise to an entire series of specialized combat vehicles — the so-called "80" series, from their standardized Terranovan military identification code.

Specifications

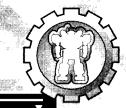
Code name:	Hun	Production code:	ST-79
Manufacturer:	various	Use:	light battle tank
Height:	2.26 meters	Length:	5.22 meters
Average armor thickness:	97 mm	Armor material:	Armoplast w/ceramite
Standard operational weight:	24,600 kg	Maximum speed on clear ground:	71 kph
Powerplant:	gas turbine x 2	Horsepower:	2 x 670 hp

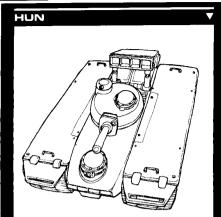
Weapons

Name	Ammunition Payload	Name	Ammunition Payload
SRWI 60 mm tank gun	40 shells	Obelisk Technologies 0-65 8 mW laser	10 bursts
Vogel-N 71 mm rocket launcher	32 rockets		

Name Mod	dified Threat Value Name		Name Modified Threat	Value
Add smoke launchers (10 shots)		940	Add APGL (fixed arc, 6 shots)	930
Add bulldozer blade and digging charges (Light Minir	ng Equipment)	1015	Add additional side armor (Reinforced Loc. Armor 1, Mvmt)	932

VENICLE AECOAD SHEET





VEHICLE DESCRIPTION	▼
VEHICLE TYPE:	Hun
THREAT VALUE:	905
▶ OFFENSIVE:	1637.9
◆ DEFENSIVE:	420.6
→ MISCELLANEOUS:	655.3
SIZE:	10
◆ ORIGINAL DEFAULT SIZE:	10
CREW:	2
▶ BONUS ACTION:	1
COST : 452,	500 dinars
► PRODUCTION TYPE: Mass	Production
▶ INDV. LEMON DICE:	3

MOVEMEN	
PRIMARY MOVEMENT MODE:	Ground
◆ COMBAT SPEED:	6
◆ TOP SPEED:	(71 kph) 12
SECONDARY MOVEMENT MODE:	n/a
COMBAT SPEED:	-
► TOP SPEED:	-
MANEUVER:	-1
DEPLOYMENT RANGE:	460 km
-:	

JENJUNJ.	
◆ SENSOR RANGE:	2 km
COMMUNICATION:	0
COMMUNICATION ARNGE:	15 km
FIRE CONTROL:	0
ARMOR	
LIGHT DAMAGE:	25
HERVY DAMAGE:	50

CREW	
PILOT (LVL/ATTR):	
GUNNERY (LVL/ATTA):	

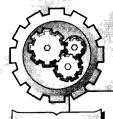
AATING	GAME EFFECT
-	Can travel across water hexes
-	Act as level 1 driver
6	Add to Armor against HEAT weapons
-	Desert
3	Front
	Absorbs first "Weapon" hit
	,
	6 - 3

FLAWS			▼
NAME	RATING	GRME EFFECT	
Annoyance	-	Low ceiling: maximum Build is 0	

DEFECTS					
NAME	RATING	GAME EFFECT			
None					
	1				

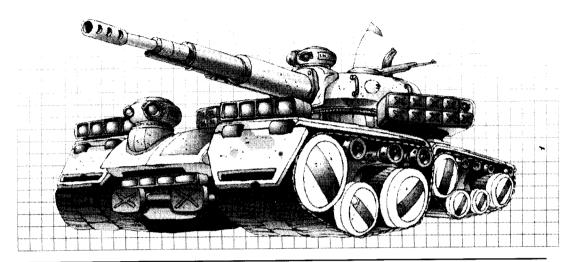
WEAPONS											v
NAME	CODE	FIRE ARC	S	M	ւ	EX	Acc	Dam	Çty	Ammo	Special
Heavy Rifle	HRF	T	4	8	16	32	0	x12	1	40	
Light Laser Cannon	LLC	T	5	10	20	40	+1	x16	1	10	-2DRB
Medium Rocket Pack	MRP/36	FF	2	4	8	16	-1	x18	1	32	IF,ROF4
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DAMAGE	
	60
20	70
30	80
40	90
50	100



