

# SOUTHERN VEHICLES COMPENDIUM TWO

# Southern Vehicle Compendium 2 — Behind the Scenes

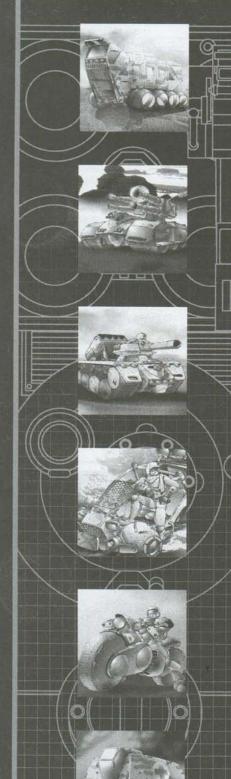
Working on vehicles such as the Vehicle Compendiums can often be a daunting task. For starters, you need the help of freelancers to get the basic vehicle texts — that's the easy part. Then you need to edit those texts and make absolutely sure that they fit with the rest of the Heavy Gear universe. After all, these vehicles were not created in a vacuum and need a history, a background, a service record, etc. From an editorial perspective, that means you have to create background wars, design teams, companies-which-usedto exist-but-don't-exist-anymore, failed prototypes, unheard-of variants, famous designers, etc. In this book, this endeavor was made more challenging by the addition of a "voice" to the author of this book, a patriotic Republican. We decided to add a slightly preachy undertone to her comments. That meant additional care to the writing which we fell would make the book more interesting.

The challenge does not stop with the editorial work, however, quite the contrary. The book was illustrated in parallel to the writing, which meant the artists had only a few lines of description from which to create a full-fledged vehicles, and that was not always enough. Furthermore, technical illustrators often need to find solutions to fit everything the writers want on a vehicle, something which is not always possible. This process often parallels real-world engineering, with designers creating something on paper then asking technicians to make it work in reality. A fascinating negotiation process allowed us to shape the vehicles within this book into something both believable and great looking. The task does not end there, however. The layout artists need to work their magic, and that is not always easy. The vehicles in the Vehicle Compendiums 2 are of wildly varied sizes, and could not be fitted on the same scale without difficulties. Four different scales had to be created, so that the vehicles could still be compared with one another within the same category. No small task

These vehicle compendiums are the result of a lot of work. But more than that, they are FUN. They add a great deal of credibility and wealth to Terra Nova. Turn the page and see for yourself.









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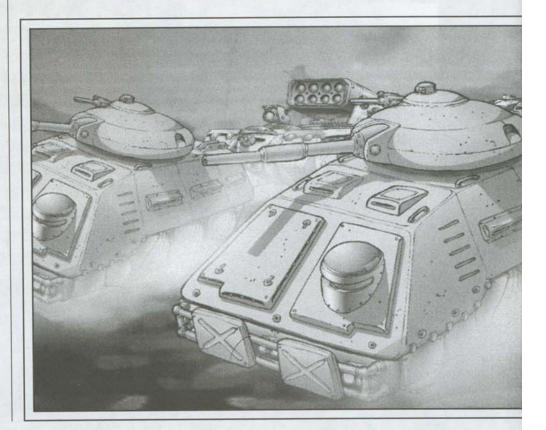
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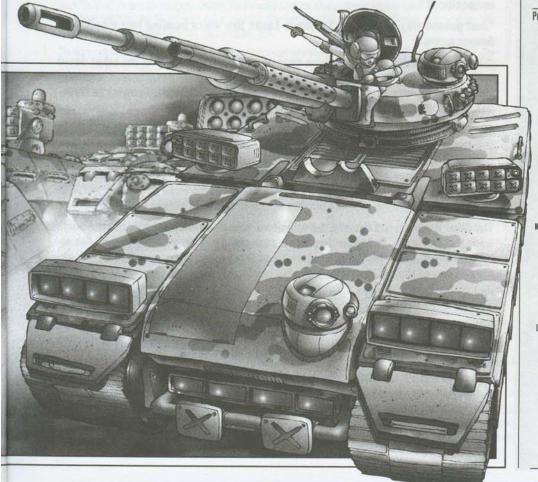
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Dram Pod 9 can be reached through the internet. Check out our web site at www.dp9.com. We can also be reached through the newsgroups rec.games.mecha and alt.games.dp9. Your feedback is welcome.

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# **OHAVANGO BLUES**



"Fire!"

The Hun rocked in the fetid swamp water as its 60 mm gun fired. A fraction of a second later, the high-explosive shell ripped through light foliage and into a skimmer that had been harassing the convoy. Cheers came over the comm system for the skillful hit.

"I hate this duty," Sergent Boz Walgon said to the Hun's pilot. "I don't even know if that was a rebel unit."

Walgon was guiding a convoy of MILICIAmen through the Okavango Swamp, Terra Nova's largest and most dangerous bog. Natural hazards were of only mild concern to amphibious armored units like the Hun tanks and Alligator APCs that made up the convoy, but man-made threats were plentiful as well. Indeed, the whole region was caught up in a bloody civil war between a mad Patriarch and desperate locals. Meanwhile the MILICIA's main aquatic combat training facility — Camp Blackwater — was located smack-dab in the middle of the combat zone. Walgon had to get a bunch of troops to Blackwater safely.

"Sergeant," asked the pilot Mathieuz, "I don't understand why they don't let us clean up this whole mess. I mean we're supposed to be a counter-insurgency force, aren't we?"

"It's all political games, Caporal. Some politician thinks it's better for his career if we can only engage when fired upon. So we end up hamstrung as usual." Walgon looked down at his main monitor for a few seconds before continuing. "Capo, what's our position?"

"Just passed way point beta, Sergeant. Looks like we're heading into a zone with deeper water."

"That's what I've got too." Walgon opened up a comm channel to the other dozen vehicles in the convoy. "Okay, everyone. Get into a diamond position and watch for ships. Intel reports that the locals like to use fast attack craft. Open up to three-quarter throttle."

As if on cue, blips appeared on the sensor screen at Walgon's left. Identification sub-routines in the Hun's computer system brought back a tentative ID of small boats, coming in fast in an attack formation. Walgon punched up a few commands on his targeting computer and the small laser turret on the Hun tracked the lead vessel and opened fire. The boat jerked wildly and the laser beam missed, boiling water to steam as the targeting solution chosen by the fire control proved inadequate.

The other Huns opened fire and the Alligators' machineguns joined in, but the boats were just too agile. Only glancing blows connected and they barely slowed the attackers down. Once the vessels got within striking range they opened up with rockets and one of the Alligators took a salvo hard.

"Damn it!" Walgon tried to get his turret oriented as the vessels came around for another pass. They would be slowing to make a turn and that would be his opportunity. They were smart through and they launched rear-facing rockets to cover the turn. The lead craft was bearing down on him again, but Welgon was ready; he reached for the trigger — and the ship exploded before he could fire.

When the smoke cleared, he saw the great mass of a Water Dragon amphibious strider just risen from the water that had been concealing it. Its massive snub cannon fired at a second craft and ripped the hull asunder.

"Welcome to Camp Blackwater," came a voice over Welgon's radio. "Hope you can stay a while."

# 1.1 INTRODUCTION

The Terra Nova Vehicle Compendium series aims at providing a set of quick reference manuals for students of military history on Terra Nova. This second volume of the Southern Vehicle Compendium contains all the basic tank and artillery vehicle chassis and variants which previously appeared in such publications as the highly popular Tactical Support series and the now out-of-print Southern Field Guides. The only models listed here are those that are common to several leagues, city-states or other paramilitary organizations. In some cases, only certain leagues still use a given model or variant, but they are all widely available throughout the hemisphere. League-specific vehicles, which were designed for the exclusive use of individual leagues, will be examined at a later date in other manuals.

While meticulous care was taken to ensure that these volumes are accurate and up-to-date, the ever-changing nature of the vehicles and the secrecy of military-related designs makes this task Herculean at best. We ask the reader to keep in mind that much of the information within these pages was provided by the manufacturers themselves and reflects generic, minimally trained Gears. Depending on individual machines and maintenance records, field performance might differ from what is published here. Since the last edition, some specifications and statistics may have been modified to reflect newer, more accurate information. Our editors are hard at work revising these statistics on a constant basis, ensuring that you get nothing but the most accurate information available on these war machines.

The present volume, like its predecessors, covers some of the manufacturers which are involved in the design and production of combat vehicles. While these companies are listed in a book dedicated to tanks and artillery vehicles, we do not imply that they are limited to the production of the latter but rather that they have either specialized in that field or have greatly contributed to it. In this particular case, we focus on Dynamic Systems, Republican Heavy Industries, Rucker Group and Windhill Engines.

This book also covers a number of vehicles which are presented by category: personnel carriers, tanks, specialized vehicles, single infantry vehicles and artillery pieces. More specifically, we provide full specifications for the Caïman and its variants (Crocodile, Support Crocodile and Alligator), the Elan (and its Evil Eye variant), the Hun (plus the Ballista, the Hittite, the Ostrogoth, the Celt and the Recon Hun), the Visigoth (including the Vandal, the Blitz Visigoth and the Visigoth KHAN), the Barnaby (and the Mother Barnaby), the Artemis (and its variant, the Laser Artemis), the Nightingale (plus the NBC Nightingale), the Jackrabbit (with one of its variants, the Jackrabbit B) and the standard AST Field Artillery gun.

We also include at the end of the book a series of technical data sheets that can be used during tactical play. The chassis presented within are accompanied by several of the more popular variants. Each vehicle is fully detailed both in terms of background and game statistics. Lastly, we provide a clear and concise recognition chart for all vehicles within these pages. It contains carefully detailed illustrations to scale which are regularly used by foot soldiers and various combatants to identify the enemy they are fighting at a glance and to determine what his weaknesses are.



# **CHASSIS AND VARIANTS**

For the reader's convenience, the vehicles in this book have been divided into two general categories: chassis and variants. For the purposes of the game and its background, there is no practical difference between the two. The division has been made purely to maximize the page content of this book and to indicate the origins of each vehicle. Both categories feature vehicles that are in full-fledged production (unless specified otherwise) or have been permanently modified into their current configuration.

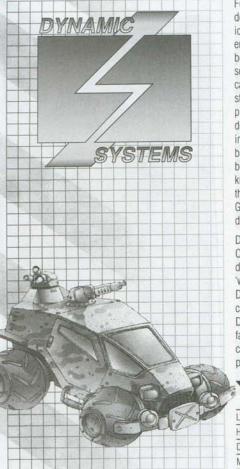
A chassis is the basic production model of a certain vehicle type, often the first one of a series of derivative designs. The Visigoth Main Battle Tank is a prime example of this. Chassis are often mass produced and easily recognizable in shape and function; they also form the core of the armies. Because chassis are so common, three full pages have been dedicated to each one, alonw with a listing of their full gaming statistics. Variants based on a particular chassis will use this set of game statistics as a base for their own, through a set of modifications. The full explanation of the various sub-sections of the chassis section can be found in the Southern Vehicle Compendium 1.

Variants are vehicles derived from a basic chassis. In general, variants involve small modifications to the mass-produced chassis to answer a specific need. They can differ in terms of operational role, performance, equipment or weapon payload, but they tend to share the same basic structure as the design on which they are based. Variants can either originate from the factory or the field — unless specified otherwise, no distinction is made within this book. To save on space, the statistics of each variant are given only as modifications to the statistics of the original chassis. The Threat Values supplied have been calculated after the modifications were applied to the basic game statistics and can be used *as is* to evaluate the strength of a combat group.

Unlike Gears, tanks and most artillery vehicles do not follow a strict identification code, often due to more modern code attribution procedures that were not in place when tanks and armored personnel carriers were first developed on Terra Nova. In general, Gears receive their identification code from the group which commissioned its design whereas tanks, APCs, all-terrain vehicles and bikes receive their ID code from the engineers and designers which worked on them.



# 1.2 DYNAMIC SYSTEMS



Founded in TN 1794 by a group of individuals concerned by the South's lag behind the North in the field of Gear design and use, Dynamic Systems was, during the early stages of its existence, operating as a think tank, identifying new roles and ways of using Heavy Gears in both civilian and military applications. Much of Southern Gear military doctrine is based on work originally done by Dynamic Systems. Eventually, Dynamic Systems began looking at ways to improve the Gear itself, leading to the establishment of a research and development section. The company began to set standards for the performance of Gear components, which eventually became known as the Dynamic System Standards (DSS). The DSS are renowned across Terra Nova as the strictest standards for Gears on the planet. After the introduction of the Territorial Arms Anolis and widespread complaints from its pilots, both the Southern Republic and the Allied Southern Territories decried that all new Gear designs for their militaries must conform to the DSS. This has led to a profitable sideline for Dynamic Systems in testing other companies' products for them to ensure they comply with the DSS. Other companies eventually began to ask for Dynamic Systems' input during the preliminary design stage of new Gears. The first model to benefit from such a partnership was the Silverscale, a reliable recon Gear which later went on to inspire the wellknown Iguana. One of the greatest success stories was that of the Sidewinder, a reliable general purpose vehicle that became very popular because of the extra protection it afforded its pilot. Dynamic Systems' involvement in Gear design culminated in the Black Adder which, although manufactured by Territorial Arms, was entirely designed by DS's engineers.

During the War of the Alliance, Dynamic Systems was involved in the development of new tactics to defeat the Colonial Expeditionary Forces' new vehicles and troops, and had a hand in the design of several Gear variants developed during the war. Since then, Dynamic has been contracted by the Republican government to study 'what-if' scenarios involving the return of CEF forces to Terra Nova. This has lead to public announcements by Dynamic strategists that the current tensions between North and South could ruin chances of mounting a successful defense in the case of a renewed invasion, something that has not endeared the company to its employer. Dynamic Systems maintains several research and testing laboratories in Newtown as well as a field testing facility outside the city and sponsors research by the engineering departments of Newton's universities. Recently, the company has begun research into "smartnets," neural nets with increased learning abilities, based partly on the highly advanced neural nets introduced to Terra Nova by the CEF.

### Manufacturer Description

Legal Appellation:	Dynamic Systems, Inc.
Headquarters:	Newton, Southern Republic
Directing Executive:	MD Katherine Buhaj
Maior Products:	Systems standards and testing, neural nets

# 1.2.1 ORGANIZATION

Dynamic Systems has several departments including Systems Testing, Design, Research and Strategy. Strategy, the oldest department of the four, is involved in developing and testing military doctrine. It also advises other companies in the industrial use of Gears and tracks trends in Gear sales. Systems Testing ensures quality control of Gears and components made by competitors to see if they comply with the Dynamic Systems Standards. The Design and Research departments develop new Gears and parts in conjunction with other companies and research partners. While these sections operate relatively independently from one another, personnel are frequently transferred between them to keep them in touch with the work of the other sections, consequently increasing the companies cohesiveness.

While the Strategy and Systems Testing departments are mainly confined to Dynamic Systems' Newton facilities, the Design department maintains offices in cities where its partners are located. The Research department has joint projects with other companies and universities all over the AST.

# 1 2 2 AREA OF EXPERTISE

Testing systems for other companies has become Dynamic Systems' main source of income for some time, and Dynamic plans to extend the DSS testing programme to cover other military vehicles and aircraft in the near future. The company, however, has also gained, almost by accident, a reputation for excellence in Gear design. This has become an increasingly important role for the corporation, although it has no actual production capabilities of its own. Rumors in the industry indicate that Dynamic Systems and Mandeers Heavy Industries are have embarked on a joint venture to design a group of revolutionary new Gears to replace the current standard battlefield models, with improved performances across the board and a marked modularity for ease of maintenance and upgrade. Dynamic's reputation means that many people are taking this seriously, despite Territorial Arms' current domination of the market. Dynamic's research into the tactical use of Gears has led its involvement in strategic military planning and it is beginning to speak out on political and social issues as well. As it stands, if this keeps up, Dynamic Systems may develop into a more general political and social think tank.

# 1.3 REPUBLICAN HEAVY INDUSTRIES

Republican Heavy Industries was founded by a group of engineering graduates in Marabou in TN 1634. Marabou's location on the Gamma maglev line and the northern shore of Lake Esperance made it ideal for the production of heavy vehicles, and the location of the central MILICIA barracks there in TN 1681 and the construction of the nearby landship docks in TN 1884 only improved the situation.

RHI began its operations building carriages for the maglev railway lines and soon branched out into the small amount of shipping that existed on Lake Esperance, producing cargo transports and a wide variety of pleasure craft. This led to the production of military vessels, consisting mainly of small VTOL aircraft carriers and patrol hovercrafts. This was RHI's introduction to the military market, which led to a shake-up of the corporation. Several thousand shares had been secretly bought by ex-military personnel who favored military contracts. Many of the original founders, who said that the production of military vehicles went against the original aims of the company, discovered they no longer had any real say in its direction and resigned in protest.

Rather than destroying the company, this actually encouraged RHI's embrace of the military market and led to another internal shake-up that cleared the floors of all undesirable elements. By TN 1667, RHI had produced its first military strider, which was an immediate success. The Republican Army placed a large order and has relied on RHI striders almost exclusively ever since. Striders became a major product line for Republican in the civilian as well as the military market, with the manufacture of a variety of construction and mining striders. The best known model was the Ankara prospecting strider, a six-legged design made for long-ranged independent operations in difficult terrain that became popular throughout the AST and the Badlands.

RHI became a minor partner in the consortium that produced landships for the Republican Army in TN 1720, producing the main turret assemblies for the ships. When the landship docks were relocated in TN 1884, it increased its involvement and became the main manufacturer of landship superstructures and armor. RHI eventually built its own commercial landship docks. The latter required a large investment from RHI, and the company faced financial difficulties when the docks were seriously damaged early on in the War of the Alliance. Luckily, the need for heavy transports to carry out reconstruction work after the war meant that RHI was able to quickly rebuild the docks with government assistance and the construction of cargo landships revitalised the company's accounts, allowing it to rapidly resume full operations.

### Manufacturer Description

No commence was a second	
Legal Appellation:	Republican Heavy Industries, Inc.
Headquarters:	Marabou, Southern Republic
Directing Executive:	MD Laurence Utzon
Major Products:	Striders, ships, landships, trains

# REPUBLICAN HEAVY INDUSTRIES

# 1.3.1 ORGANIZATION

Republican Heavy Industries has four divisions manufacturing divisions, the Landship division; the "Wetship" division, producing watercraft (including hovercraft); the Rail division, producing carriages for the main maglev lines as well as smaller intercity and public transport systems; and the General division, producing striders and more conventional vehicles, mostly trucks and construction vehicles. As befitting the size of the vehicles it produces the Landship division is the largest, while the "Wetship" division is the smallest.

No differentiation is made in any of these division between the construction of military and civilian vehicles, with personnel switching between working on the two frequently and several military and civilian models sharing the same basic chassis. Extra security protects the military production lines, with particular emphasis onthe landships'. Only the Rail division does not produce any military vehicles, although the magley carriages it produces are heavily armored to withstand Badlands tempests.

# 1.3.2 AREA OF EXPERTISE

Republican Heavy Industries produces heavy vehicles of all types, but it is best known for its involvement in landship construction — mostly as a subcontractor, but sometimes as the prime builder — and for its Naga class striders. The Naga, a solid bipedal design with a fierce reputation, is commonly used in both the Republican Army and the Southern MILICIA, where it fills a large number of fire support units. The sleek lines of the strider is also a boon to the Southern Republic's government: the machine is frequently featured in propaganda films throughout the AST, symbolizing the Republic's military and industrial might.

As well as being a major contributor to the military landship consortium, RHI also has its own facilities for the manufacturing and maintenance of the few existing commercial landships. The docks are expensive to maintain and contracts for the construction of new passenger and cargo landships are few and far between, but RHI manages to make a profit from them. Its docks are one of only a few facilities for non-military landships in the South that can service the large vehicles' fusion powerplants and repulsor systems, both of which require extensive maintenance. The docks are in constant use and constitute one of the corporation's main assets.



# 1.4 RUCKER GROUP



In TN 1898, Dysan Rucker inherited a failing military arms manufacturer from his father. Dysan was faced with the daunting task of making something from a company that was nearing its deathbed. He quickly decided to cut his losses and sell off all of the company's manufacturing facilities, keeping the research and development branch only. With the money he raised, Dysan paid off the company's remaining debts and with the rest he went about rebuilding his father's dream.

His first step was to approach Garamond University with a proposal. Dysan contributed a very large sum of money to the university's engineering department for the right to establish the Rucker Scholarship for the "less than affluent, middle-class students" who can not afford the high tuition fees at Garamond. Students who receive the Rucker Scholarship, most of whom would not normally be accepted into the elite private school because of their low social standing, are welcome there. Their tuition fees are completely paid by the Rucker Group. Periodically, one of Garamond's wealthier alumni complains about the "rabble" being accepted into their elite school, though these complaints are often answered by an "anonymous" donation to the school's alumni fund.

The students who attend Garamond under the Rucker Scholarship agree to work for the Rucker Group upon graduation for a period of ten cycles, after which they may leave if they choose. Of those few that leave after serving their time, 45% return to the Rucker Group since few other companies are prepared to take care of their engineers like the Rucker Group does. The engineers begin at the lower rung of the pay scale, but over time, their pay grows quickly, accompanied by an increasing number of perks, eventually leading up to stock options. This has developed a strong sense of loyalty within the company and while the Rucker Group has some of the highest paid engineers on Terra Nova, it also has the hardest working employees.