FJELDGULDE

ST-12 VISIGOTH MAIN BATTLE TANK



Overview

The Visigoth has been the Southern Republic's mainstead workhorse 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 first entered service in TN 1786. Most of the Visigoth's lower functions are processed by its automated system, 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 tank gun and a 40 mm rapid-fire autocannon for use against small targets. A sub-turret placed of the main turret houses a 15 mW laser gun for area and anti-aircraft defense.

Service Record

The Visigoth saw some of its finest hours during the so-called "pacification cycles" that followed the formation of the Allied Southern Territories. Although the presence of the Jäger Heavy Gear counted for much in the conflict, the Visigoth often prevented battles simply by its presence with the occupation forces. The tank also fared very well during the War of the Alliance.

Specifications

Code name:	Visigoth	Production code:	ST-12
Manufacturer:	Republican Tank Arsenal	Use:	Main Battle Tank
Height:	3.03 meters	Length:	8.2 meters
Average armor thickness:	325 mm	Armor material:	Armoplast w/alloy webbing
Standard operational weight:	58,300 kg	Maximum speed on clear ground:	61 kph
Powerplant:	4 x electric motors, 2 x gas turbines	Horsepower:	4 x 500 hp, 2 x 1000 hp

Weapons

Name	Ammunition Payload	Name	Ammunition Payload
Ebirus Co. 140 mm MAGISTER II Cannon	25 shells	Rucker Group RFC-097 40 mm Autocannon	300 shells
Republic Optics 15 mW Laser Cannon	30 shots	Territorial Arms HARGON-C Rocket Launcher	9 rockets
Territorial Arms HARGON-C Rocket Launcher	9 rockets		

Name Modified	Threat Value	Name Modified Threa	t Value
Add smoke launchers (10 shots)	2763	Add APGL (Fixed Forward, 6 shots)	OS + 18
Add bulldozer blade and digging charges (Light Mining Equipo	ment) 2861	Add additional side armor (Reinf. Loc. Armor 1, Movement)	2751

VENICLE RECORD SUEET



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VEHICLE DESCRIP	TION V
VEHICLE TYPE:	Visigoth MBT
THREAT VALUE:	2740
• OFFENSIVE:	6103.7
DEFENSIVE:	801.8
▶ MISCELLANEOUS:	1313.0
SIZE:	13
DRIGINAL BEFAULT SIZE:	14
CREW:	2
▶ BONUS ACTION:	2
COST:	1.475,385 dinars
PRODUCTION TYPE:	Mass Production
▶ INDV. LEMON DICE:	3

MOVEMENI	V
PRIMARY MOVEMENT MODE:	Ground
COMBAT SPEED:	5
▶ TOP SPEED:	(61 kph) 10
SECONDARY MOVEMENT MODE:	n/a
▶ COMBAT SPEED:	
► TOP SPEED:	
MANEUVER:	-2
DEPLOYMENT RANGE:	550 km

ELECTRONICS	▼
SENSORS:	0
SENSOR RANGE:	2 km
COMMUNICATION:	0
COMMUNICATION RANGE:	20 km
FIRE CONTROL:	0
ARMOR	V
LIGHT DAMAGE:	40
HERVY DAMAGE:	80
avenus i	100

GUNNERY (LVL/ATTR):	

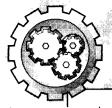
PERKS		
NAME	RATING	GAME EFFECT
Autopilot	-	Act as fevel 1 pilot
Automation	2	Act as two crewman
Backup Sensors	-	Absorbs first "Sensors" hit
HEAT-resistant Armor	10	Added to Base Armor vs HEAT weapons
Hostile Environment	-	Desert
Pintle Mount		Can hold one infantry weapon
Reinforced Armor	5	Front
Rugged Movement System	-	Absorbs first "Movement" hit
Smoke Launchers	-	10 shots

FLAWS			∇
NAME	RATING	GAME EFFECT	
Large Sensor Profile	2	Easier to detect	
Sensor Dependent	,	Must rely on sensors during combat	

DEFE	CTS			▼
	NAME	RATING	GAME EFFEC	ſ
None		-	-	

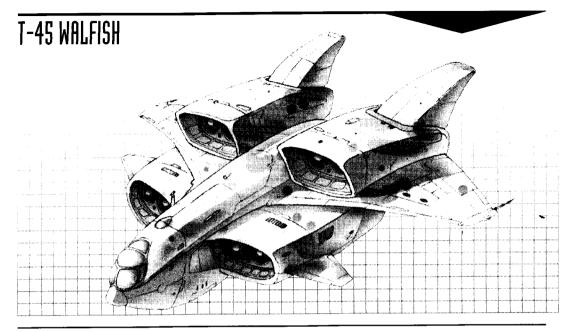
WEAPONS											
NAME	CODE	FIRE ARC	S	M	ւ	EX	Acc	Dam	Qtų	Ammo	Special
Heavy Field Gun	HFG	T	8	16	32	64	0	x28	1	25	IF .
Heavy Autocannon	HAC	Ţ	3	6	12	24	0	x12	1	300	ROF1
Light Laser Cannon	LLC	T	5	10	20	40	+1	x16	1	30	-2DRB
Mm Rocket Pack	MRP/9	F	2	4	8	16	-1	x18	2	9	IF
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						_					

DAMAGE	$\overline{}$
	60
20	70
30	80
40	90
50	100



Fleh D. 6 D l D E





Overview

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.

Service Record

It is said that there is no place on Terra Nova where *Walfishes* have not flown. While the quote is not quite true, the aircraft did serve in a remarkably large number of places. During the War of the Alliance, even some northern regiments were taken to battle aboard *Walfishes*. Many a Terranovan trooper has fond memories of the plane.

Specifications

Code name:	Walfish	Production code:	T-45
Manufacturer:	Avco Aerodyne	Use:	aerial Gear transport
Wingspan:	17.6 meters	Length:	17.2 meters
Average armor thickness:	10 mm	Skin material:	bonded composite
Standard operational weight:	49,000 kg	Maximum air speed:	360 kph
Powerplant:	8 x jet engines	Horsepower:	8 x 2090 hp

Weapons

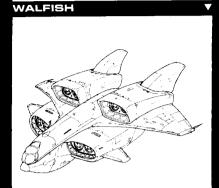
Name	Ammunition Payload	Name	Ammunition Payload
None as standard			

Name Modified Threat Value		Name Modified Threat Value
Walfish Mk 41 (replace Vehicle Bay by 70 Passenger Se	ats) 1699	Walfish Gunship (Fire Con. 0. 3 x VHACs firing to left w/100 shots each) OS + 1275
Walfish Mk 46 (add LAC w/100 shots in dorsal Turret)	0S + 74.1	

VENICLE RECORD SHEET



0.3



VEHICLE DESCR	PTION V
VEHICLE TYPE:	Walfish
THREAT VALUE:	1828
▶ OFFENSIVE:	0.0
DEFFENSIVE:	691.1
► MISCELLANEOUS:	4792.2
SIZE:	12
DORIGINAL DEFAULT SIZE:	12
CREW:	2
▶ BONUS ACTION:	1
COST:	914,000 marks/dinars
PRODUCTION TYPE:	Mass Production
▶ INDV. LEMON DICE:	3

MOVEMENT	V
PRIMARY MOVEMENT MODE:	Flight
COMBAT SPEED:	6
► TOP SPEED:	(360 kph) 12
STALL SPEED:	(30 kph) 1
SECONDARY MOVEMENT MODE:	Ground
♦ TOP SPEED:	(72 kph) 12
MANEUVER:	-3
DEPLOYMENT RANGE:	2800 km
ELECTRONICS	▼