Dysan learned from his father's failure and decided to alter the company's focus from design and production to simple design. He began by establishing a reserve of design engineers to accomplish this goal. Over the following 35 cycles the Rucker group grew steadily into one of the premier weapons designers in the South, many of their designs being sold to Territorial Arms for production in their facilities. Recently, however, Rucker has purchased two small productions facilities and is presently gearing up to produce the soon-to-be-released 18mm IAU-X7 Infantry Field Gun, commonly thought to be the next Anti-Gear Rifle. The success or failure of this new field gun could determine whether or not Rucker continues to expand their production facilities.

### Manufacturer Description

Legal Appellation:	Rucker Armament Design Group, Inc.
Headquarters:	Rucker Design Office, Newton, Southern Republic
Directing Executive:	CEO Dysan Rucker
Major Products:	military armament designs

# 1.4.1 ORGANIZATION

Dysan Rucker is the CEO of the Rucker Group. Its Board of Directors is formed by the senior designers, those who have been with the company for over 10 cycles. Sylvia Forte is the Chairman of the Board, having been with the company for 45 cycles. Though she fully supports Dysan's decision to focus on design, it is at her behest that Dysan has begun to develop production facilities for the Rucker Group. Sylvia is also the Director of Operations of the Damon Rucker Production Facilities (named after Dysan's father), the facility that is set to begin the production of the infantry field gun. The RG production facility, which turns out the LAU-44 field gun, is controlled by the ambitious Carol Wolfe, a recent addition to the Board of Directors. Carol, along with a few others on the Board of Directors, is attempting to convince Dysan to develop a Gear design, an idea that Dysan is warming up to.

# 1.4.2 AREA OF EXPERTISE

The Rucker Group is a premier weapons designer, engineering among others several of Territorial Arms' more popular Gear armaments. At present, the Rucker Group has kept its designs focused on light tank weapons, artillery and Gear armaments, although they have designed a Super Heavy Field Gun for use on landships or ground-based defense installations. The design, however, will probably not enter production since the company which purchased it, Webster Corp., is experiencing severe financial difficulties. The Rucker Group's most popular and sought-after designs are their medium to large projectile weapons, such as heavy autocannons, field guns and, more recently, railguns. Their energy weapons and explosive weapons divisions, while successful, have yet to achieve the popularity of their other designs. Regardless, funds are still regularly assigned for advanced research.

The Rucker Group's production facilities are limited but growing slowing. At Sylvia's encouragements, Dysan has continued to develop some of the company's more leading edge designs for themselves rather then selling the design to an outside producer. This is the case for the new 18mm IAU-X7 Infantry Field Gun, one of the products of the advanced R&D put into place by the current administration. The success or failure of this new venture will decide if the company maintains its primarily focus on design alone.

# 1.5 WINDHILL ENGINES

Formed in TN 1978, Windhill Engines has grown steadily until recently. Their patented V-engine design was widely considered one of the more reliable motor designs with excellent cooling systems (vitally important on Terra Nova). Recently, however, with the trusted and reliable but much older WE-600 model being phased out of production to be replaced by newer designs, Windhill's reputation has begun to suffer alarmingly. The WE-1100 and WE-1110 models, which were both quickly discontinued, were highly criticized for being fuel hungry monsters that had too many design flaws to be worth their dinar. Shortly after the minor disaster with their failed releases, Windhill's newly assigned chairwoman, Sylvie DeLaRochelle, assured the industry that the new WE-1200-series would make everyone forget the problems of the 1100 and 1110 models. She promised that the new 1200-series would become the standard that other V-engines would be measured against.

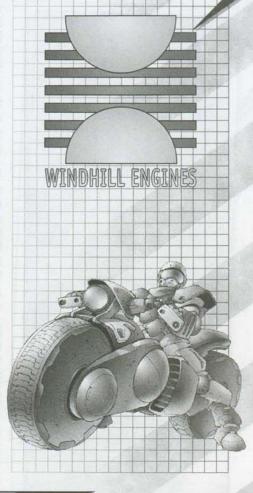
DeLaRochelle announced that Windhill would use the TN 1933 Republican Federation of Duelist's All-Rookie Showdown to launch their new design amidst a massive advertising campaign aimed at both the industry and consumers. The RFD Showdown is a promotional event which allows rookie duelists the opportunity to strut their stuff and attract sponsors. Windhill, with a great deal of media hype, sponsored the Windrunners, a promising group that appeared last cycle.

The team of six Gears, piloted by some of the leading rookies, were all equipped with Windhill's 1200 series V-engines. Windhill promised a smashing success, predicting medals for all the Windrunners, but disaster struck as soon as the Showdown began. One engine refused to start while another was unable to change gears, stuck in first. Two other engines overheated while their pilots participated in the Block and Run event, and the fifth engine exploded mysteriously when its pilot attempted to avoid his opponents in the Lone Wolf event, fatally wounding the young pilot. The last Gear equipped with the 1200 series V-engine ran out of fuel 200 meters away from the pit stop on the 10th lap of the ThunderRun 200, a race similar to the Innsbruck Death Track 2000.

Humiliated, Windhill has already canceled production of the 1200 series, refunding all prepaid advance orders. At present, the Board of Directors is demanding the resignation of DeLaRochelle though the media has pointed out that the problem may lie far deeper than the Chairman of the Board. DeLaRochelle has refused to meet with the media so far and her office has maintained that she will correct the problem immediately. This statement has many of Windhill's engineers concerned for their jobs.

### Manufacturer Description

Legal Appellation:	Windhill Engines Inc.
Headquarters:	Windhill Production Facility, Timbuktu, Southern Republic
Directing Executive:	Chairman Sylvie DeLaRochelle
Major Products:	V-Engines



# 1.5.1 ORGANIZATION

Windhill is structured like most other corporations, with a Board of Directors and Chairman of the Board. With the recent upheaval, however, it remains to be seen how many of these positions will stay in the hands of those who presently occupy them. It is expected that DeLaRochelle will not be able to hold on to her position and that several board members who strongly supported her will be the next to go. Southern financial experts believe that the banks will step in and make it known that changes in management must be made or they will foreclose on the outstanding loans that Windhill has amassed in the past cycle, possibly bringing about a bankruptcy. One thing may possibly save Windhill, however. Their WE-600 V-engine is still a highly respected design that several companies rely on. Whether the 600-series can keep Windhill afloat remains to be seen.

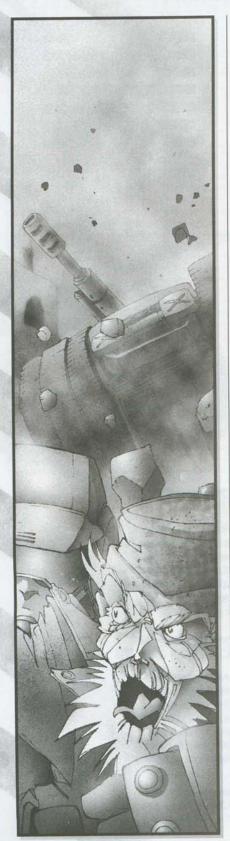
# 1.5.2 AREA OF EXPERTISE

Windhill Engines has long been considered a leader in the production of V-engines, although that reputation has almost vanished. Until recently, the company's V-engines accounted for close to 30% of the total number of engines used in Southern Gears and other military vehicles, along with several expensive off-road civilian vehicles. This number has begun to drop since the 600-series has had its production cut in half over the past two cycles without a new product to fill the void. The drop has hurt the production of Gear-based engines the most, but new companies have leaped in to fill the void in the marketplace. Also, Windhill has failed to deliver on no less than three contracts with the MILICIA for their new engine models, a failure which has strained their military contacts greatly, possibly jeopardizing future contracts. Their civilian contracts have continued to be met with the 600-series, although a few of their clients have reportedly begun looking into alternate possibilities.

Further complicating the matter, a relatively new company, Chimera Engines, has just announced the upcoming release of a revolutionary V-engine design, said to be 3/4 the weight of Windhill's previous designs with a boost in performance of 10% to 25% in virtually all areas. There is speculation about whether Windhill will be able to weather the coming storm.



# OBSTACLES



The village of Barrus Gulch was being invaded. Locals watched on with a mixture of awe and resignation as a line of mighty Visigoth tanks rolled down the town main road — main, because it was the only road. Gears and infantry on Jackrabbits flanked the huge armored vehicles, adding to the cacophony of armoplast and steel. Treads dug into the packed sand and soldiers took positions around the low stone buildings. There was nothing anyone could do —

"Stop!" The order came from a withered stick of a man, standing in the middle of the road. The lead tank was bearing down on him and his only defense was to hold up his hand and scream his command once more. To the surprise of some, the tank obeyed.

Soon the whole column was at a standstill, the tanks unable to get around the old man because of the buildings flanking them. For several moments, no one spoke over the din of the vehicle's motors.

"Get that man out of the way." Sous-Commandant Pierre Moz was not known for his patience or his diplomatic attitudes. "Charon, snap to it!"

Caporal Luc Charon hopped out of the sous-commandant's Elan staff car and ran up to the old man. Wearing heavy flak armor and brandishing an assault rifle, he made an impressive sight. But even before he got within spitting distance, the civilian was yelling again.

"Don't try to intimidate me, you whipper-snapper." He was brandishing a walking stick not half as gnarled as his own legs. "I'm Balthazar Onesime Caro, the oldest man on this whole planet. I was here before the stoneheads went into hibernation, so don't think you can push me around."

Charon put on his best hard-nosed expression. "You're going to have to move, sir."

"I'll move when I'm good and ready. Anyway, you fools obviously don't know anything about the Badlands or you wouldn't be driving those monstrosities through here. Don't you know that this was once a great ocean? I remember sailing that sea when I was a child and—"

"Charon!" Somehow the Sous-Lieutenant's voice carried just fine over the Visigoths' engines. "Get him the hell out of the way or we're going over him!"

"Yes, sir!" Charon took another step toward Caro and was rewarded with a swift whack across the head. His helmet took all the force out of the blow and he was able to grab the man's arm. "This way, sir."

"You don't know what you're doing, you fool! You're just like that Harris brat. He wouldn't listen to me either and he ended up viper food. Now there was a case —"

Even Caro's shrill voice was drowned out as the Visigoth's went into gear and rumbled past, kicking up dust. Charon couldn't hear anything else until the terrible cracking sound started a minute later.

He looked on in horror through the dust as the ground cracked and gave way under the lead tank. The front dipped first, sending the read up into the air as the treads tried to dig into ground that was no longer there. After a interminable second, the massive war machine went nose first into the deep underground cave and a terrible crashing sound followed. The Southern forces had just created a new opening to the MacAllen cave network that ran under the Badlands.

"I tried to tell you about the well cave, but would you listen? No. That's what you get when you ignore Balthazar Caro, you little runt. Now listen here..."

Charon didn't know if he should hit himself or the old codger first.



# BACKGROUND

Unlike the Northern governments, the South in general and the Southern Republic more specifically never rejected the use of tanks, even after the Gears had proven their value on the battlefield. Tanks and artillery pieces have always been a precious resource of the Republic, and the coming of the Gears only reinforced the need for tanks to act as their support. While the North thought of the Gears as walking tanks, the South thought of them as enhanced infantry — *übermensch*, as they said in 47th century Imperia Germania. Powerful infantry called for powerful support artillery, not the contrary. When the Jäger was introduced in TN 1681, the Republic immediately realized its potential and quickly developed a tank that would support it appropriately. Released in 1699, the NH-07S-MBT Fischer was the first of a series of brutal and powerful tanks. It was a heavily armored treaded crawler with massive field guns and good sensors. Standing far away from the battlefield, it relied on forward observers (most of the time, Jägers or Jäger Recons) to accurately strike incoming enemy forces. While the Fischer was an easy target for Gears that wormed their way through Southern defense lines, the Republic quickly protected them with squadrons of anti-Gear infantry riding on Jackrabbit bikes.

Over time, however, heavy tanks such as the Fischer fell out of favor, mostly because they required too much resources to be properly defended. Lighter and faster tanks came to replace these powerful dinosaurs, most of which were equipped with a polyvalent array of weapons: rocket packs to use against Gears, anti-personnel mortars to use against infantry, and artillery guns to use against other tanks. For some time, mostly between TN 1730 and TN 1785, these tanks worked well enough and resulted in designs such as the PZ-201V Simmons, the HR-66 Gallois and the well-known UZ-M48C Shergund, an electronic warfare stealth tank that usually spelled doom for Northern forces. The UZ-series that followed the Shergund was never quite as successful as the original vehicle, however, and was retired in 1845 when general improvements in sensors made its stealth abilities obsolete.

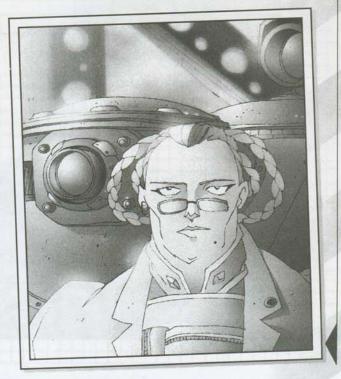
In the early 19th century, a new tank philosophy emerged, once more favoring specialization over general purpose. Having more impressive-looking tanks — regardless of their performance — was deemed more important than having a few powerful vehicles. For one thing, the Southern Republic's military doctrine was revised and called for tanks and artillery that would overwhelm the opponent through sheer number and destroy enemy morale. Great emphasis was put on designing vehicles whose mere looks would convey the might of the Southern army and act as a deterrent against attacks. The fearsome VXL-99Z DeGarmo main battle tank, introduced in 1827, was both impressive to look at and performed admirably on the battlefield, combining light field mortars with linked rocket packs. In the Battle of Marble Cliff in 1841, the 23rd cavalry regiment, using only half a company of DeGarmo MBTs, routed a superior Northern force while on mission in the Badlands — the advantage of surprise combined with the sustained artillery fire caused panic among the Northern forces, giving Republican forces an easy victory.



### About the Author

The second volume in the *Shields of Honors* series, this book features several typical examples of the state-of-the-art vehicles which have given the Southern Republic — and, by extension, all of the southern hemisphere — its superior military might over the North. Southern tanks and artillery vehicles stand near-unchallenged by hostile forces due to a combination of innovative strategies and low-maintenance, high-engineered, mass-produced weaponry. This volume lists the most important tanks and artillery pieces which are vital to the defense of the southern hemisphere. Unless otherwise specified, all vehicles in this book are still in use in either the Southern Republic Army or the Southern MILICIA. The author of this book took great pains to ensure the accuracy of the material within, traveling throughout the southern leagues to examine a great number of the vehicles herself.

While the Shields of Honor series is a collective effort, it would not have been possible without the invaluable contribution of author Adjudant-Chef Kyrstanne Delacroix. She enlisted in the Southern Republic Cavalry at the age of eighteen and stayed there for ten cycles. Upon reaching the rank of Sous-Sergent, she enrolled in the Collège Militaire in Réunion and graduated five cycles later, in TN 1911, at the age of thirty-four. When the War of the Alliance began, she was still a sous-commandant, but was field promoted to full commandant status when her superior officer died in battle. Her rank was confirmed upon her return to base. She was offered two more promotions after the War, but refused the second categorically, preferring to stay as commandant of her regiment, the 19th Armored Cavalry Red Glare. She left the Southern Republican Army in TN 1922, much to the chagrin of her regiment, to focus on her family and pursue a career in advertisement. Her enthusiasm for the first volume of the Shields of Honor series spurred her to submit a manuscript for a book on tanks and artillery vehicles, which she admits are her only true passion next to her family.





# BE-8645 CAÏMAN APC





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

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



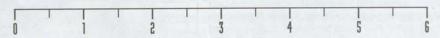
# Vehicle Specifications

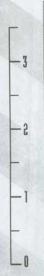
Code Name:	Caïman	Production Code:	BE-8645
Production Type:	Mass Production	Cost:	70,500 dinars
Manufacturer:	Brok Enterprises	Use:	Armored Personnel Carrier
Height:	2.71 meters	Length:	5.23 meters
Average Armor Thickness:	37 mm	Armor Material:	Ceramic composites
Standard Operational Weight:	14,210 kg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

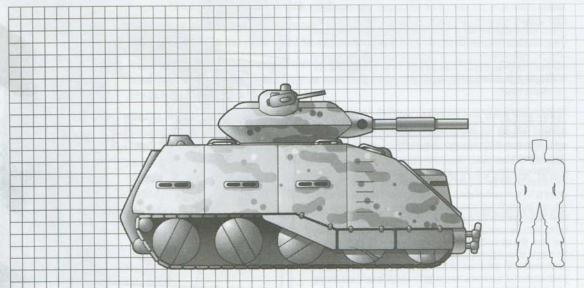
### V

# Weapon Payload

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



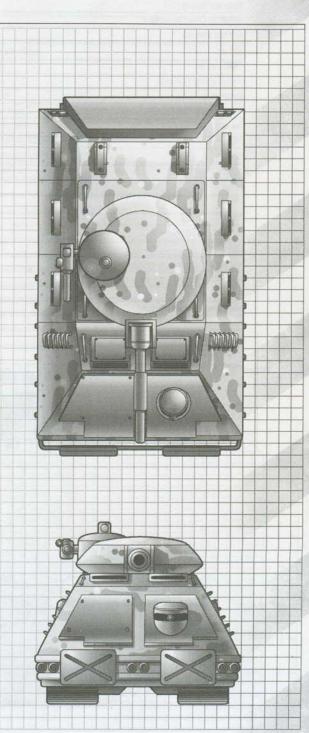






While slower than most other APCs, the Caïman has a very good track record on the field. Ever since it was first produced in TN 1829, it was used in almost every conflict the South was involved in, and its distribution to freedom-seeking northern Badlanders ensured that it was used next to the CNCS borders. It greatly confused the Northern forces during the Sandstorm Strikes, giving them the impression that numerous columns of small cavalry vehicles were approaching Northern positions. CNCS forces sent several units to intercept them, only to realize their mistake while some of their own positions were being overrun by discreet cavalry convoys that had escape their notice. The Caïman was also solidly tested during the War of the Alliance, where infantry losses were minimized thanks to the fewer number of soldiers they carried — it required the Colonial Expeditionary Forces greater effort (and more ammo) to shoot down all the Caïmans that were sent against them. Northern forces suffered greater losses, something they could ill afford since their army was already composed of fewer soldiers than the South's. While the CNCS witnessed the Caïman's superior performance, it still chose not to imitate the design and still uses inferior and more expensive APCs.

General Stats	
Threat Value:	190
Offensive:	224
Defensive:	73
Miscellaneous:	273
Size:	8
Original Default Size:	3
Individual Lemon Dice:	3
Crew:	2
Bonus Actions:	1
Movement	_
Primary Movement Mode:	Ground
Combat Speed:	8
Top Speed:	16
Secondary Movement Mode:	N/A
Combat Speed:	
Top Speed:	
Maneuver:	-3
Electronics	
Sensors:	0
Communications:	0
Fire Control:	-1
Armor	_
Light Damage:	13
Heavy Damage:	26
Overkill:	39
Vehicle Availability	_
Availability Threshold:	2
Maximum Number of Units in the Field:	5





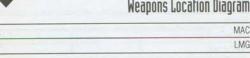
HEALT CHEMISTON			Wei	apons Summarų
Name	Code	Fire Arc	Qty	Ammo
Medium Autocannon	MAC	Turreted	1	40
Light Machinegun	LMG	Turreted	1-	800
V				Perks
Name	Rating			Game Effects
Hostile Environment Protection				Desert
Passenger Seating				10 infantry
Reinforced Crew Compartment	-		A	bsorbs first "Crew" hit
Shielded Weapons	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		Absor	bs first "Weapons" hit
-				Flaws
Name	Rating			Game Effects
Annoyance			Minimal passenger headr	oom because of armor
-				Defects
Name	Rating			Game Effects
Name None	Houring			
				Fall
			Opt	ional Equipment
Name				Modified Threat Value
Add pintle mount w/9 mm machinegun				OS + 3
Add pintle mount w/37 mm grenade rifle				0S+8
Add APGL (6 shots, F)				OS + 29.6
Add smoke launchers (10 shots)				MS + 28
Add extrra armor (Reinforced Armor 1, Front)				MS + 28
Command vehicle (add ECM 2, +1 Crew, +1 Communication)				243
Tunical	Camouflage	-	Weapons L	ocation Diagram
Idhica	odinos/rage			MAC
THE RESERVE TO SERVE THE RESERVE THE RESERVE TO SERVE THE RESERVE THE		1		IVIETO

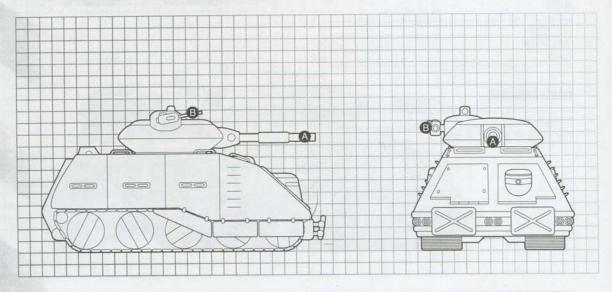












# SA-230 CROCODILE AFV

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

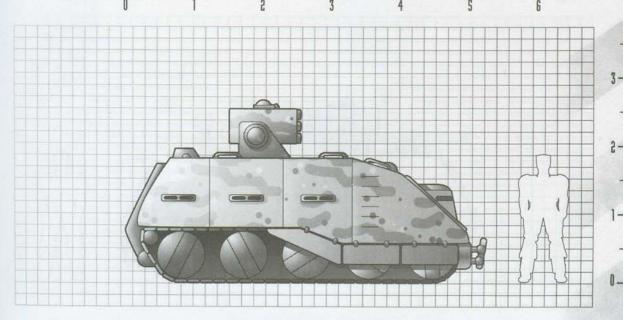
### **Vehicle Specifications**

Code Name:	Crocodile AFV	Production Code:	SA-230
Production Type:	Mass Production	Cost:	138,250 dinars
Manufacturer:	Brok Enterprises	Use:	Armored Fighting Vehicle
Height:	2.66 meters	Length:	5.23 meters
Average Armor Thickness:	37 mm	Armor Material:	Ceramic composite
Standard Operational Weight:	14,732 kg	Primary Movement Mode:	Ground
Secondary Movement Mode:	N/A	Deployment Range:	460 km
Sensor Range:	1.5 km	Communication Range:	8 km
Powerplant:	Electric (x2) w/gas turbine	Horsepower:	320 hp (x2), 140 hp

### **Modifications**

Add:	HRP/48 (T, 48 ammo)
Remove:	MAC, LMG
Change:	
Modified Threat Value:	316
Offensive:	602
Defensive;	73
Miscellaneous:	273

Availability Threshold:			4	Maximum	Number of	Units in th	ne Field:		3
				1 5			8	- 1	













# SA-231 SUPPORT CROCODILE AFV







Armored fighting vehicles, while they may look like tanks, are actually very different. They are equipped to carry infantry personnel to the battle position and back, not slug it out with heavy weaponry. In the case of the Support Crocodile, however, the mission of the vehicle was ill defined from its inception and several political intrigues weakened the result of what would have been an excellent support vehicle. Initially commissioned to be a dedicated field support vehicle, the Support Crocodile evolved into a combat-oriented mobile repair shop. Unfortunately, it was staffed with non-combat personnel and sent into hotspots with little to no preparation. The lack of preparedness and the misuse of the vehicle during the War led to countless deaths. It was finally decided not to waste any more technicians in the field, especially considering the morale problems which ensued. Of the thousand Support Crocodiles which the Republic fielded during the days of the War of the Alliance, only four hundred survived; most of them were later retrofitted to become standard Caïman APCs.