ELECIRUNICS			
SENSORS:	0		
SENSOR RANGE:	4 km		
COMMUNICATION:	0		
COMMUNICATION RANGE:	20 km		
FIRE CONTROL:	-2		
ARMOR	7		
LIGHT DAMAGE:	18		

CREW
PILOT (LVL/RTTR):
CHITALLY II VARMINA

HEAVY DAMAGE:



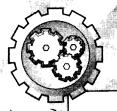
PERKS			
NAME	RATING	GAME EFFECT	
Autopilot	-	Act as Level 1 pilot	
Cargo Bay	-	60 m2	
Chaff/Flare Dispenser	1	10 shots; confuse incoming missiles	
Double Towing Capacity	-	Can tow up to twice its weight	
Ejection System	-	Ejection seats for crewmembers	
Hostile Environment Prot.	-	Desert	
Improved Off-road Ability	-	Ground; can land in rugged terrain	
Passenger Seating	-	6 cramped seats in front of cargo	
Reinforced Chassis	-	Absorbs first "Structure" hit	
Rugged Movement System	-	Absorbs first "Movement" hit	
Searchlight	-	100 m, fixed forward	
Vehicle Bay	11	Carry up to 40 tons of Heavy Gears	
	+		

FLAWS				
NAME	RATING	GAME EFFECT		
Decreased Maneuverability	1	Ground Movement		
Large Sensor Profile	2	Easier to detect		
Maximum Ceiling	2	10 km		
Maximum Climbing Angle	2	Move 2 hex per level before moving 1 level up		

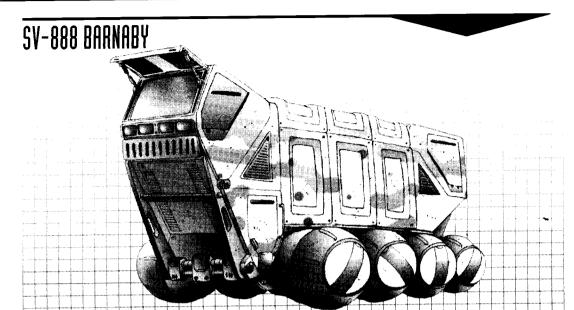
DEFECTS		
NAME	RATING	GAME EFFECT
None	-	-
		

WEAPONS											
NAME	CODE	FIRE ARC	S	М	L	EX	Acc	Dam	Qty	Ammo	Special
None as standard	-	-	-	-	-	-	-	-	-	-	-
											_
										_	
-											
				_							

DAMAGE	<u></u>
10	60
50	70
30	80
40	90
50	100



FIELDOGULU E



Overview

Created during the War of the Alliance to replace the then-obsolete *Mother Springer*, the *Barnaby* was noticeably sturdier and faster. Its tempered steel armor, while extremely cheap and cost efficient, was replaced with the more standard durasheet plating that is the trademark of the 20th century (Terranovan reckoning). 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. There was much debate about the need to put heavy weaponry on the transport, but it was decided that the Gears carried inside the vehicle should suffice to defend it. Its success in the south was also due to its superior electronics, which allowed it to detect approaching forces 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 powerplant was eventually replaced with a simple diesel engine.

Service Record

The Barnaby began service early during TN 1914 and is still in production to this day. Because it was designed and produced during the War of the Alliance, it underwent its testing phase on the battlefield. By the time it was thoroughly tested and fine tuned, the War was over and there was no need for a variant of the model. The only one ever designed, the Spiked Barnaby, reached limited production in TN 1918 and was then abandoned. These models are now used for training or wargames.