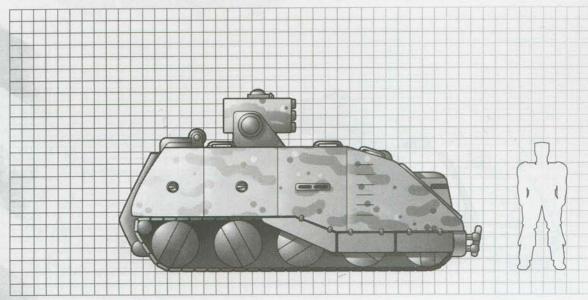
Code Name:	Support Crocodile AFV	Production Code:	SA-231
Production Type:	Mass Production	Cost:	305,000 dinars
Manufacturer:	Brok Enterprises	Use:	Field Repairs Vehicle
Height:	2.66 meters	Length:	5.23 meters
Average Armor Thickness:	37 mm	Armor Material:	Ceramic composites
Standard Operational Weight:	15,855 kg	Primary Movement Mode:	Ground
Secondary Movement Mode:	N/A	Deployment Range:	460 km
Sensor Range:	1.5 km	Communication Range;	8 km
Powerplant:	Electric (x2) w/gas turbine	Horsepower:	320 hp (x2), 140 hp

**Vehicle Specifications** 

Modifications

	Houlications
Add:	HRP/48 (T, 48 ammo), Laboratory (Tech, rating 1)
Remove:	MAC, LMG
Change:	Passenger Seating from 10 to 5
Modified Threat Value:	610
Offensive:	601
Defensive:	73
Miscellaneous:	1156
Miscellaneous:	

												Vehicle	e Availabi	lity
Availability Threshold:						6	Maximum	Number o	of Units in 1	he Field:				2
		1	1	T	1	T	3	1	4	1	5	T	6	
	0													



# SB-255 ALLIGATOR

The Southern Underwater and Swamp Training Center in Port Oasis does more than train Sea Naga pilots. It also produces the best and most versatile mechanized infantry in the southern hemisphere. These infantry are trained for both land and sea warfare. In order for these troops to get to the theater of operations, they need a special vehicle that can navigate without difficulty through even the thickest bogs. The Alligator is such a vehicle. Based on the proven Caïman chassis, it can transport up to ten infantry through almost any swamp with great ease. It is somewhat slower than the regular Caïman, but can cut travel time by crossing rivers, swamps and lakes. The Alligator did not appear until after the War of the Alliance, but was still involved with the mop up of tenacious GREL rebels roaming the southern hemisphere. Even today, a platoon of Alligators are deployed along the White River and hunt in the area. It is known as the "White Death," and while it is believed that no more GRELs operate in that sector, they still maintain their vigil in case they return.

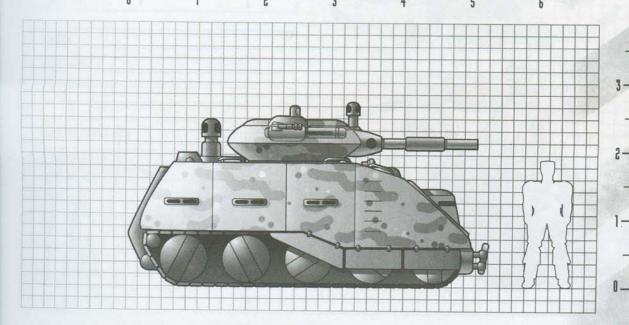
### **Vehicle Specifications**

Code Name:	Alligator	Production Code:	SB-255
Production Type:	Mass Production	Cost:	90,750 dinars
Manufacturer:	Brok Enterprises	Use:	Amphibious Troop Transport
Height:	2.71 meters	Length:	5.23 meters
Average Armor Thickness:	37 mm	Armor Material:	Ceramic composites
Standard Operational Weight:	14,890 kg	Primary Movement Mode:	Ground
Secondary Movement Mode:	N/A	Deployment Range:	460 km
Sensor Range:	1.5 km	Communication Range:	8 km
Powerplant:	Electric (x2) w/gas turbine	Horsepower:	320 hp (x2), 140 hp

### **Modifications**

Add:	Amphibious
Remove:	
Change:	Ground Speed from 8/16 to 6/12
Modified Threat Value:	242
Offensive:	224
Defensive:	70
Miscellaneous:	432

Availability Threshold:			5	Maximum Number of Units in the Field:				3	







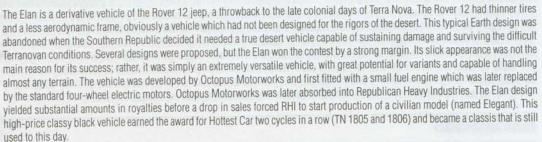




# MPV-X4 ELAN

Powerplant:





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

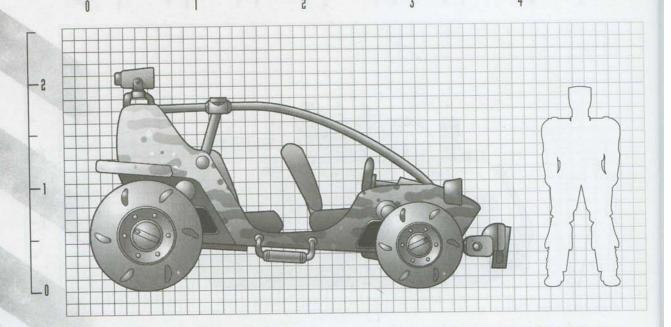


### **Vehicle Specifications** MPV-X4 Production Code Code Name 29,000 dinars Mass Production Cost Production Type: All-Purpose Vehicle Lise Various Manufacturer: 3.96 meters 2.13 meters Length Height: Durasheet w/alloy Armor Material: Average Armor Thickness: 6 mm Ground Primary Movement Mode: Standard Operational Weight: 1,630 kg 575 km Deployment Range Secondary Movement Mode: 5 km Communication Range: N/A Sensor Range: 90 hp (x4)

Weapon Payload
Ammunition Payload

Horsepower:

Electric (x4)



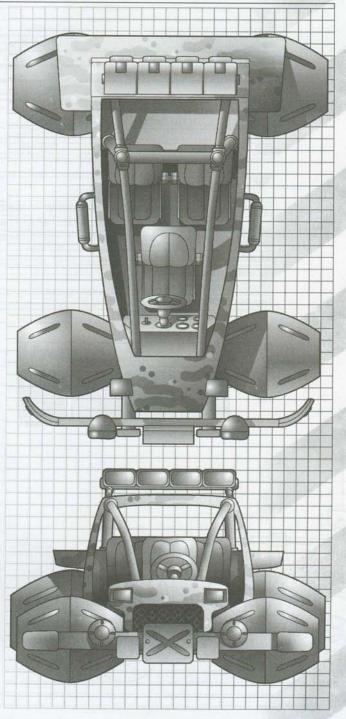


The first three generations of Elans lasted for decades before rust and abuse forced the Republican Army to retire them. The next generations were built to last somewhat longer, but the St. Vincent's War occured and destroyed most of them. The vehicle was further modified during the 19th century and participated to all of the conflicts against the belligerent North which plagued that century. Again, a great number of Elans did not survive the wars and were either retired or recycled for spare parts. When the civilian model came out, it was used in split recruitment posters showing on one side a young fop standing in front of the civilian Elan and on the other side a responsible-looking all-Republican soldier at the command of his Elan. The recruitment campaign was a success; young men and women looking for a purpose in life enrolled in the Southern Republican Army and became true patriots. The Elan has another claim to fame: it is the oldest vehicle still being produced on Terra Nova. While there are no more first-generation Elans in existence, there exists six second-gen models that are on display in the Republican Museum of Terranovan Military History. They are no longer functional, but have otherwise been remarkably maintained — they are now over two hundred cycles old.

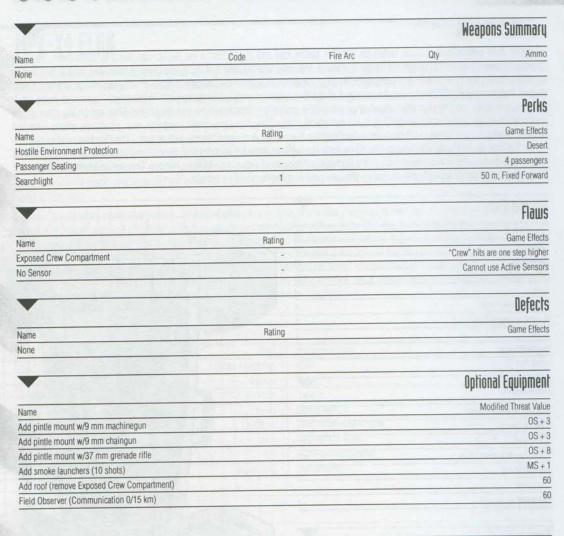
Unlimited

General Stats	
Threat Value:	58
Offensive:	0
Defensive:	40
Miscellaneous:	133
Size:	4
Original Default Size:	4
Individual Lemon Dice:	3
Crew:	1
Bonus Actions:	0
Movement	_
Primary Movement Mode:	Ground
Combat Speed:	- 11
Top Speed:	22
Secondary Movement Mode:	N/A
Combat Speed:	
Top Speed:	
Maneuver:	-1
Electronics	
Sensors:	N/A
Communications:	-2
Fire Control:	-3
Armor	_
Light Damage:	5
Heavy Damage:	10
Overkill:	15
Vehicle Availability	-
Availability Threshold:	1

Maximum Number of Units in the Field:







# Typical Camouflage



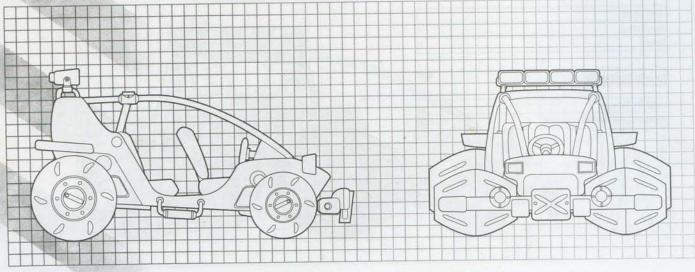






# **Weapons Location Diagram**

None



# FOV-4X EVIL EYE

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

### **Vehicle Specifications**

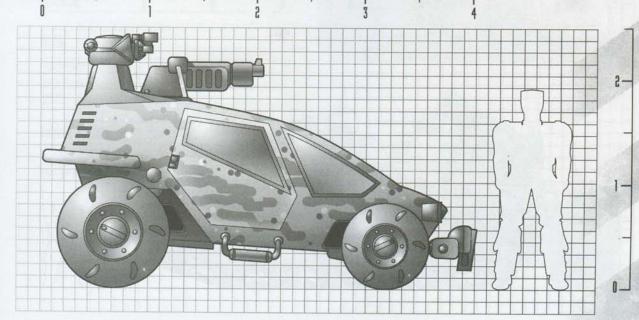
Code Name:	Evil Eye	Production Code:	FOV-4X
Production Type:	Mass Production	Cost:	97,500 dinars
Manufacturer:	Various	Use:	Forward Observer
Height:	2.43 meters	Length:	4.10 meters
Average Armor Thickness:	20 mm	Armor Material:	Steel w/composite
Standard Operational Weight:	1,800 kg	Primary Movement Mode:	Ground
Secondary Movement Mode:	N/A	Deployment Range:	650 km
Sensor Range:	2 km	Communication Range:	30 km
Powerplant:	Diesel/Electric	Horsepower:	90 hp

### **Modifications**

Add:	Sensors +1/2, Backup Sensors, ECCM (r1), Target Designator (r3), Exposed Aux. Systems, Annoyance (Defect: cramped op. seat), VLA	C (F, 100 ammo)
Remove:		
Change:	Ground Speed from 11/22 to 10/20, Communications from -2/5 to +1/30, Fire Control from -3 to -1, Base A	rmor from 5 to 7
Modified	Threat Value:	156
Offensive		44
Defensiv		50
Miscella	neous:	374

# Vehicle Availability

Availability Threshold: 6 Maximum Number of Units in the Field: 1





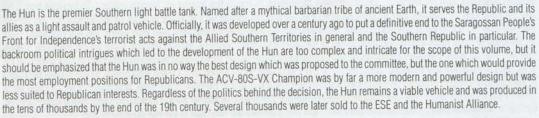






# ST-79 HUN







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

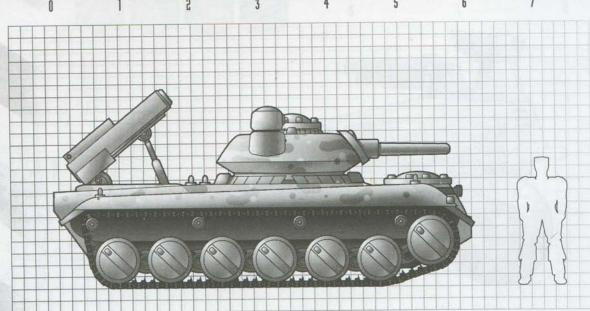


### **Vehicle Specifications** ST-79 Hun Production Code: Code Name: 463,500 dinars Mass Production Cost Production Type: Light Battle Tank Various Use: Manufacturer: 6.09 meters 2.65 meters Length: Height: Armoplast w/ceramite Armor Material: Average Armor Thickness: 97 mm Ground Primary Movement Mode: 24,500 kg Standard Operational Weight: 460 km N/A Deployment Range: Secondary Movement Mode: 15 km Communication Range: 2 km Sensor Range: 670 hp (x2) Horsepower: Gas turbine (x2) Powerplant:

# 3

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







### 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 action during the War of the Alliance, giving the tank and its crews a reputation for steadfastness. After the War of the Alliance, over twelve thousand of them had been destroyed and, according to Republican statistics, over half the remaining Huns were too damaged to repair (most of them were either sold to Badlands counties or recycled for parts). The remaining tanks are still in service today in strategic locations, ready to defend the South at a moment's notice. It should be mentioned that Huns are currently very active in the Eastern Sun Emirates, working under AST supervision to quell the rebellions that have plagued that league for several cycles now. Their peacekeeping mission has already served to preserve the lives of thousands of civilians in Okavango and has prevented the rebel forces from crossing the Swamps west of the city-state. Countless citizens from Bangweuleu, Javari and Skavara have expressed their gratitude to the Southern Republic for its much-needed intervention. Overall, 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.

Pa	nei		0	-	h-
In II	ПР	d	15	d	LC
UL	116	ш	U	u	IJ

Threat Value:	927
Offensive:	1638
Defensive:	421
Miscellaneous:	722
Size:	10
Original Default Size:	10
Individual Lemon Dice:	3
Crew:	2
Bonus Actions:	1

### Movement

Primary Movement Mode:	Ground
Combat Speed:	6
Top Speed:	12
Secondary Movement Mode:	N/A
Combat Speed:	
Top Speed:	
Maneuver:	-1

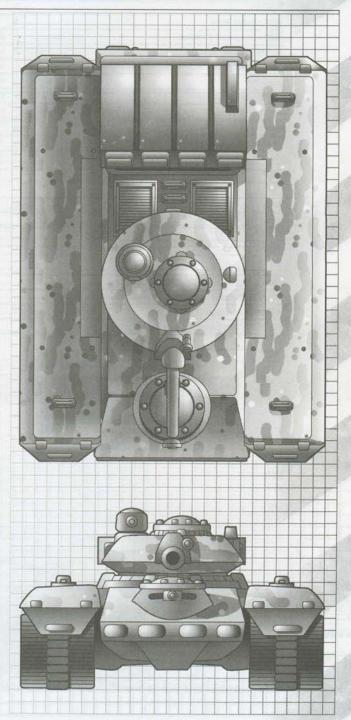
### Electronics

Sensors:	0
Communications:	0
Fire Control:	0

### Armor

Light Damage:	25
Heavy Damage:	50
Overkill:	75

Availability Threshold:	4
Maximum Number of Units in the Field:	3





CAST THE SECOND			Med	pons summary
Name	Code	Fire Arc	Qty	Ammo
Heavy Rifle	HRF	Turreted	1	40
Light Laser Cannon	LLC	Turreted		10
Medium Rocket Pack	MRP/36	Fixed Forward	1	32

Game Effects	Rating	Name
Can travel across water hexes		Amphibious
Acts as level 1 driver		Autopilot
Add to Armor against HEAT weapons	6	HEAT-resistant Armor
Deser		Hostile Environment Protection
Fron	3	Reinforced Armor
Absorbs first "Weapons" hi		Shielded Weapons

		11000
Name	Rating	Game Effects
Annovance		Low ceiling; maximum Build is 0

		neleriz
Name	Rating	Game Effects

	Optional Equipment
Name	Modified Threat Value
Add APGL (6 shots, F)	OS + 29.6
Add smoke launchers (10 shots)	MS +51
Add Light Mining Equipment (dozer blade, digging charges, winches)	MS + 275

# Typical Camouflage



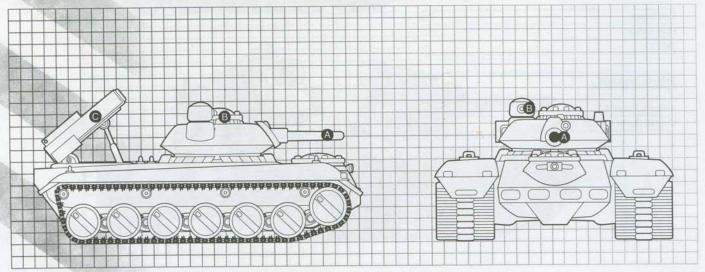






# Weapons Location Diagram

A	Heavy Rifle
В	Light Laser Cannon
C	Medium Rocket Pack



# ST-80 BALLISTA

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

# **Vehicle Specifications**

Code Name:	Ballista	Production Code:	ST-80
Production Type:	Mass Production	Cost:	236,600 dinars
Manufacturer:	SRWI Motor Division	Use:	Light Support Tank
Height:	2.85 meters	Length:	6.09 meters
Average Armor Thickness:	97 mm	Armor Material:	Armoplast w/ceramite
Standard Operational Weight:	24,600 kg	Primary Movement Mode:	Ground
Secondary Movement Mode:	N/A	Deployment Range:	460 km
Sensor Range:	2 km	Communication Range:	15 km
Powerplant:	Gas turbine (x2)	Horsepower:	670 hp (x2)

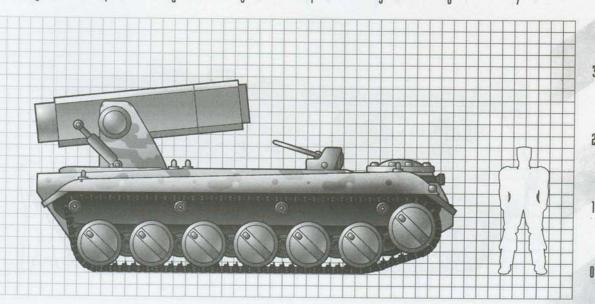
### **Modifications**

Add:	Sniper System (VLRP/128), VLRP/128 (256 ammo)
Remove:	HRF, LLC, MRP/36
Change:	
Modified Threat Value:	590
Offensive:	364
Defensive:	421
Miscellaneous:	985

### Vehicle Availability

Availability Threshold:

5 Maximum Number of Units in the Field:











# ST-84 HITTITE



Infantry is the bane of most modern tankers. After losing entire armored columns to infantry units, the Republican high command ntiuns rear with es of lass