•	Спо	cifi	cat	ions
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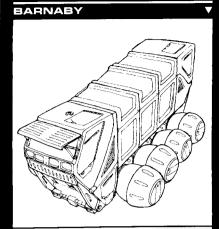
Code name:	Barnaby	Production code:	SV-888
Manufacturer:	Territorial Arms	Use:	Gear /personnel transport
Height:	9.6 meters	Length:	14.1 meters
Average armor thickness:	51.2 mm	Armor material:	Durasheet w/ceramic alloy
Standard operational weight:	51,845 kg	Maximum speed on clear ground:	93.8 kph
Powerplant:	diesel	Horsepower:	2225 hp

Weapons

Name	Ammunition Payload	Name	Ammunition Payload
None	-		

Name	Modified TV	Name	Modified TV
Sniked Barnaby (+2 base armor, add LRP/32, T, 33	2 ammo) 1443		

VENICLE DECORD SHEET



VEHICLE DESCRIPTION	V
VEHICLE TYPE:	Barnaby
THREAT VALUE:	1359
D OFFENSIVE:	0.0
♦ DEFENSIVE:	118.9
▶ MISCELLANEOUS:	3958.6
SIZE	12
▶ ORIGINAL DEFAULT SIZE:	11
CREW:	2
▶ BONUS ACTION:	1
COST: 62	22,875 dinars
▶ PRODUCTION TYPE : Mas	s Production
♦ INDV. LEMON DICE:	3

IVIO V EIVIEIV	
PRIMARY MOVEMENT MODE:	Ground
DE COMBAT SPEED:	8
♦ TOP SPEED:	(93.8 kph) 16
SECONDARY MOVEMENT MODE:	N/A
▶ COMBAT SPEED:	-
♦ TOP SPEED:	-
MANEUVEA:	-2
DEPLOYMENT RANGE:	1000 km
ELECTRONICS	V
SENSORS:	-1
► SENSOR RANGE:	15 km
COMMUNICATION:	0
COMMUNICATION RANGE:	 110 km
FIRE CONTROL	-3
FIRE CONTROL:	-3 V
	-3 V 16
ARMOR	V

► BOND2 HUTTON:	
COST:	622,875 dinars
► PRODUCTION TYPE:	Mass Production
♦ INDV. LEMON DICE:	3
MOVEMENT	V
PRIMARY MOVEMENT MODE:	Ground
◆ COMBAT SPEED:	8
♦ TOP SPEED:	(93.8 kph) 16
SECONDARY MOVEMENT MODE:	N/A
▶ COMBAT SPEED:	
◆ TOP SPEED:	-
MANEUVER:	-2
DEPLOYMENT RANGE:	1000 km
ELECTRONICS	
SENSORS:	-1
◆ SENSOR RANGE:	15 km
COMMUNICATION:	0
COMMUNICATION RANGE:	110 km
FIRE CONTROL	-3
ARMOR	V
LIGHT DAMAGE:	16
HERVY DAMAGE:	32
OVERKILL:	48
CREW	V
PILOT (LVL/ATTR):	
GUNNERY (LVL/ATTR):	

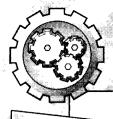
PERKS		V
NAME	RATING	GAME EFFECT
Crew Accomodations	2	Military-style bunks
Hostile Environment Protection		Desert
Improved Off Road	-	-1 to terrain in MP, min. cost 1
Reinforced Chassis	-	Absorbs first "structure" hit
Rugged Movement System	-	Absorbs first "movement" hit
Passenger Seating	-	5 seats
Searchlight	-	100 m, FF
Vehicle Bay	13	Carry up to 65tons of Heavy Gears

		V
RATING	GAME EFFECT	
-	Cramped passenger seating	
-	Deficient ventilation system	
2	Easier to detect	
	-	- Cramped passenger seating - Deficient ventilation system

DEFECTS			V
NAME	RATING	GAME EFFECT	
None	-	-	

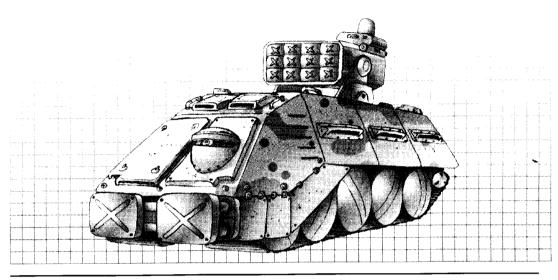
WEAPONS											
NAME	CODE	FIRE ARC	S	М	L	EX	Acc	Dam	Qtų	Ammo	Special
None as standard	-	-	-	-	-	-	-	-	-	-	-
											-
-											
		-									
							_				
	-										
	-	-									
			_								

DAMAGE	
10	60
20	
30	
40	90
50	100



FIELDEU 10 E

SA-230 CROCODILE AFV



Overview

When Brok Enterprises designed the *Caiman* 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 and would be able to pick it back up at the rendez-vous point. Unfortunately, while the design was more than valid prior to the War of the Alliance, it was, like so many other Terranovan vehicles, ill equipped to cope with the GREL threat. The arrival of the Colonial Expeditionary Forces in TN 1913 made military commanders 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 *Caiman* APC and came up with the *Crocodile* AFV. While much of the original design remained, the name was changed to prevent a loss of morale among the troops which would ride in the vehicle. Near the end of the War of the Alliance, two more versions came out: the *Fanged Crocodile* and the *Support Crocodile*. The first was equipped with two ATMs that proved excellent deterrents against hovertanks; the second was fitted with a small technical repair lab and cargo bay, and was used to transport support personnel to combat-heavy sites.

Service Record

The Crocodile fared amazingly well against GRELs and while outmatched, it could even hold its own against some of the lighter colonial tanks. Some Fanged Crocodiles did even better and occasionally came back unscathed from the battlefield. Sadly, the Support did very poorly. It was staffed by mostly combat-inexperienced personnel and most were destroyed piece-meal. Those that survived were eventually retrofitted to standard Caiman APCs or transformed into medical units by field medics in need of more resistant ambulances.

Specifications

Code name:	Crocodile	Production code:	SA-230
Manufacturer:	Brok Enterprises	Use:	Armored fighting vehicle
Height:	2.6 meters	Width:	5.2 meters
Average armor thickness:	37 mm	Armor material:	ceramic composites
Standard operational weight:	14732 kg	Maximum speed on clear ground	97.2 kph
Powerplant:	electric (x2) w/gas turbine (x1)	Horsepower:	320 hp (x2), 140 hp (x1)

Weapons

Name	Ammunition Payload	Name	Ammunition Payload
82mm Territorial Arms SCRP-II Launcher	48 rockets		

Name	Modified TV	Name Modified TV
Fanged Crocodile (add 2 ATMs, F)	655	Support Crocodile (only 5 passengers, add a rating 1 tech lab) 610

VENICLE RECORD SUEET



VEHICLE DESCRIPT	ION T
VEHICLE TYPE:	Crocodile
THREAT VALUE:	316
DFFENSIVE:	601.7
DEFENSIVE:	73.3
♦ MISCELLANEOUS:	273.1
SIZE:	8
DAIGINAL DEFAULT SIZE:	7
CREW:	2
▶ BONUS ACTION:	1
COST:	138,250 dinars
◆ PRODUCTION TYPE:	Mass Production
▶ INDV. LEMON DICE:	3

MUVEMENI	
PRIMARY MOVEMENT MODE:	Ground
COMBAT SPEED:	8
♦ TOP SPEED:	(97.2 kph) 16
SECONDARY MOVEMENT MODE:	-
COMBAT SPEED:	_
▶ TOP SPEED:	-
MANEUVER:	-3
DEPLOYMENT RANGE:	460 km
ELECTRONICS	
SENSORS:	0
♦ SENSOR RANGE:	1.5 km
COMMUNICATION:	0_
COMMUNICATION RANGE:	8 km
FIRE CONTROL:	-1
ARMOR	
LIGHT DAMAGE:	13