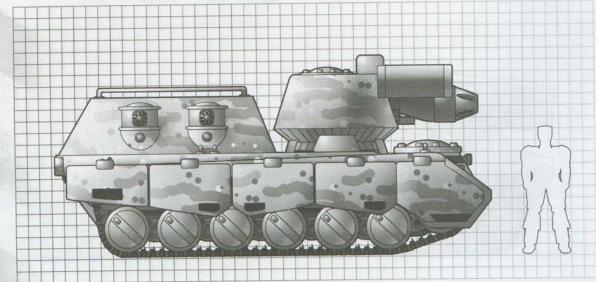
commissioned a new light tank designed specifically to clear cities and other conquered territories of infantry before the rest of the forces moved in. It was decided early on that the anti-vehicular capacity would be reduced or even eliminated in the quest for the perfect anti-personnel machine. The Hittite is equipped with a wicked BURN-9p heavy flamer mounted in a large turret up front. Two heavy machineguns in articulated mounts are placed on either side of the hull, each capable of independently targeting a foe in a 180° arc on its side. The rear chassis has been extensively modified to 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 onto vulnerable spots such as the treads, a favorite target. The Hittite was particularly lethal to the Mordred-class GRELs, which learned to fear that particular vehicle during the War.
Vehicle Specifications

			Tomoro oposificanione
Code Name:	Hittite	Production Code:	ST-84
Production Type:	Mass Production	Cost:	225,200 dinars
Manufacturer:	SRWI Motor Division	Use:	Light/Urban Battle Tank
Height:	2.92 meters	Length:	6.33 meters
Average Armor Thickness:	97 mm	Armor Material:	Armoplast w/ceramite
Standard Operational Weight:	24,600 kg	Primary Movement Mode:	Ground
Secondary Movement Mode:	N/A	Deployment Range:	420 km
Sensor Range:	2 km	Communication Range:	15 km
Powerplant:	Gas turbine (x2)	Horsepower:	670 hp (x2)
THE COUNTY ASSESSMENT			

Add:	Reinforced Location Armor (2, Movement Systems), HFL (T, 260 ammo), HMG (x2, L and Rt arcs, 500 ammo each)
Remove:	Shielded Weapons, HRF, LLC, MRP/36
Change:	Ground Speed from 6/12 to 6/11, Deployment Range from 460 to 420
Modified Threat Value:	563
Offensive:	727
Defensive:	420
Miscellaneous:	541

**Modifications** 

-					V	ehicle Availabiliti
Availability Threshold:	N SAN DE	6	Maximum Num	nber of Units in the Fig	eld:	
0 1	9	7	4	Ç	6	7





# ST-791 OSTROGOTH

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

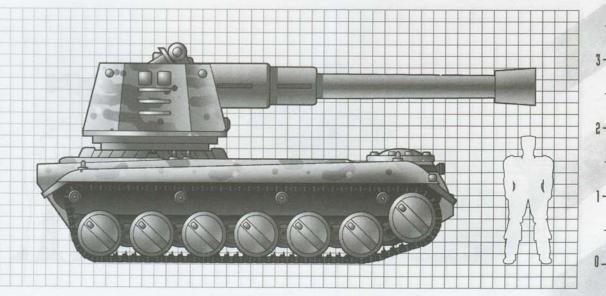
### **Vehicle Specifications**

Code Name:	Ostrogoth	Production Code:	ST-779
Production Type:	Mass Production	Cost:	462,000 dinars
Manufacturer:	Various	Use:	Light Self-Propelled Artillery
Height: 3.21 mete		Length:	7.22 meters
Average Armor Thickness:	97 mm	Armor Material:	Armoplast w/ceramite
Standard Operational Weight:	24,600 kg	Primary Movement Mode:	Ground
Secondary Movement Mode:	N/A	Deployment Range:	400 km
Sensor Range:	5 km	Communication Range:	20 km
Powerplant:	Gas turbine (x2)	Horsepower:	690 hp (x2)

### **Modifications**

Add:		LAG (T, 12 ammo)
Remove:		
		Amphibious, HRF, LLC, MRP/36
Change:		euver from -1 to -2, Deployment Range from 460 to 400, Sensor from 0 0/20, HEAT Armor from 6 to 5, Reinforced Armor from 3 to 2 (Front)
Modified Threat Value:	H	924
Offensive:		2045
Defensive:		315
Miscellaneous:		412

Availability Threshold:				yelme	6	Maximun	n Number	of Units in	the Field:			LII Y S	3		
	-	1	1	1	T	1 3	-	I 4	T	5	-	I 6	1	7	



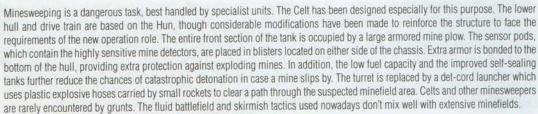












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# Vehicle Specifications

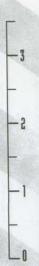
Code Name:	Celt	Production Code:	EST-89
Production Type:	Mass Production	Cost:	291,150 dinars
Manufacturer:	Various	Use:	Light Engineering Tank
Height:	2.85 meters	Length:	7.92 meters
Average Armor Thickness:	97 mm	Armor Material:	Armoplast w/ceramite
Standard Operational Weight:	24,600 kg	Primary Movement Mode:	Ground
Secondary Movement Mode:	N/A	Deployment Range:	200 km
Sensor Range:	1 km	Communication Range:	10 km
Powerplant:	Gas turbine (x2)	Horsepower:	670 hp (x2)

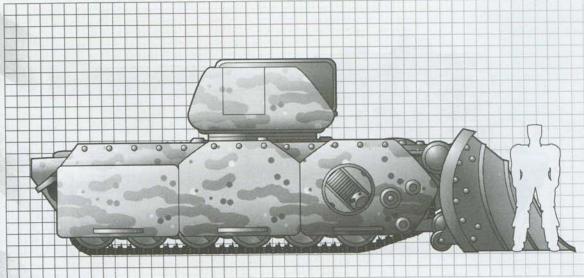
### V

### Modifications

Add:	Ammo/Fuel Containment System, Mine Detectors, Minesweeping Equipment (2)
Remove:	Amphibious, Shielded Weapons, all weapons
Change:	Crew from 2 to 3, Ground Speed from 6/12 to 5/10, Manever from -1 to -3, Deployment Range from 460 to 200, Sensors from 0/2 to +2/1, Communication from 0/15 to 0/10, HEAT Armor from 6 to 10, Reinforcd Armor from 3/Front to 5/Bottom
Modified Threat Value:	647
Offensive:	0
Defensive:	251
Miscellaneous:	1690

Availability Threshold: 6				Maxi	mum Nun	ber of Uni	ts in the F	ield:					
0	1	T	5	1	3	-	1	T	5		6	7	





# ST-88R RECON HUN

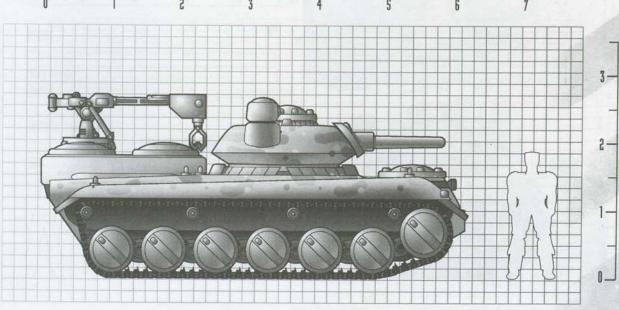
When drone usage became more popular and widespread in the late 19th century, most field commanders felt a strong need for a unit capable of supporting a cluster of drones. Southern high command turned once more towards the popular 80-series of vehicles and opted to modify it to get faster results and start production quickly. Specifications called for the ability to operate and repair multiple drone types. Replacing the rear missile bed of the Hun, a maintenance facility allows the Recon Hun to repair damaged drones in the field. A mechanical arm was also installed for the safe recovery of damaged units. The Recon Hun mostly carries Wasps, Ovnis and Fire Eggs. On certain occasions, however, especially in the case of missions set in unknown territory, the drones can be replaced by Jackrabbit bikes. The Recon Hun can carry up to four such bikes, but unfortunately does not have the room to transport as many drivers. One bike is often removed to allow the drivers to stay on their bikes during transport and not exceed the Recon Hun's safe weight limit. Overall, the vehicle's abilities met the brass' expectations and is often used along with Caïmans and Jäger Recons on patrol missions.

# **Vehicle Specifications**

ST-88R	Production Code:	Recon Hun	Code Name:	
432,000 dinars	Cost:	Mass Production	Production Type:	
Light Reconnaissance Tank	Use:	Various	Manufacturer:	
6.21 meters	Length:	2.69 meters	Height	
Armoplast w/ceramite	Armor Material:	97 mm	Average Armor Thickness:	
Ground	Primary Movement Mode:	24,600 kg	Standard Operational Weight:	
460 km	Deployment Range:	N/A	Secondary Movement Mode:	
30 km	Communication Range:	2 km	Sensor Range:	
670 hp (x2)	Horsepower:	Gas turbine (x2)	Powerplant:	

### **Modifications**

Add:	Smoke Launchers (10 shots), Tool Arm (r2, cannot punch), Vehicle Bay (Size 3)
Remove:	MPR/36
Change:	Communication from 0/15 to +1/30
Modified Threat Value:	864
Offensive:	1101
Defensive:	421
Miscellaneous:	1069











# ST-12 VISIGOTH MAIN BATTLE TANK

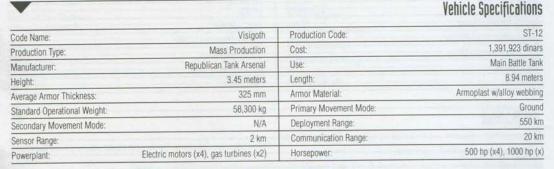






Most of the Visigoth's lower functions are processed by its automated systems, leaving the important decision-making to the two-man crew. The wide and low hull is carried on independently powered twin sets of treads. The driver compartment is completely armored and information about the vehicle's surroundings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

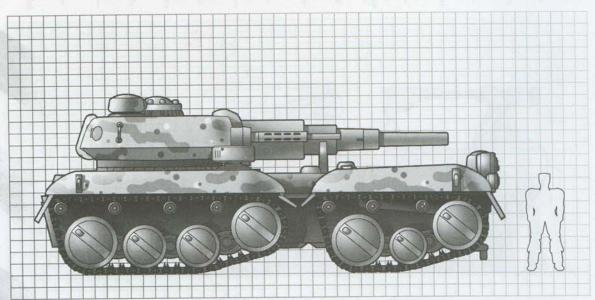






	Weapon Payload
Name	Ammunition Payload
Ebirus Co. 140 mm MAGISTER II Cannon	25
Rucker Group RFC-097 40 mm Autocannon	300
Republic Optics 15 mW Laser Cannon	30
Territorial Arms HARGON-C Rocket Launcher	9
Territorial Arms HARGON-C Rocket Launcher	9



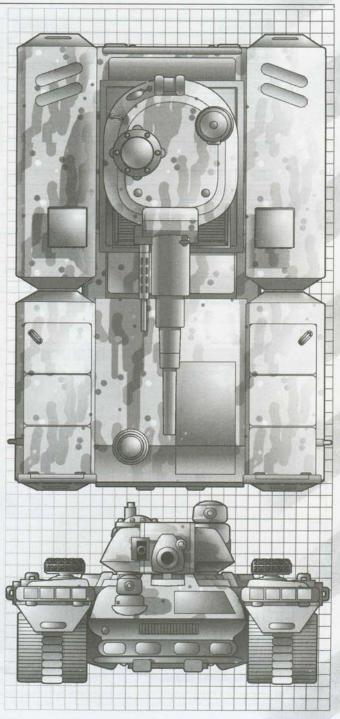




The Visigoth saw its finest hour during the so-called "pacification cycles" that followed the formation of the Allied Southern Territories. The vehicle often prevented battles simply by its presence with the occupation forces. It was also present in several of the conflicts which plagued the 19th century, more particularly during the Two Week War around Saragossa. The SPFI rebels, having become particularly brutal against the 5th Republican Cavalry Legion, suddenly declared the independence of the city-state and claimed that the Saragossan Conclave was restored. The Knights quickly deployed the tanks inside and outside the city-state, many of which were Visigoths and Visigoth KHANs. The intimidating effect quickly tamed the riots which had erupted throughout Saragossa. The rebels attempted one organized offensive against the Knights, only to be repelled after three days. The remaining days of the "war" were spent mopping up the city and unearthing the remaining SPFI nests. The Visigoth also fared very well during the War of the Alliance, although it needed light and nimble vehicles as support against GREL infantry, which could easily outmaneuver it. Its thick armor and the power of its main gun prevailed nonetheless.

# n Territories. nflicts which e particularly e Saragossan isigoths and tempted one

General Stats	
Threat Value:	2585
Offensive:	5660
Defensive:	802
Miscellaneous:	1294
Size:	13
Original Default Size:	14
Individual Lemon Dice:	3
Crew:	2
Bonus Actions:	2
Movement	_
Primary Movement Mode:	Ground
Combat Speed:	5
Top Speed:	10
Secondary Movement Mode:	N/A
Combat Speed:	
Top Speed:	
Maneuver:	-2
Electronics	
Sensors:	0
Communications:	0
Fire Control:	0
Armor	_
Light Damage:	40
Heavy Damage:	80
Overkill:	120
Vehicle Availability	_
Availability Threshold:	4
Maximum Number of Units in the Field:	3





STATE OF TARRE		Wea	pons Summarų
Code	Fire Arc	Qty	Ammo
HFG	Turreted	1 1	25
HAC	Turreted	1.00	300
LLC	Turreted	1	30
MRP/9	Forward	2	9 each
	HFG HAC LLC	HFG Turreted HAC Turreted LLC Turreted	Code         Fire Arc         Qty           HFG         Turreled         1           HAC         Turreled         1           LLC         Turreled         1

Game Effects	Rating	ame
Acts as level 1 pilot	AND DESCRIPTION OF THE PARTY OF	utopilot
Acts as two crewmen	2	utomation
Absorbs first "Sensor" hit		ackup Sensors
Added to Base Armor vs HEAT weapons	10	EAT-resistant Armor
Deser		lostile Environment Protection
Can hold one infantry weapor		intle Mount
Fron	5	einforced Armor
Absorbs first "Movement" hi		lugged Movement System
10 shots		imoke launchers

Name	Rating	Game Effects
Large Sensor Profile	2	Easier to detect
Sensor Dependent		Must rely on sensors during combat
		2 - 1

		Bologie
Name	Rating	Game Effects
Mana		

# Typical Camouflage



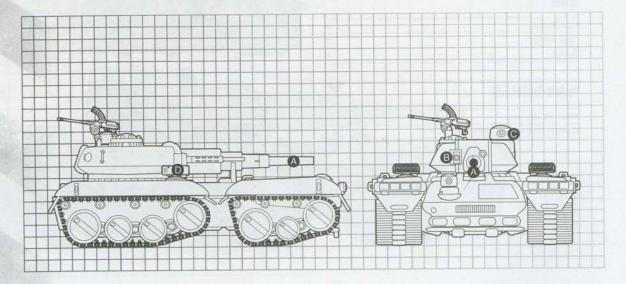






# Weapons Location Diagram

A	Heavy Field Gun
В	Heavy Autocannon
C	Light Laser Cannon
D	Medium Rocket Packs



# ST-18 VANDAL

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

### **Vehicle Specifications**

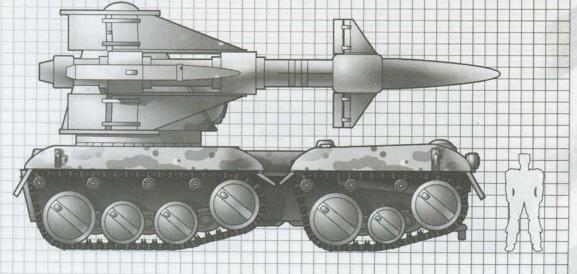
Code Name:	Vandal	Production Code:	ST-18
Production Type:	Mass Production	Cost:	898,615 dinars
Manufacturer:	Republican Tank Arsenal	Use:	Heavy Tactical Missile Transport
Height:	4.73 meters	Length:	9.23 meters
Average Armor Thickness:	325 mm	Armor Material:	Armoplast w/alloy webbing
Standard Operational Weight:	56,200 kg	Primary Movement Mode:	Ground
Secondary Movement Mode:	N/A	Deployment Range:	310 km
Sensor Range:	5 km	Communication Range:	30 km
Powerplant:	Electric motors (x4), gas turbines (x2)	Horsepower:	500 hp (x4), 1000 hp (x2)

### **Modifications**

Add:	Backup Communications, MAM (FF. 2 ammo)
Remove:	Automation, Reinforced Armor, HFG, HAC, LLC, both MRP/9
Change:	Ground Speed from 5/10 to 5/9, Maneuver from -2 to -3, Deployment Range from 550 to 310, Sensors from 0/2 to 1/5, Communication from 0/20 to 0/30
Modified T	Threat Value: 1947
Offensive:	4628
Defensive:	641
Miscellane	POUS: 573

Availability Threshold:	6	Maximum Number of Units in the Field:	3
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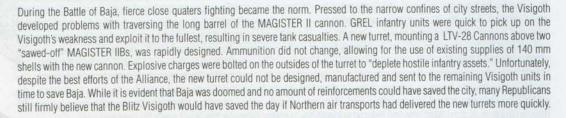






# ST-22 BLITZ VISIGOTH





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13	1	4

			Tomoto openificatione
Code Name:	Blitz Visigoth	Production Code:	ST-22
Production Type:	Mass Production	Cost:	1,153,000 dinars
Manufacturer:	Republican Tank Arsenal	Use:	Urban Warfare Battle Tank
Height:	3.93 meters	Length:	8.94 meters
Average Armor Thickness:	325 mm	Armor Material:	Armoplast w/alloy webbing
Standard Operational Weight:	57,450 kg	Primary Movement Mode:	Ground
Secondary Movement Mode:	N/A	Deployment Range:	550 km

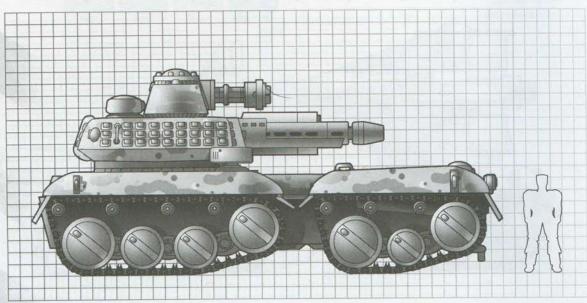
Vehicle Specifications

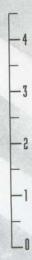
**Modifications** 

Sensor Hange:			TOTAL ( A) 1000 ( 1 0)
Powerplant:	Electric motors (x4), gas turbines (x2)	Horsepower:	500 hp (x4), 1000 hp (x2)

Add:	SC (x2, T, 50 ammo), VHAC (T, 200 ammo), Anti-Personnel Charges (1, 20 charges)
Remove:	HFG, HAC
Change:	
Modified Threat Value:	2306
Offensive:	4578
Defensive:	802
Miscellaneous:	1537

								Vehicle Avai	lability
Availability Threshold:				5	Maximum Number of	Units in the	Field:		3
	3	3	1 1	1 1	6	7	1 1	9	





# ST-15 VISIGOTH HHAN

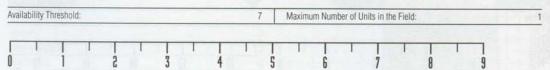
When the Visigoth was introduced in TN 1786, it was replacing the Mongol, a main battle tank that had had more success as a command vehicle than as a battlefield unit. Mongols were faded out of service over the following 75 cycles and in 1850, the venerable vehicle belonged in museums or in training camps. The Visigoth, however, was not as good as a command vehicle. Its communication and sensor ranges were fine, but it lacked the electronic warfare capacities of the Mongol KHAN, a stripped-down command Mongol with improved electronics. It was decided to refit the Visigoth and create a command version of the vehicle that would bring back some of the Mongol KHAN's electronic warfare abilities. The Visigoth KHAN was first fielded in TN 1871. The design bore only a few external differences to make it less recognizable by enemy units. The side armor plates were incorporated in a later version because the treads and wheels had been replaced by lighter and more fragile versions to compensate for the added weight of the vehicle.