GUNNERY (LVL/ATTR):	
古字	7 3 44

PILOT (LVL/ATTA)

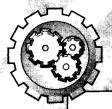
PERKS		
NAME	RATING	GAME EFFECT
Hostile Environment Protection	-	Desert
Passenger Seating		10 seats
Reinforced Crew Compartment	-	Absorbs first "crew" hit
Shielded Weapons	-	Absorbs first "fire control" hit
,		
FLAWS		

FLAWS			4
NAME	RATING	GAME EFFECT	
Annoyance	-	Minimal passenger headroom because or armor	
<u> </u>			

DEFECTS		V
NAME	RATING	GAME EFFECT
None	-	-

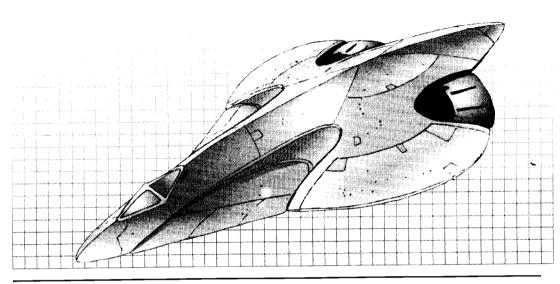
NAME CODE FIRE ARC S M L EX Rcc Dam Oty Ammo Special Heavy Rocket Pack HRP/48 I 3 6 12 24 -1 x20 1 48 !F Heavy Rocket Pack HRP/48 I 3 6 12 24 -1 x20 1 48 !F Heavy Rocket Pack HRP/48 I 3 6 12 24 -1 x20 1 48 !F HRP/48 I 3 6 12 4 <th>WEAPONS</th> <th></th> <th><u></u></th>	WEAPONS											<u></u>
Heavy Rocket Pack HRP/48 I 3 6 12 24 -1 x20 1 48 IF		CODE	FIRE ARC	S	М	L	EX	Acc	Dam	Qtų	Ammo	Special
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DAMAGE	
10	60
20	70
30	80
40	90
50	100



FIELDS BULLE

LX-15 GHOST



Overview

The futuristic-looking *Ghost* is, paradoxically, an old stealth aircraft design used by the forces of the Allied Southern Territories. The *Ghost* was first developed 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.

Service Record

The *Ghost* served the Humanist Alliance well, flying more than 462 missions over the territories of the other southern leagues up until the formation of the AST. The plane was thoroughly updated and rapidly incorporated into the Republican air forces. *Ghosts* were used extensively during the War of the Alliance as fast reconnaissance vehicles. One *Ghost* even flew right over Port Arthur in TN 1916, in the middle of the conflict.

Specifications

Code name:	Ghost	Production code:	LX-15
Manufacturer:	Shaba Aircraft	Use:	infiltration aircraft
Height:	1.8 meters	Length:	13.1 meters
Average armor thickness:	28 mm	Armor material:	classified
Standard operational weight:	14,000 kg (est.)	Maximum air speed	900 kph (est.)
Powerplant:	2 x advanced turbines	Thrust:	classified

Weapons

Name	Ammunition Payload	Name	Ammunition Payload
Sundevil-II Anti-aircraft missiles	2 missiles		

OPTIONS

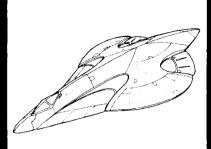
Name	Modified Threat Value	Name Modif	ied Threat Value
Replace AAM by HRP/48 (front, 48 ammo)	OS - 2614.4	Replace AAM by Anti-Gear Missiles (2 missiles)	OS - 1928.5



VENICLE RECORD SHEET



GHOST



VEHICLE DESCRIP	TION Y
VEHICLE TYPE:	Ghost
THREAT VALUE:	2540
OFFENSIVE:	3319.5
DEFFENSIVE:	3416.0
► MISCELLANEOUS:	885.7
SIZE:	8
ORIGINAL DEFRULT SIZE:	13
CREW:	1
▶ BONUS ACTION:	0
COST:	8,890,000 dinars
▶ PRODUCTION TYPE:	Limited Production
▶ INDV. LEMON DICE:	2