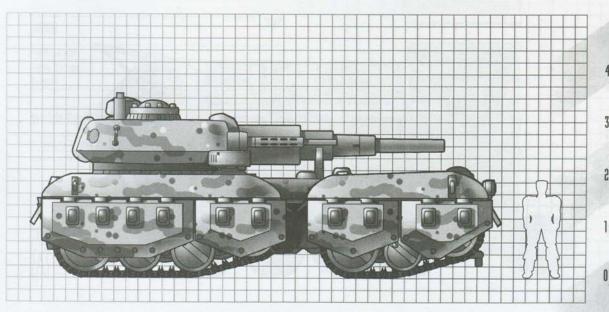
# **Vehicle Specifications**

A faction Property after		
Limited Production	Cost:	1,490,461/dinars
Republican Tank Arsenal	Use:	Command Battle Tank
3.45 meters	Length:	8.94 meters
325 mm	Armor Material:	Armoplast w/ceramic alloy
59,250 kg	Primary Movement Mode:	Ground
N/A	Deployment Range:	600 km
2 km	Communication Range:	20 km
tors (x4), gas turbines (x2)	Horsepower:	500 hp (x4), 1000 hp (x2)
	3.45 meters 325 mm 59,250 kg N/A 2 km	3.45 meters Length: 325 mm Armor Material: 59,250 kg Primary Movement Mode: N/A Deployment Range: 2 km Communication Range:

### **Modifications**

Add:	ECM (r2), ECCM (r2), Reinforced Location Armor (2, Movement System)
Remove:	Rugged Movement System
Change:	Ground Speed from 5/10 to 6/11, Deployment Range from 550 to 600, Communication from 0/20 to 1/20, Large Sensor Profile from 2 to 1
Modified Threat	Value: 2768
Offensive:	5660
Defensive:	802
Miscellaneous:	1842













### SV-888 BARNABY

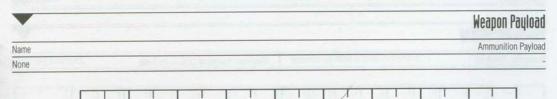


Created during the War of the Alliance to replace the then-obsolete Mother Springer, the Barnaby was noticeably sturdier and faster than its predecessor. Its tempered steel armor, while extremely cheap and cost efficient, was replaced with the more standard durasheet plating that is the trademark of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

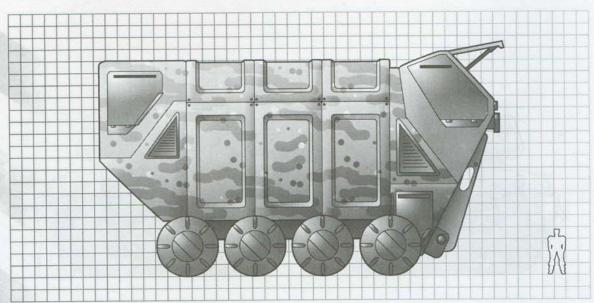
At the time of its creation, there was much debate about the need to put heavy weaponry (or, for that matter, any weaponry at all) on the transport, but it was finally decided that the Gears carried inside the vehicle should provide sufficient defense. Its success in the south was also due to its superior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



CONTRACTOR OF THE PARTY OF THE		Venicle Specification	
Code Name:	Barnaby	Production Code:	SV-888
Production Type:	Mass Production	Cost:	294,750 dinars
Manufacturer:	Territorial Arms	Use:	Gear/Personnel Transport
Height:	9.74 meters	Length:	16.47 meters
Average Armor Thickness:	51 mm	Armor Material:	Durasheet w/ceramic alloy
Standard Operational Weight:	51,845 kg	Primary Movement Mode:	Ground
Secondary Movement Mode:	N/A	Deployment Range:	1000 km
Sensor Range:	5 km	Communication Range:	10 km
Powerplant:	Diesel	Horsepower:	2225 hp









#### SERVICE RECORD

Light Damage:

Heavy Damage

Vehicle Availability

Availability Threshold:

Maximum Number of Units in the Field:

Overkill:

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 (much to the displeasure of the Gear pilots, who repeatedly cursed the flaws of the original Northern design). 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. Regardless of its roller-coaster performance, the Barnaby was assigned to important missions during the War of the Alliance, bringing relief forces to the front lines, and returning with as many wounded pilots and damaged Gears as they could carry. Because they were available in such limited numbers (the first official production run only yielded six hundred Barnabies, 10% of which were seriously defective), Barnabies were in high demand throughout the Southern forces, which otherwise had to rely on Northern generosity to carry their Gears to remote battlefields. The transport was mostly perfected by the end of the War of the Alliance, but its reputation remained unenviable for several cycles after that. It took the military a great deal of effort to convince veterans that the Barnaby was finally safe.

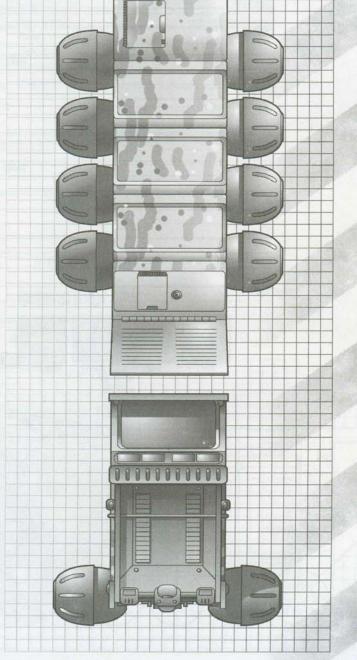
16

32

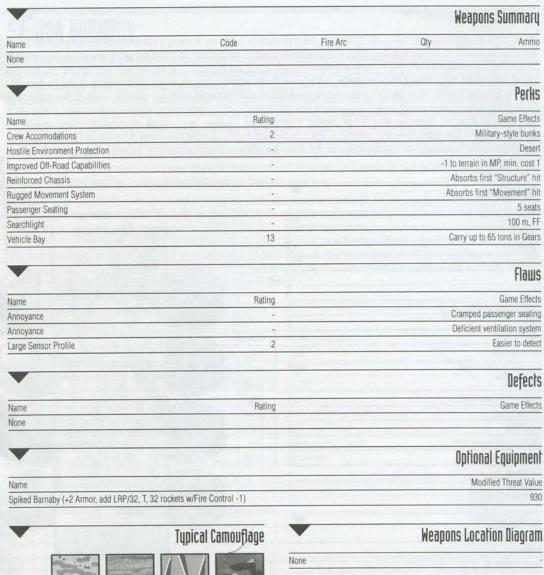
48

Unlimited

was finally safe.	
General Stats	
Threat Value:	786
Offensive:	0
Defensive:	135
Miscellaneous:	2222
Size:	12
Original Default Size:	/ 9
Individual Lemon Dice:	3
Crew:	3 2
Bonus Actions:	1
Movement	_
Primary Movement Mode:	Ground
Combat Speed:	8
Top Speed:	16
Secondary Movement Mode:	N/A
Combat Speed:	
Top Speed:	
Maneuver	-2
Electronics	_
Sensors:	-1
Communications:	0
Fire Control:	-3
Armor	-





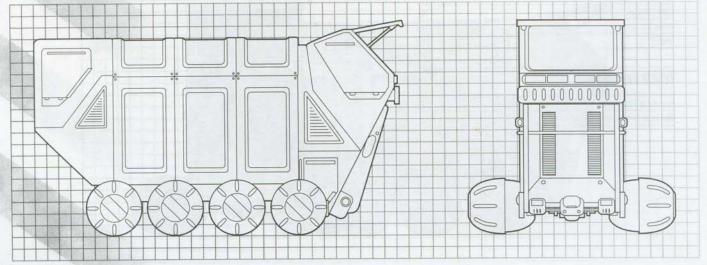












### SV-990 MOTHER BARNABY

An important development in strategic thought is the use of mobile hunter-killer groups. Deployed along the Westridge Range, these forces nedd to operate independently for long periods of time, hunting down fast-moving rebel groups and rovers. While existing Barnaby carriers could transport and maintain the Gears in these forces, most other vehicles did not have the range and autonomy of the Barnaby and needed to return to base for maintenance. This greatly reduced the efficiency of the hunter-killer units, forcing high command to invest into a vehicle that could solve this problem. Mother Barnabies fill the need for mobile vehicle repairs. Outwardly, they appear similar to the regular Barnabies, but the sides of the vehicle fold down to create a large flatbed area. The latter can be used to repair air or ground vehicles, including most tanks and even some VTOL aircraft. The two sturdy cranes can be used for moving vehicles onto the flatbed, lifting engine blocks or other heavy tasks.

#### **Vehicle Specifications**

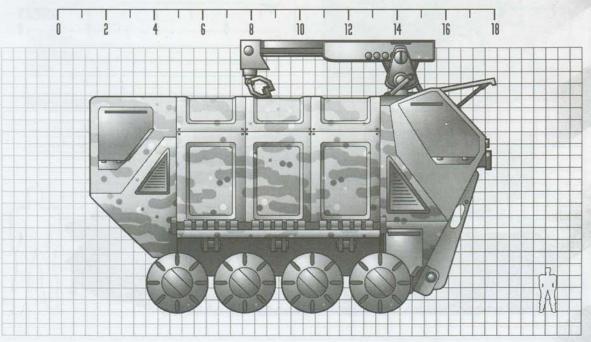
Code Name:	Mother Barnaby	Production Code:	SV-990
Production Type:	Mass Production	Cost:	643,042 dinars
Manufacturer:	Territorial Arms	Use:	Technical Field Repairs
Height:	12.10 meters	Length:	19.37 meters
Average Armor Thickness:	51 mm	Armor Material:	Durasheet w/ceramic alloy
Standard Operational Weight:	49,990 kg	Primary Movement Mode:	Ground
Secondary Movement Mode:	N/A	Deployment Range:	1000 km
Sensor Range:	5 km	Communication Range:	10 km
Powerplant:	Diesel	Horsepower:	2225 hp
		A STATE OF THE STA	

#### **Modifications**

Add:	Laboratory (1, Mechanics), Tool Arm (7, cannot punch), Tool	Arm (13, cannot punch), Exposed AUX Systems, Weak Facing (Top)
Remove:		
Change:	The second secon	
Modified Threat Value:		1403
Offensive:		0
Defensive:		135
Miscellaneous:		4073

#### Vehicle Availability

Availability Threshold:	5	Maximum Number of Units in the Field: 1







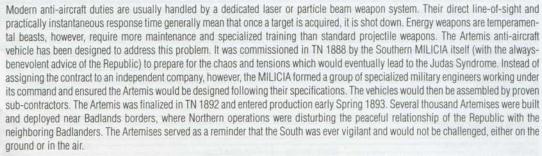






### AA-64 ARTEMIS





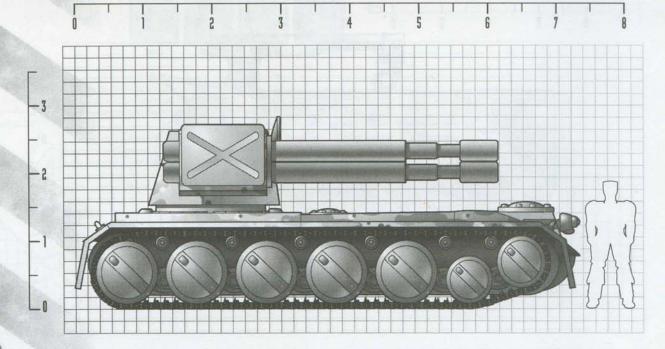
The Artemis is intended to serve as a rugged field air interdiction platform, relying on the relatively simple Buzzsaw Mk II 20 mm liquid-cooled chainguns rather than laser arrays. The four autocannons, each of which is fed ammo from four drums of 500 rounds each, are turret mounted and slaved to the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



#### **Vehicle Specifications** Production Code: AA-64 Code Name: Artemis Production Type: Mass Production Cost: 867,167 dinars Manufacturer: Various Use: Anti-Aircraft Weapon Platform 2.81 meters 7.34 meters Height: Length: Armor Material: Alloy plating w/Armoplast 120 mm Average Armor Thickness: 17,870 kg Primary Movement Mode: Standard Operational Weight: Ground Secondary Movement Mode: N/A Deployment Range: 500 km 5 km Communication Range: 15 km Sensor Range: Powerplant: Gas turbines (x2) Horsepower: 800 hp (x2)

	weapuli rayluau
Name	Ammunition Payload
20 mm Buzzsaw Mk II chaingns (x4)	500 (x4)

Hospon Dauload

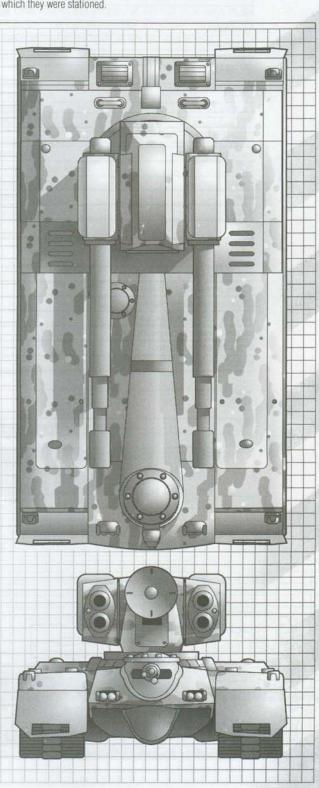




#### SERVICE RECORD

Artemises are presently found in most Southern armies thanks to the licenses sold to various armored vehicle manufacturers throughout the hemisphere. The vehicle's relative simplicity and low cost for its capabilities has made it popular with foreign buyers and even small town militias. The Artemis' one main defect is its ravenous apetite for ammunition, which can prove to be a strain for a force's budget as well as its supply lines. During the War of the Alliance, the Artemis was instrumental in drawing interdiction lines against incoming hovertanks and CEF armored cavalry vehicles, often slowing down Earth's advance and giving the troops more time to set up their defenses. They also ensured the survival of various headquarters near which they were stationed.

General Stats	-
Threat Value:	1419
Offensive:	2862
Defensive:	244
Miscellaneous:	1151
Size:	9
Original Default Size:	11
Individual Lemon Dice:	3
Crew:	2
Bonus Actions:	1
Movement	-
Primary Movement Mode;	Ground
Combat Speed:	5
Top Speed:	10
Secondary Movement Mode:	N/A
Combat Speed:	
Top Speed:	-
Maneuver:	-2
Electronics	
Sensors:	+1
Communications:	0
Fire Control:	+1
Armor	
Light Damage:	22
Heavy Damage:	44
Overkill:	66
Vehicle Availability	_
Availability Threshold:	4
Maximum Number of Units in the Field:	3





Oty         Ammo           4         500 ea
4 500 ea
Perks
Game Effects
Autoloader; replaces 2 crewmembers
4 chainguns; +1 to L and Ex attacks
Links all chainguns (4
Flaws
Game Effects
"Fire Control" hits are one level worse
Defects
Game Effects
Optional Equipmen
Modified Threat Value
OS + 7840
OS+:
0\$+3
0S+
MS + 6
MS + 38

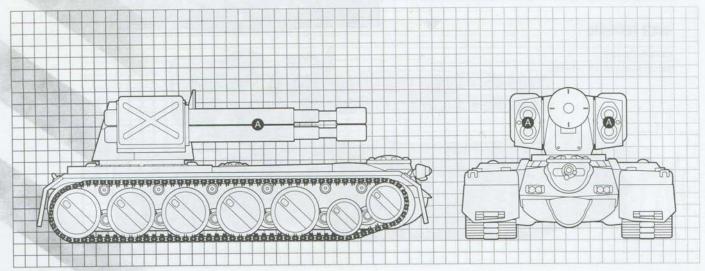












### AA-85 LASER ARTEMIS

Some ambitious commanders asked their technicians to refit some Artemises to give them superior defense against aircraft. The techs simply requisitioned a few damaged laser cannons, repaired them and fixed them on an old Artemis instead of the anti-aircraft cannons. The technicians, while skilled at their work, could not handle all the engineering problems which resulted from having so much electronic equipment in such a small space. The free electron lasers were easier to adjust, but caused strong magnetic fields which interfered with the sensors and other field-sensitive devices. The vehicle's battery was also too weak to properly power the weapons and the sensors, resulting in frequent shutdowns and various other problems. While the Laser Artemis was inexpensive and had some value on the battlefield, its inherent flaws and defects and its unpredictability made it a liability more than an advantage, and it never had the success it deserved. Despite its flaws, the refit package was passed from technician to technician and found its way into several units.

#### **Vehicle Specifications**

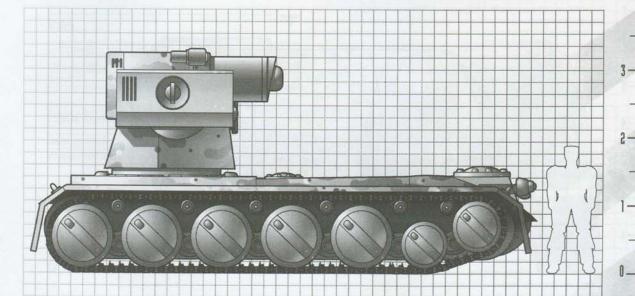
AA-85	Production Code:	Shaman	Code Name:
225,556 dinars	Cost:	Scratch-Built	Production Type:
Anti-Aircraft/Gear Killer	Use:	N/A	Manufacturer:
7.34 meters	Length;	3.28 meters	Height:
Alloy plating w/Armoplast	Armor Material:	120 mm	Average Armor Thickness:
Ground	Primary Movement Mode:	18,950 kg	Standard Operational Weight:
500 km	Deployment Range:	N/A	Secondary Movement Mode:
10 km	Communication Range:	5 km	Sensor Range:
800 hp (x2)	Horsepower:	Gas turbines (x2)	Powerplant:

#### **Modifications**

Add:	LLC (x2, T, 40 ea.), Target Designator (2)
Remove:	all LAACs
Change:	Communication from 0/15 to 0/10, Lemon Dice from 3 to 10
Modified Threat Value:	1015
Offensive:	1893
Defensive:	244
Miscellaneous:	909

#### Vehicle Availabilitu

Availability Threshold:	7	Maximum Number of Units in the Field:	1















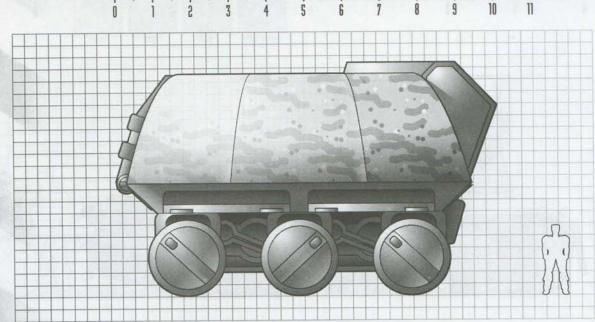
Mobile Army Surgical Hospitals (MASH) have been around for many centuries. They are generally assigned to the regimental level, though units engaged in long and difficult campaigns have been known to bring more MASHes with them. Although most designs are made of modular structures that are brought by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

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



#### **Vehicle Specifications** MDU-15 Production Code Nightingale Code Name 46,667 dinars Mass Production Cost Production Type: MASH Vehicle Use: Manufacturer: 10.04 meters 6.23 meters Length Height: Steel w/bonded composite Armor Material: Average Armor Thickness: 45 mm Ground Primary Movement Mode 5400 kg Standard Operational Weight: 500 km N/A Deployment Range Secondary Movement Mode: 10 km Sensor Range: N/A Communication Range: Gas turbines (x2) 800 hp (x2) Horsepower: Powerplant:

	Weapon Payload
Name	Ammunition Payload
None	

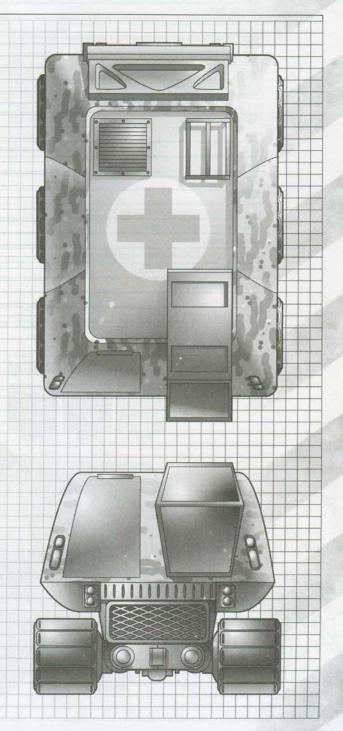




#### SERVICE RECORD

The Nightingale was a common sight on the battlefield during the Sandstorm Strikes, doing shuttle work between the front lines and the MASH camps where they were stationed, transporting field medics one way and wounded personnel the other. The tales told by critically injured soldiers who despaired on the battlefield then saw the Nightingale emerge near them from the fog of war have inspired countless dramatic scenes in war movies throughout the Southern Republic. Almost all of the Nightingales which participated to the War of the Alliance suffered some damage, and over a quarter of them were wrecked beyond repairs. They were eventually salvaged for parts. The Nightingale also served its purpose during the mop-up operations following the War. A great number of border cities and Badlands counties were in dire need of medical assistance after the War, and legions of Nightingales were sent out to provide some relief to the needy — something which no Northern government did. Nowadays, there are fewer Nightingales in service — several along them have been converted into equipment transports because of the limited need for mobile medical vehicles — but a new retrofit programme has been instigated by the Republican government to bring many of them back in service.

General Stats	
Threat Value:	112
Offensive:	
Defensive:	35
Miscellaneous:	301
Size:	(
Original Default Size:	5
Individual Lemon Dice:	3
Crew:	
Bonus Actions:	0
Movement	_
Primary Movement Mode:	Ground
Combat Speed:	6
Top Speed:	12
Secondary Movement Mode:	N/A
Combat Speed:	
Top Speed:	
Maneuver:	-3
Electronics	
Sensors:	N/A
Communications:	0
Fire Control:	-2
Armor	-
Light Damage:	9
Heavy Damage:	18
Overkill:	27
Vehicle Availability	-
Availability Threshold:	5
Maximum Number of Units in the Field:	2





ALTO MENCINEARE			Weapons Summar
Name	Code	Fire Arc	Qty Amr
None			
	o lando mario es		Perk
Vame	Rating		Game Effect
Emergency Medical		0.00	Absorbs one "Crew Stunned" result (5 peop
Micro-Lab			No penalty for Life Sciences ro
Passenger Accomodations			Medical beds for two patier
Passenger Seating			4 seats for medical personnel and patier
			Flau
Name	Rating	No. of Parties	Game Effe
No Sensors			Cannot use Active Senso
			Defec
Name	Rating		Game Effe
None	Hairing		
_		,	Optional Equipme
Name			Modified Threat Va
Add extra armor (+1 Armor)			DS
Add heavy armor (+2 Armor, reduce Ground speed to 6/11)			DS+
Add chaft/flare launchers (r1, 10 shots)			MS+1
Add smoke launchers (10 shots)			MS+
Add HEP: Desert			MS +
*K* variant (add Haywire Resistant)			

### Typical Camouflage

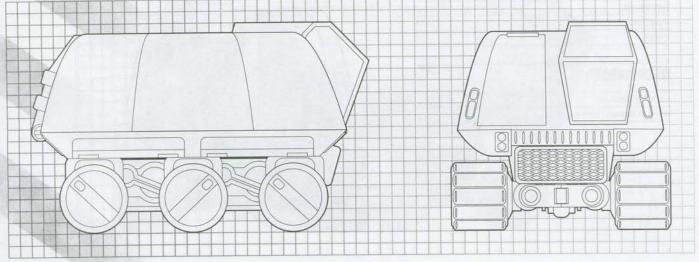








None



### MDU-21 NBC NIGHTINGALE

While Terranovans may have had their differences, it simply went against the cultural makeup of both hemispheres to make use of environmentally damaging weapons. The Colonial Expeditionary Forces, however, felt no such compunction, and their use of nuclear/biological/chemical warfare displayed the extent of their ruthlessness. The southern hemisphere was particularly concerned by these attacks, which were conducted mainly near their borders, and the MILICIA quickly had the standard Nightingale converted into an NBC evacuation vehicle. The entire chassis of the Nightingale had its seals reinforced to prevent gases from entering into the vehicle. The resulting vehicle bore almost no visible differences with the original Nightingale except for the few extra air tanks attached on top. The crew all wore NBC suits and almost invariably carried a few spares for their patients. The interventions of the NBC Nightingale, while they began late during the War, were often performed during tragic circumstances and conferred to its crew an aura of heroism.

#### **Vehicle Specifications**

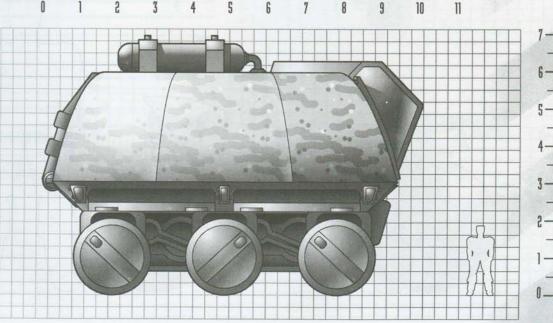
luction Cost:	
dollori Cool.	69,167 dinars
arious Use:	NBC Cas-Evac Vehicle
meters Length:	10.04 meters
45 mm Armor Material:	Steel w/bonded composite
800 kg Primary Movement Mode:	Ground
N/A Deployment Range:	500 km
N/A Communication Range:	10 km
es (x2) Horsepower:	800 hp (x2)
1	/arious Use: meters Length: 45 mm Armor Material: 800 kg Primary Movement Mode: N/A Deployment Range: N/A Communication Range:

#### **Modifications**

Add:	Life Support (Full), Sick Bay (4 patients), Exposed Auxiliary Systems
Remove:	Emergency Medical, Passenger Seating
Change:	
Modified Threat Value:	166
Offensive:	0
Defensive:	35
Miscellaneous:	463

#### Vehicle Availability

Availability Threshold:	7	Maximum Number of Units in the Field:	













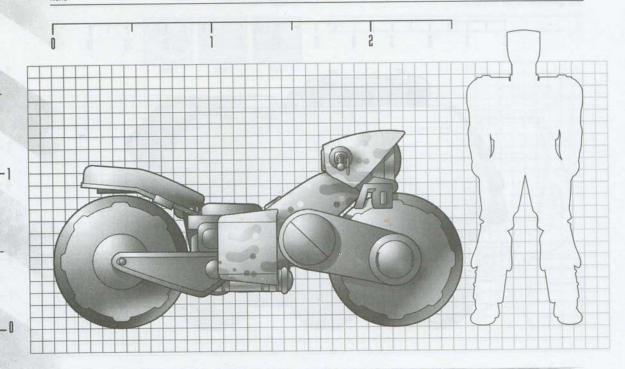


The Jackrabbit was designed with several potential attachments in mind, so hardpoints were fixed on the front, between the handles and on the rear sides of the bike. There were some attempts at equipping the Jackrabbit with some vehicular weaponry, such as light autocannons or anti-personnel grenade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



#### **Vehicle Specifications** Production Code: Jackrabbit Code Name: Mass Production 20,250 dinars Cost Production Type: Motorized Infantry Bike Use: Various Manufacturer: 2.52 meters Length: 1.21 meter Height: Armor Material: Steel w/composite Average Armor Thickness: 2 mm Primary Movement Mode: Ground 275 kg Standard Operational Weight: N/A Deployment Range: 250 km Secondary Movement Mode: 10 km N/A Communication Range: Sensor Range: 40 hp Gas engine Horsepower: Powerplant:

		Weapon Payload
Name		Ammunition Payload
Maria	Commence of the Commence of th	

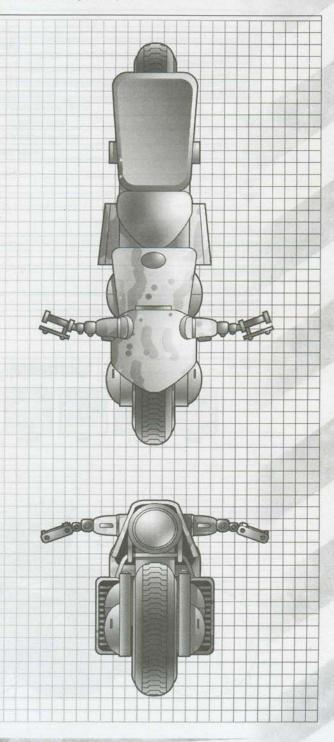




#### SERVICE RECORD

This original Jackrabbit model was designed during the Sand War to provide Southern infantry with much-needed mobility in its Badlands operations against the Northern invaders in the Eastern Desert. While the skirmishes were light and there were no more than a few casualties during the first season, it is widely believed that the rapid interventions of the Jackrabbit-mounted infantry were vital in containing the Northern threat. The famous combat bike was also used as scouting vehicle to patrol the streets of Bangweuleu during the 1880 Bangweuleu Uprisings. Interestingly enough, the rebellious youths from the city took a liking to the bike, either because of its slick appearance or because of its Badlandish design, and would often steal it from careless infantrymen. It is estimated that over a hundred such bikes were reported stolen in Bangweuleu alone. It took several cycles before they re-emerged (after the authorities had stopped looking or even caring), and nowadays some of the rebels' descendants ride them to show their support for the cause their parents fought for some forty cycles ago. Over time, the Jackrabbits have become symbols of freedom and resistance against the Republic. Fortunately, most of the stolen Jackrabbits are falling in disrepair and their appearances are becoming less frequent.

General Stats	_
Threat Value:	27
Offensive:	
Defensive:	53
Miscellaneous:	27
Size:	2
Original Default Size:	3
Individual Lemon Dice:	3
Crew:	1
Bonus Actions:	0
Movement	_
Primary Movement Mode:	Ground
Combat Speed:	8
Top Speed:	16
Secondary Movement Mode:	N/A
Combat Speed:	
Top Speed:	
Maneuver:	+2
Electronics	
Sensors:	N/A
Communications:	-2
Fire Control:	-5
Armor	_
Light Damage:	2
Heavy Damage:	4
Overkill:	6
Vehicle Availability	
Availability Threshold:	1
Maximum Number of Units in the Field:	Unlimited





MUNICIPAL STATE			Wea	pons Summary
Name	Code	Fire Arc	Qty	Ammo
None				
		Thin a Ligazin		Perks
Name	Rating		region no o trocco	Game Effects
Cargo Bay			Saddle b	ags, total space 1 m3
Passenger Seating			S	eat for one passenger
V				Flaws
Name	Rating			Game Effects
Exposed Crew Compartment			All "Crew" hit	s are one level higher
Exposed Movement Systems	E DIES TO LOCAL TO			s are one level higher
No Sensors			Cannot perform	Active Sensor checks
				Defects
Name	Rating			Game Effects
None				
-			Opti	onal Equipmen
Name			NI SI	Modified Threat Value
Add APGL (FF, 6 shots), Fire Control 0	The state of the s			OS + 18
Add VLMG (FF, 50 shots), Fire Control 0				OS + 16
Mountain Bike (add HEP: Extreme Cold)	THE REAL PROPERTY.			2
Desert Bike (add HEP: Desert)				2
Tracker (remove No Sensor, Sensors 0/2 km)				2

### Typical Camouflage



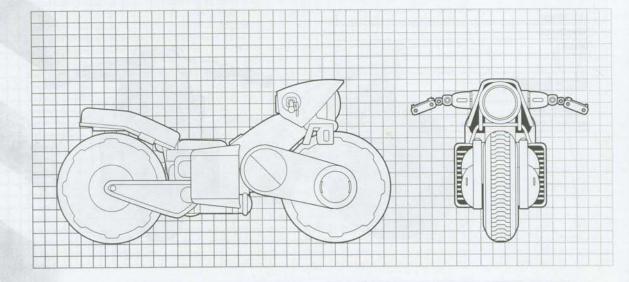






Weapons Location Diagram

None



### JACKRABBIT B

A rather popular variant of the standard Jackrabbit, the Jackrabbit B features a sidecar that can carry one additional passenger or some equipment. The "B" was developed during the St. Vincent's War, when a flood of volunteers caused the southern armies to swell in numbers. Engineers from the original team which created the Jackrabbit — a small company named Motoram which became bankrupt after the war — submitted variant of the Jackrabbit which was a strange combination between the standard bike and several lateral sidecars attached to the bike and to each other. This soon proved impractical, however. In the end, the current version is the only one which remained, although Jackrabbits with one sidecar on each side are still available in some regiments. During the War of the Alliance, a great number of Jackrabbits B were used by Badlands volunteers, who had no military training and were not cleared to handle larger vehicles. In typical Badlanders fashion, they operated as decoys against hovertanks while larger artillery units shot them down.

### **Vehicle Specifications**

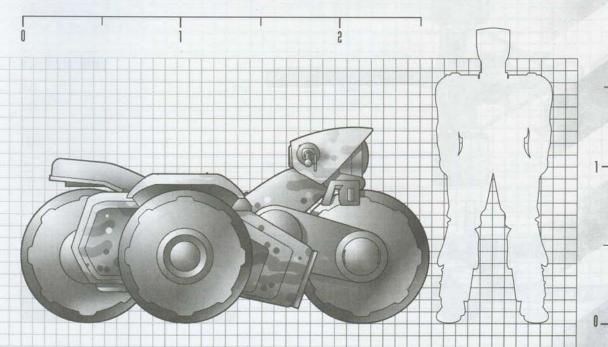
Code Name:	Jackrabbit B	Production Code:	Various
Production Type:	Mass Production	Cost:	7,500 dinars
Manufacturer:	Various	Use:	Motorized Infantry Bike
Height:	1.21 meter	Length:	2.52 meters
Average Armor Thickness:	2 mm	Armor Material:	Steel w/composite
Standard Operational Weight:	275 kg	Primary Movement Mode:	Ground
Secondary Movement Mode:	N/A	Deployment Range:	200 km
Sensor Range:	N/A	Communication Range:	10 km
Powerplant:	Gas engine	Horsepower:	40 hp

#### **Modifications**

Cargo Bay
Maneuver from +2 to +1, Deployment Range from 250 to 200, Passenger Seating from 1 to 2 passengers
15
0
27
18

#### Vehicle Availability

Availability Threshold:	2	Maximum Number of Units in the Field:	Unlimited















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

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

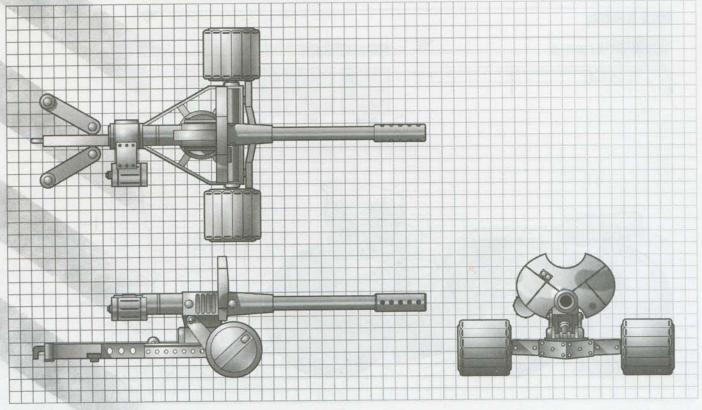




Code Name:	Southern Field Artillery	Production Code:	Various	
Production Type:	Mass Production	Cost:	267,200 dinars	
Manufacturer:	Various	Use:	Field Artillery	
Width:	4,1 meters	Length:	4.7 meters (7.47 m with weapon)	
Average Armor Thickness:	11 mm	Armor Material:	Steel w/composite	
Standard Operational Weight:	3500 kg	Primary Movement Mode:	Grou	
Secondary Movement Mode:	N/A	Deployment Range:	0	
Sensor Range:	N/A	Communication Range:	N/A	
Powerplant:	N/A	Horsepower:	N/A	

**Vehicle Specifications** 

Miles and the second	Weapon Payload
Name	Ammunition Payload
Main Gun	12

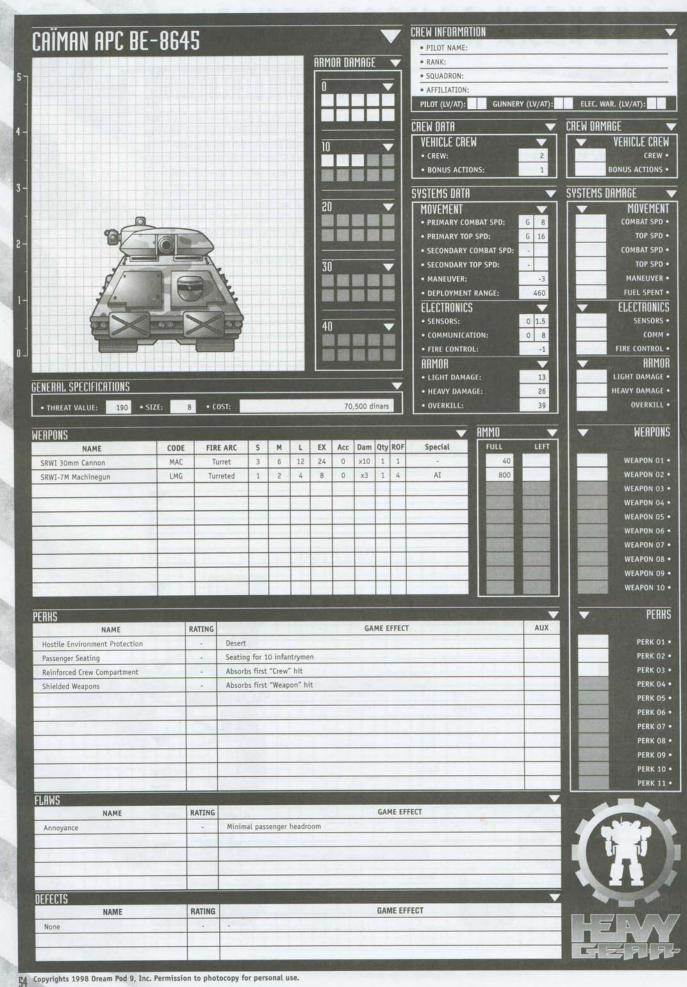


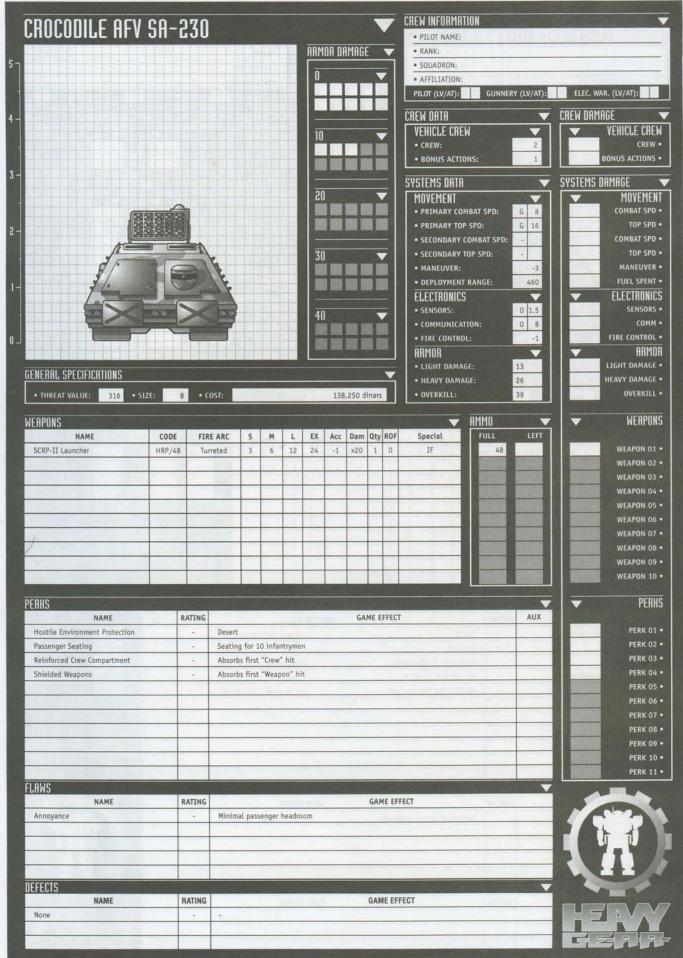
0 1011			Marine Park	
General Stats				
Threat Value:				334
Offensive:				959
Defensive:				43
Miscellaneous:				0
Size:	4			5 (10)
Original Default Size:				4
Individual Lemon Dice:				3
Crew: Bonus Actions:				0
DOTUS ACTIONS.				0
Movement				
Primary Movement Mode:				Ground
Combat Speed:				0
Top Speed:				0
Secondary Movement Mode:		LAULE BLA		N/A
Combat Speed:				
Top Speed:				
Maneuver:				-1
Electronics				
Sensors:				
Communications:	AND THE RESERVE			
Fire Control:				0
Armor				_
Light Damage:				8
Heavy Damage:				16
overkill:				24
Vehicle Availability				-
Availability Threshold:				2
Maximum Number of Units in the Field:				5
Weapons Summary				· ·
Name	Code	Fire Arc	Qty	Ammo
Light Field Gun	LFG	Forward	1	12
Perks				_
Name	Rating			Game Effects
Hostile Environment Protection	nating			Desert
Reinforced Armor	2			Front
Shielded Weapon		Water Town	Absorb	s first "Fire Control" hit
Flaws				-
	Della			Game Effects
Name  Evnosed Movement System	Rating		"Manager I	-
Exposed Movement System No Sensor	1			nits are one step higher not use Active Sensors
No Sensor		THE REAL PROPERTY.	Call	nor use morive serisors