INDY. GETTON DICE.	
MOVEMENT	
PRIMARY MOVEMENT MODE:	Flight
COMBAT SPEED:	15
◆ TOP SPEED:	(900 kph) 30
STALL SPEED:	(150 kph) 5
SECONDARY MOVEMENT MODE:	Ground
► TOP SPEED:	(180 kph) 30
MANEUVER:	-2
DEPLOYMENT RANGE:	1200 km
ELECTRONICS	
SENSORS:	+2
SENSOR RANGE:	5 km
COMMUNICATION:	0
COMMUNICATION RANGE:	16 km
FIRE CONTROL:	0
ARMOR	

CREW	
PILOT (LVL/ATTR):	
GUNNERY (LVL/ATTR):	

LIGHT DAMRGE: Hervy Damage Overhill:



PERKS		
NAME	RATING	GAME EFFECT
Autopilot	-	Act as level 1 pilot
Chaff/Flare Dispenser	2	10 shots
NOE Flyer	-	Can fly at level 0
Searchlight	-	100 m range, forward
Stealth	4	Hard to detect
	· ·	
· · · · · · · · · · · · · · · · · · ·		

FLAWS		
NAME	RATING	GRME EFFECT
Decreased Maneuverability	1	Ground movement
Difficult to Modify	-	-2 to repair and modify rolls
Exposed Auxiliary Systems	-	"Auxiliary Syst." hits are one level worse
Poor Towing Capacity	-	Can tow up to half its weight
Require Airstrip	-	Must operate from prepared facilities

DEFECTS			∇
NAME	RATING	GAME EFFECT	
None	-	-	

WEAPOIGS	_		1			_	1				
NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	ŲtΩ	Ammo	Special
Anti-Aircraft Missile	AAM	T	8	16	32	64	+2	x10	1	2	MR10
	_										
		-									
-											

DAMAGE	
 1	60
50	
30	80
40	90
50	100



RUNNING OUT OF GEAR DESIGNS?

Are you running out of new machines to pit your players against? Tired of playing the same old machines? Need to spice up your campaign with never-seen-before designs? Aunning out of time to create your own Gears?

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- Python

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- Artillery Naga
- Fire Dragon

TANHS

- Ballista
- Hittite
- Hun

Visigoth

TRANSPORTS

- Walfish
- Barnaby
- Crocodile APC

AIRCRAFT

Ghost



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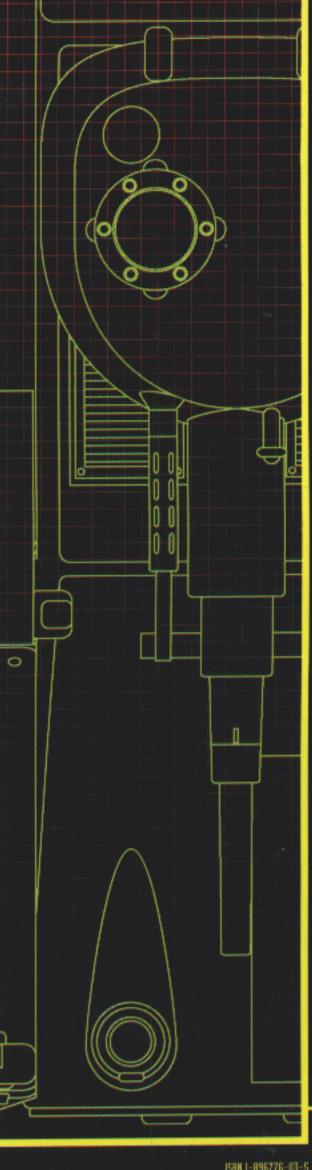


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