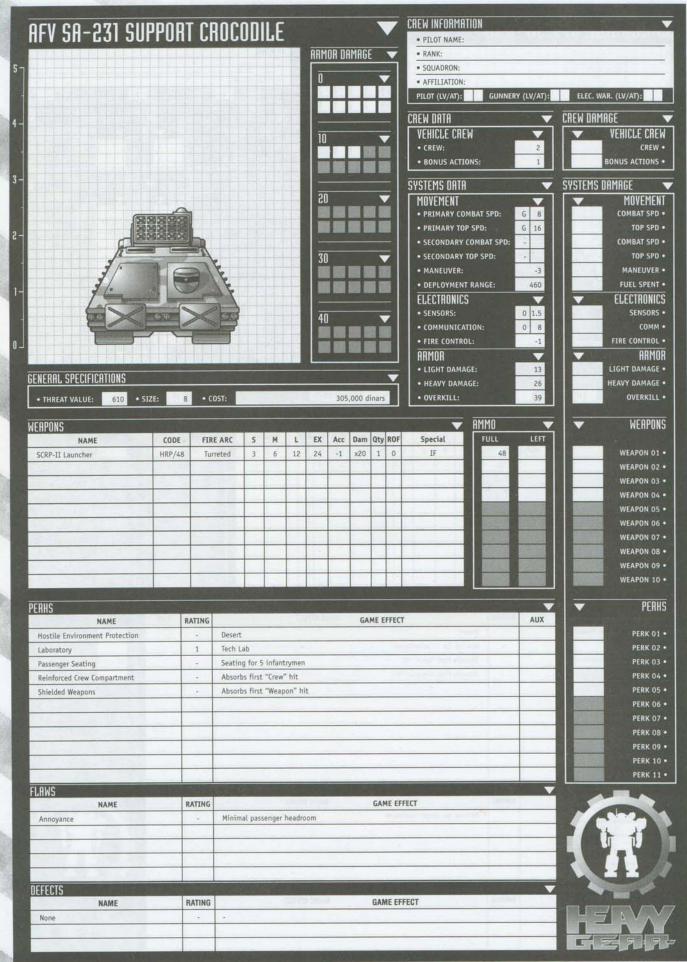
No Communication

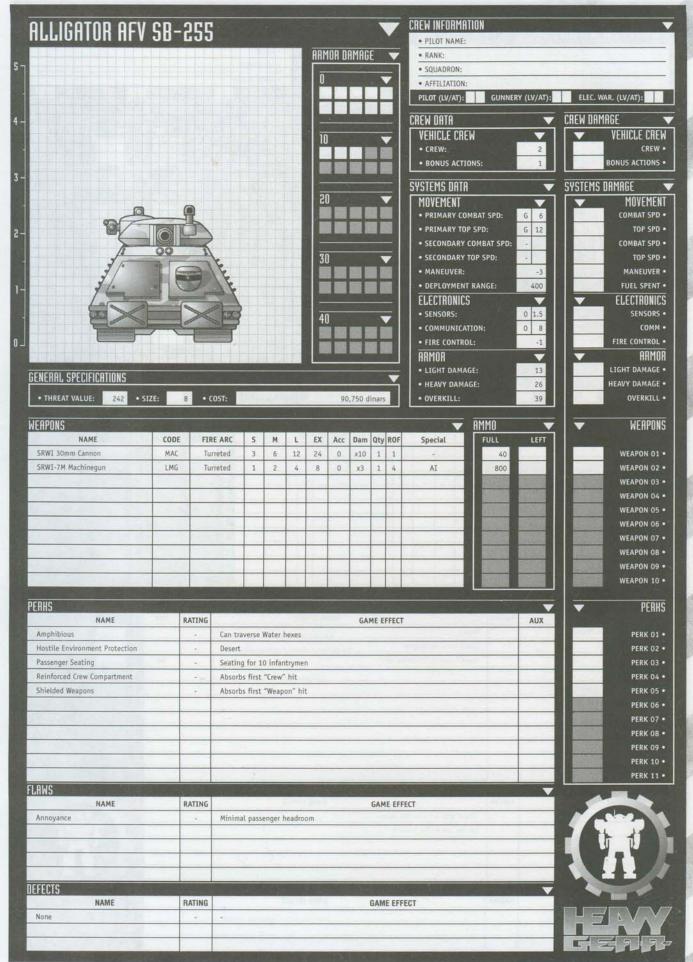


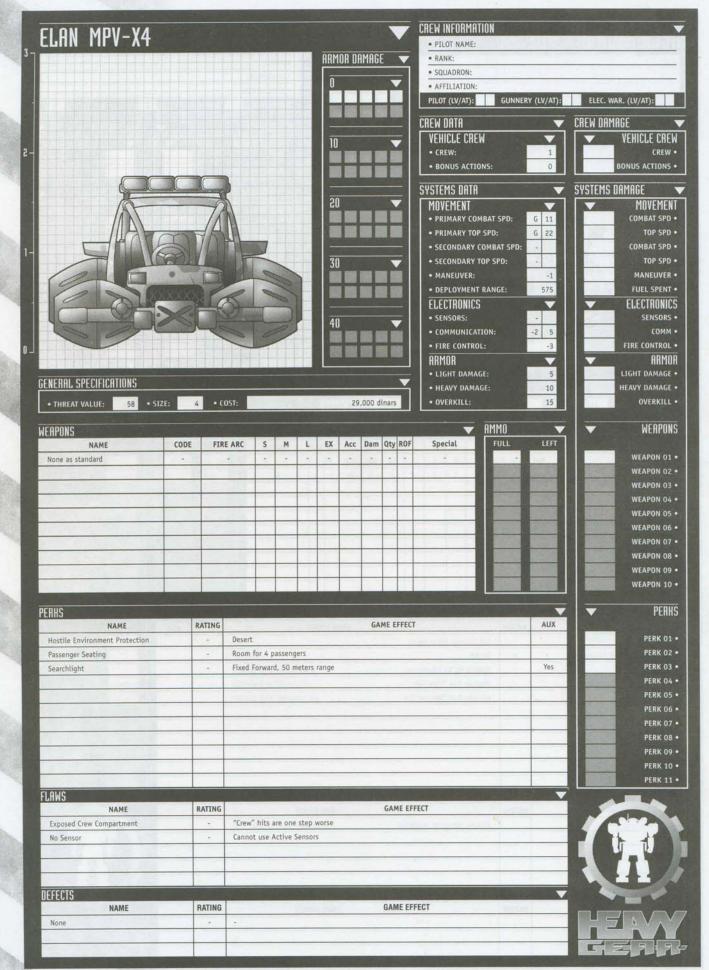
Cannot communicate

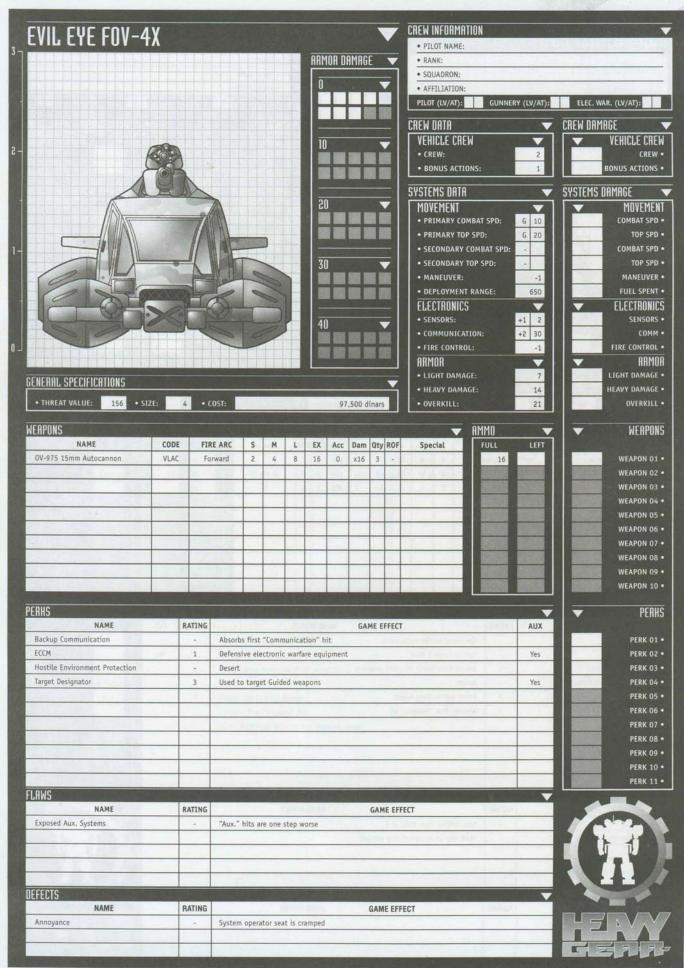


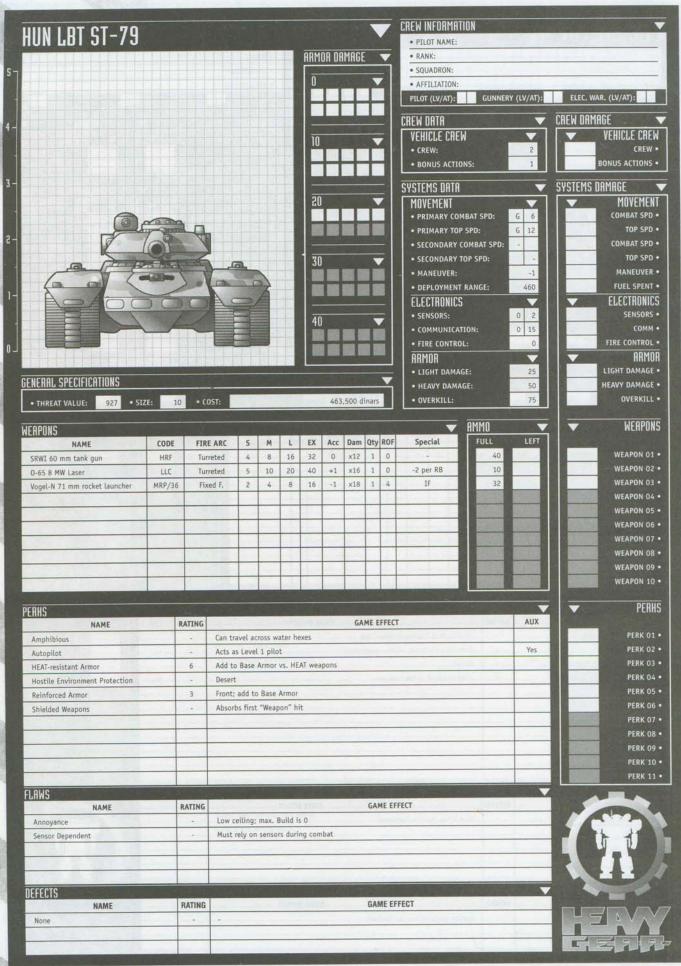


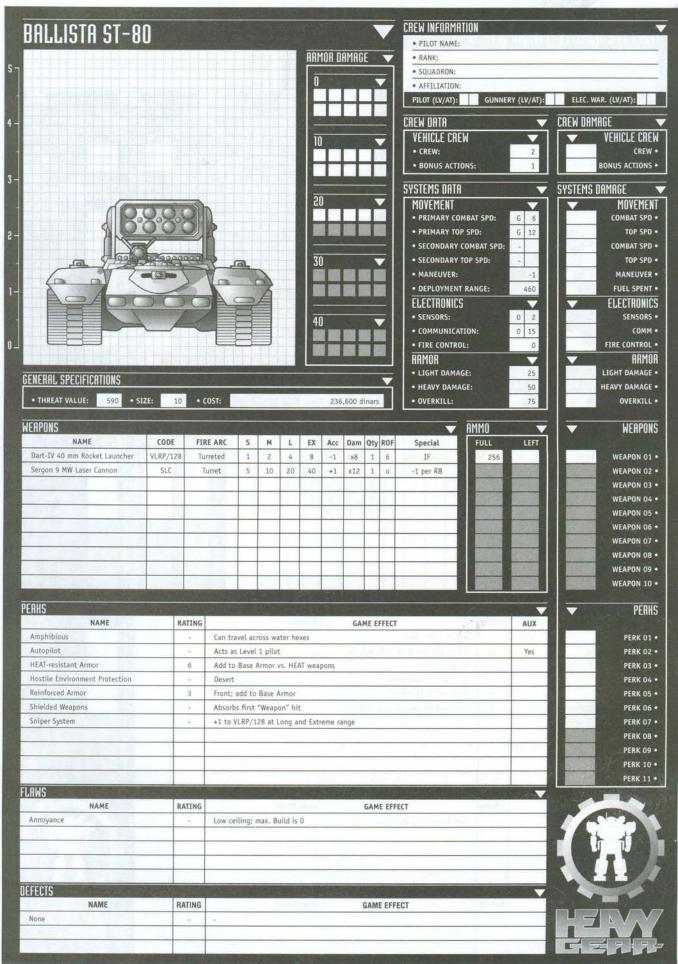


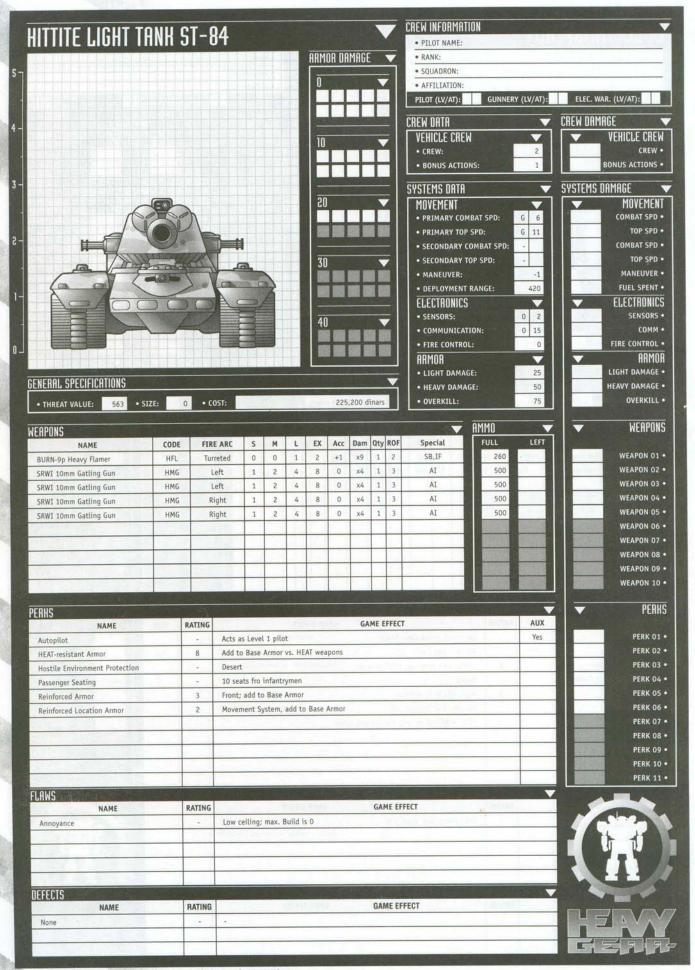


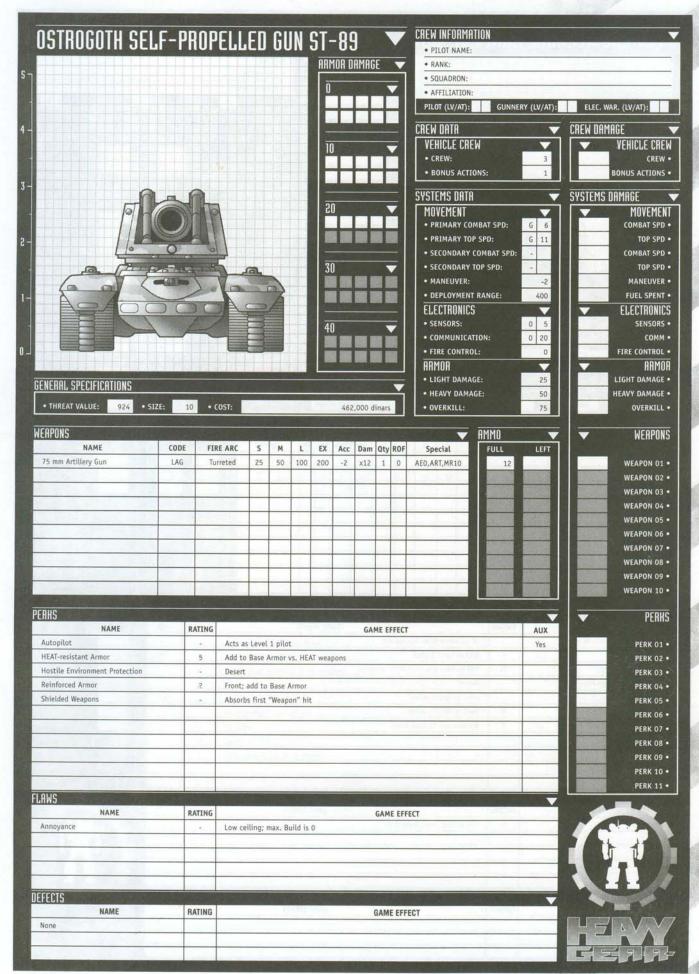


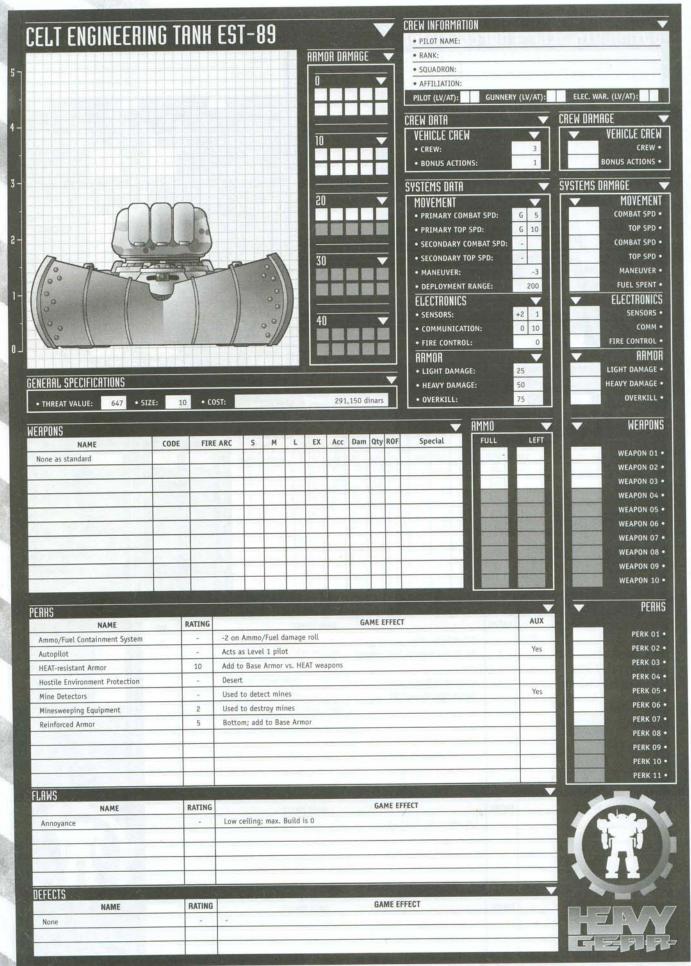


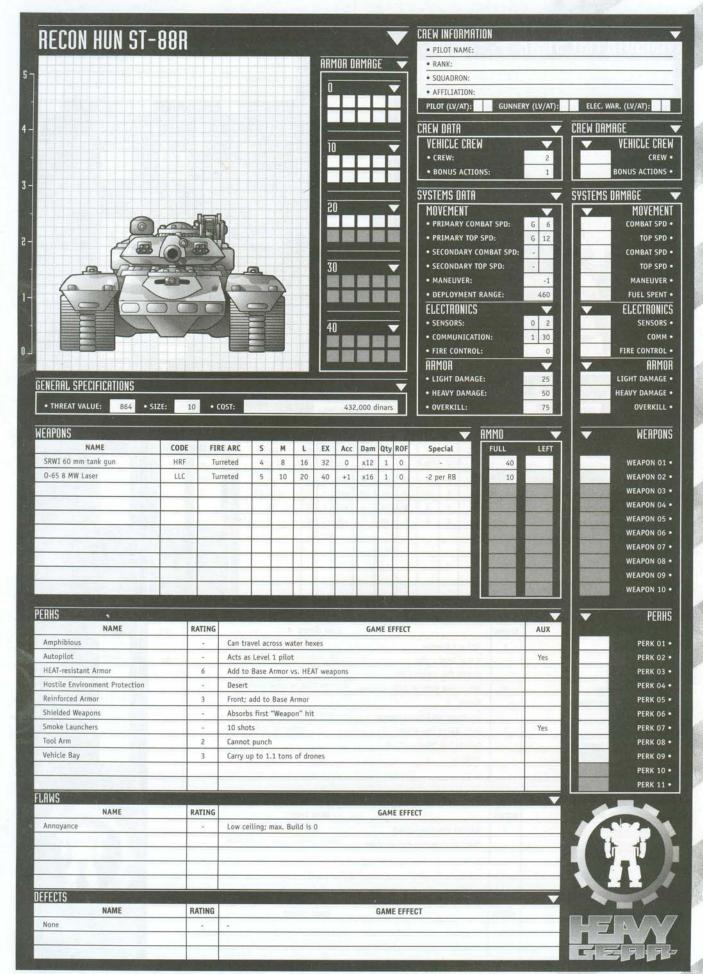


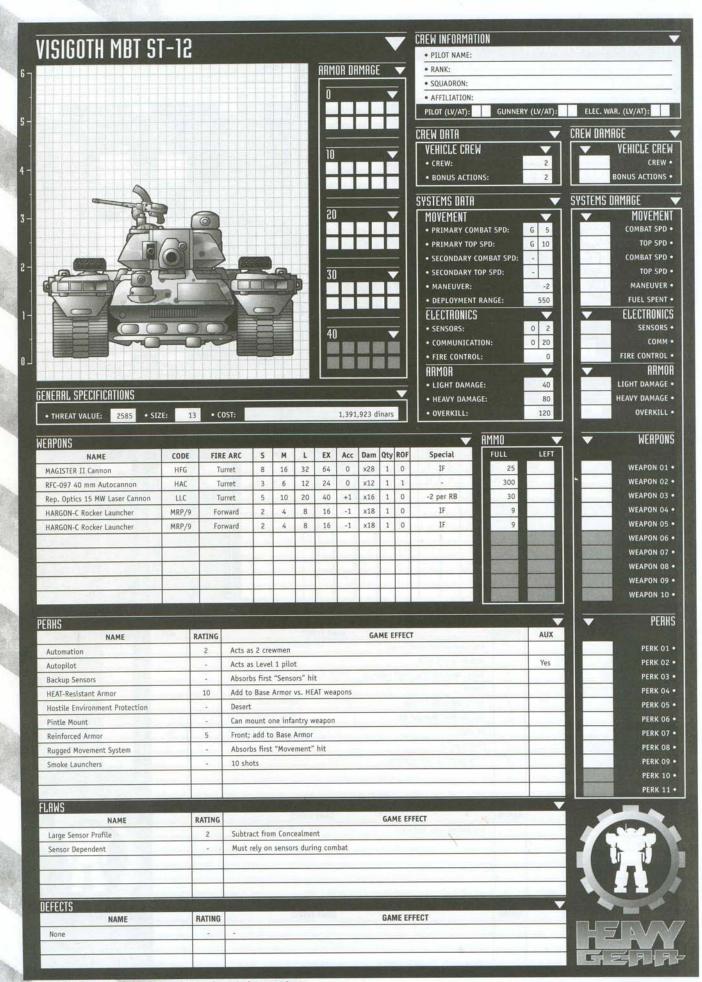


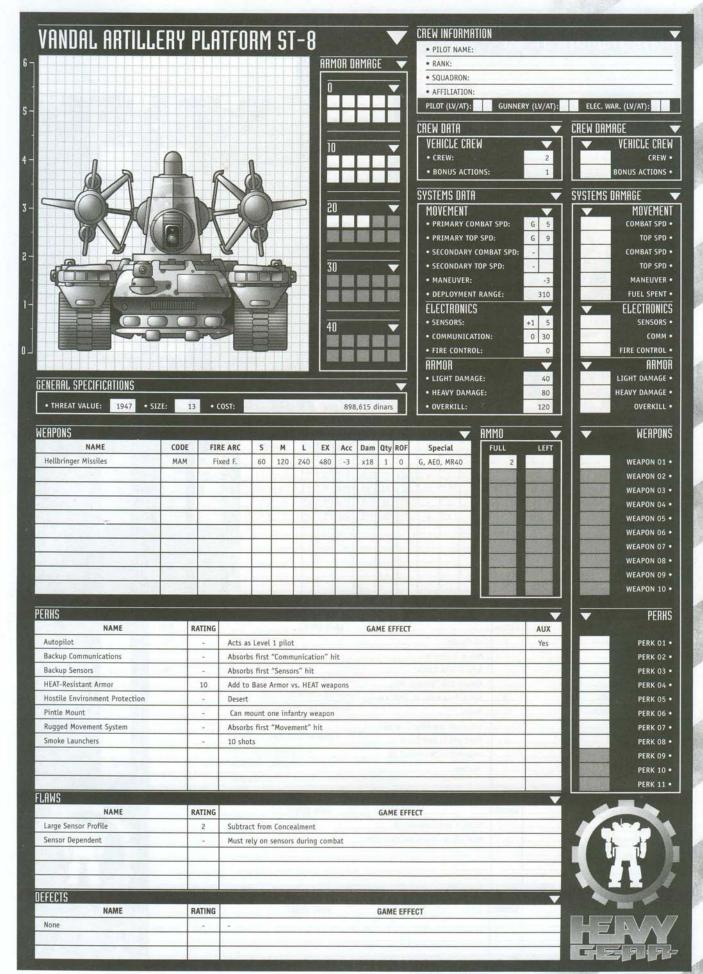


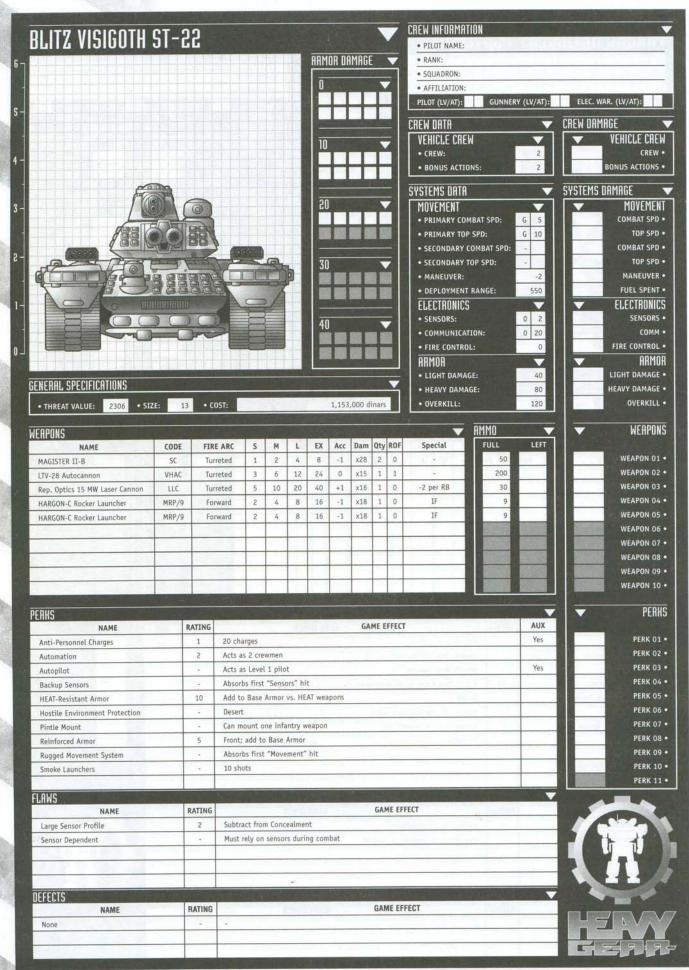


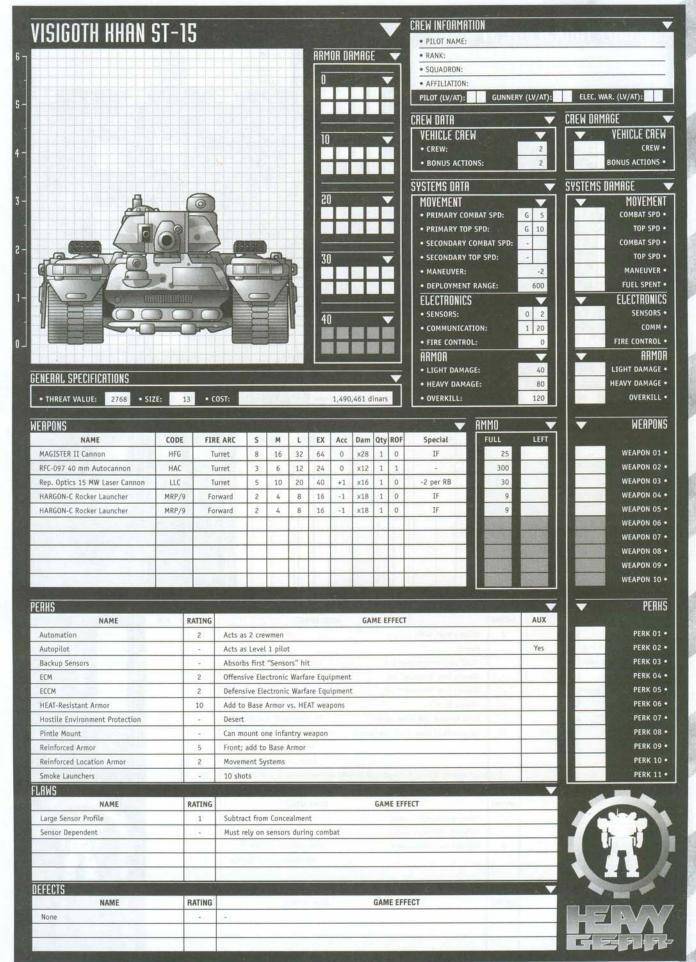


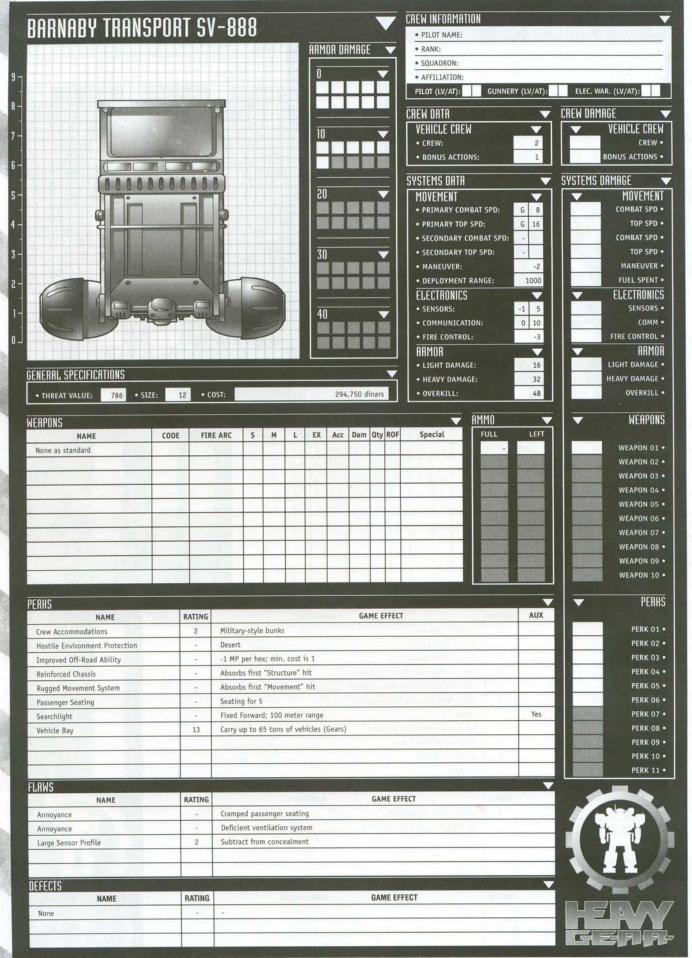


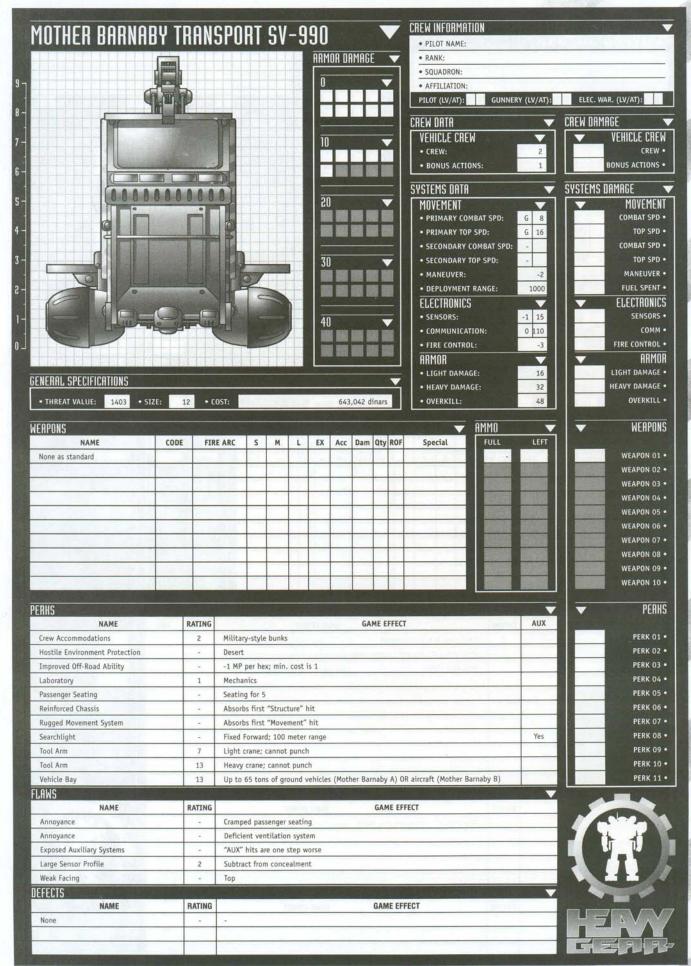


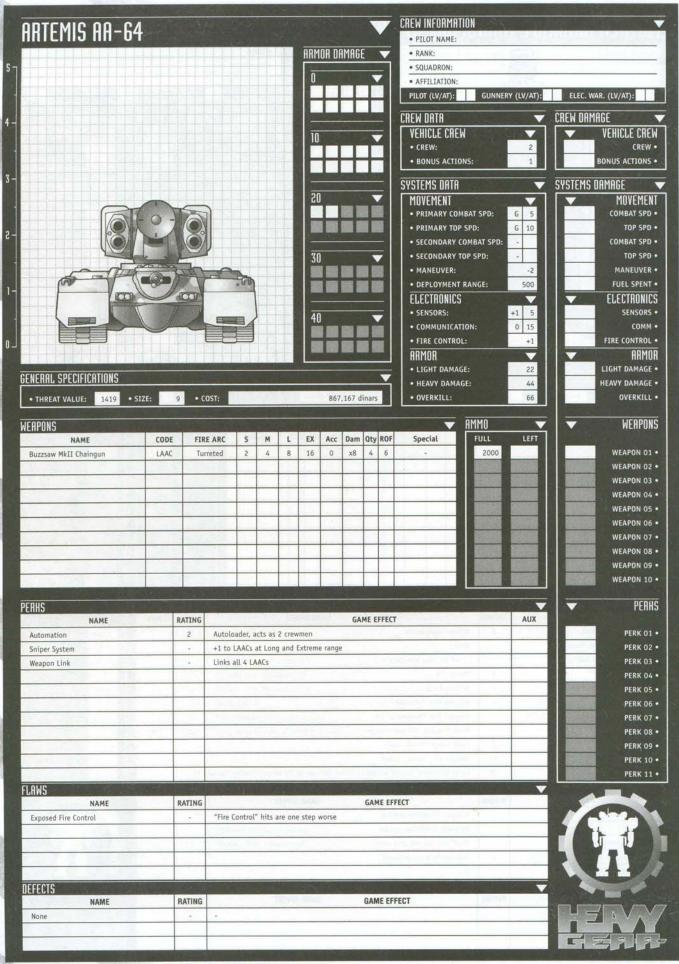


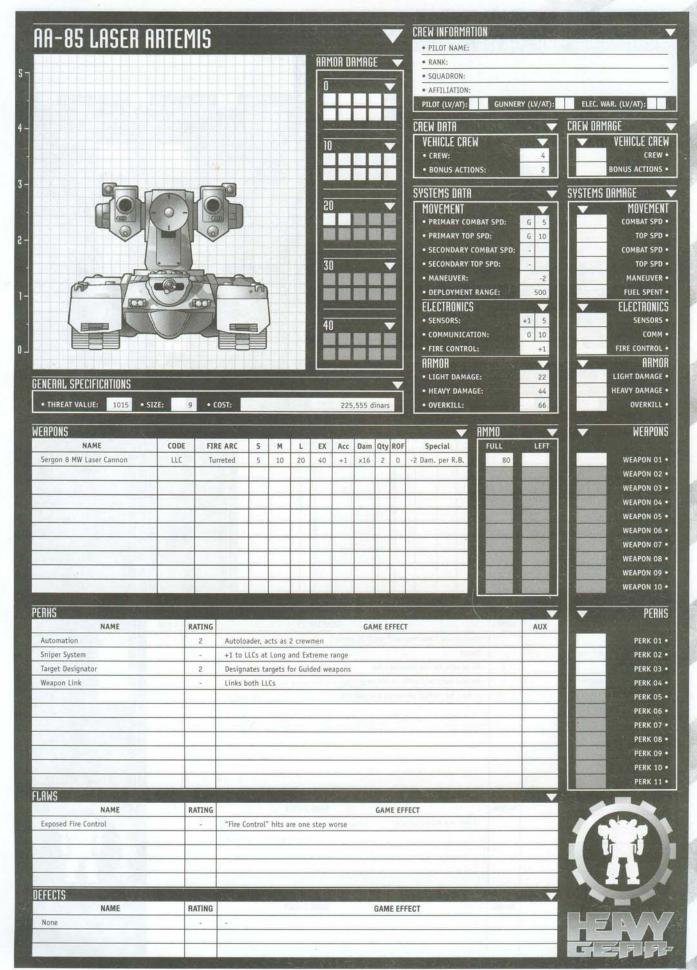


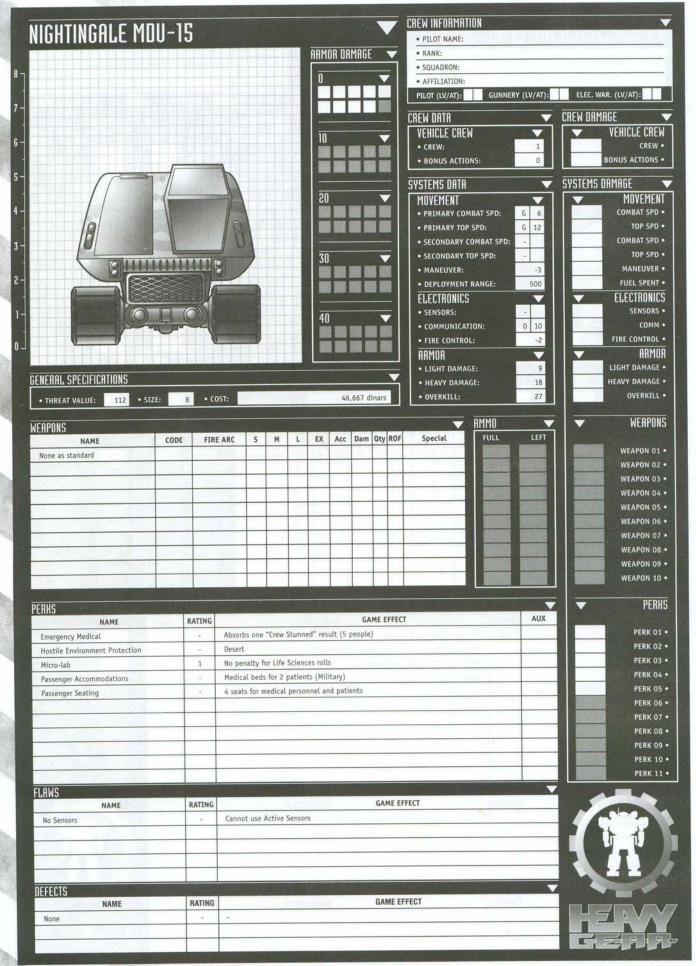


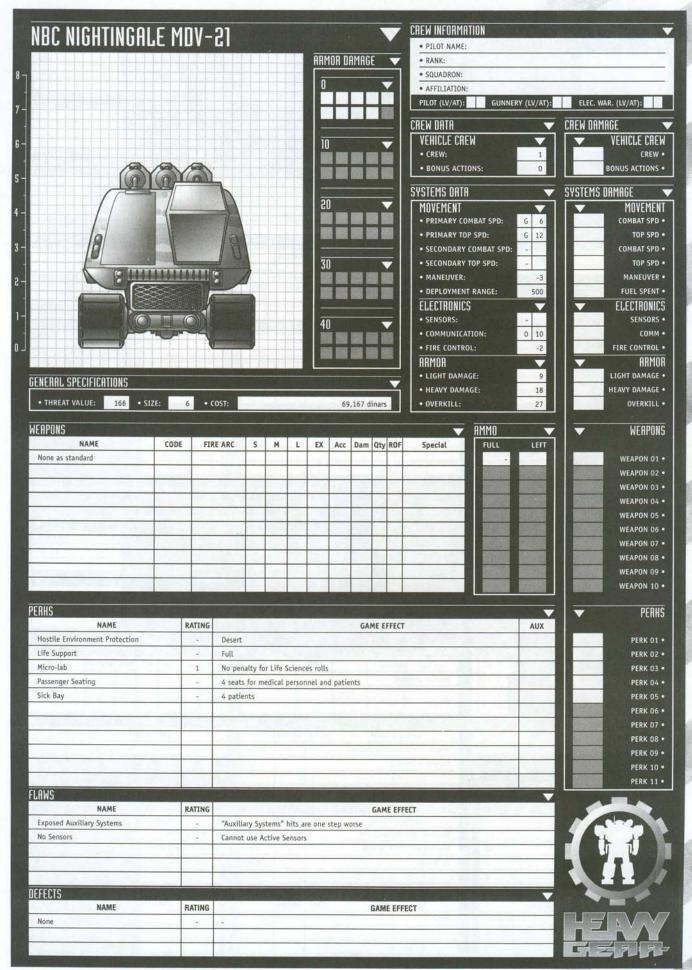


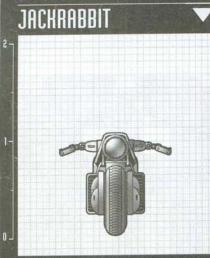












/EHICLE DESCRIPTION	EHICLE DESCRIPTION				
VEHICLE TYPE:					
THREAT VALUE:	27				
OFFENSIVE:	0				
DEFFENSIVE:	53				
MISCELLANEOUS:	27				
• SIZE:	3				
ORGINAL DEFAULT SIZE.	7				

0 20,250 dinars

Mass Production

• BONUS ACTION:

• PRODUCTION TYPE:

. INDV. LEMON DICE:

· COST:

MOVEMENT	A STATE OF THE PARTY OF THE PAR
PRIMARY COMBAT SPD:	Ground 8
PRIMARY TOP SPD:	Ground 16/96
SECONDARY COMBAT SPD:	n/a
SECONDARY TOP SPD:	n/a
MANEUVER:	+2
DEPLOYMENT RANGE:	250

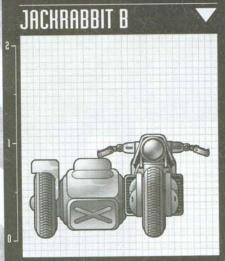
ELECTRONICS	THE PARTY NAMED IN
• SENSORS:	n/a
• COMMUNICATION:	-2/10
• FIRE CONTROL:	-5
ARMOR	THE REAL PROPERTY.
• LIGHT DAMAGE:	2
• HEAVY DAMAGE:	4
OVERKILL:	6

VEAPONS	N. ESS	I FE THE		ST.		U S					
NAME	CODE	FIRE ARC	S	М	L	EX	Acc	Dam	Qty	ROF	Special
None as standard	-			-			-	-	-	-	

PERHS			
NAME	RATING	GAME EFFECT	
Cargo Bay		1 m3; saddle bags	
Hostile Environment protection	-	Desert	
Passenger Seating	-	Seat for one passenger	

FLAWS				
NAME	RATING	GAME EFFECT		
Exposed Crew Compartment		"Crew" hits are one step worse		
Exposed Movement System		"Movement" hits are one step worse		
No Sensor		Cannot perform Active Sensor checks		

DEFECTS			
	NAME	RATING	GAME EFFECT
None	The second		
7-			



VEHICLE DESCRIPTION	是是更然是作
VEHICLE TYPE:	
THREAT VALUE:	15
OFFENSIVE:	0
DEFFENSIVE:	27
MISCELLANEOUS:	18
• SIZE:	2
ORGINAL DEFAULT SIZE:	2
• CREW:	1
BONUS ACTION:	0
• COST:	7,500 dinars
PRODUCTION TYPE:	Mass Produced
• INDV. LEMON DICE:	3

MOVEMENT	STANDARD
PRIMARY COMBAT SPD:	Ground 8
PRIMARY TOP SPD:	Ground 16 / 96 kph
SECONDARY COMBAT SPD:	n/a
SECONDARY TOP SPD:	n/a
MANEUVER:	+1
DEPLOYMENT RANGE:	200

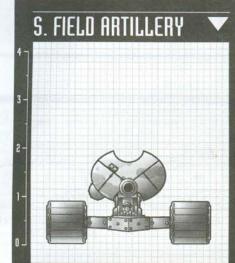
ELECTRONICS	THE PARTY A
• SENSORS:	n/a / n/a
COMMUNICATION:	-2 / 10
FIRE CONTROL:	-5
ARMOR	THE PERSON
• LIGHT DAMAGE:	2
HEAVY DAMAGE:	4
OVERKILL:	6

WERPONS											
NAME	CODE	FIRE ARC	5	М	L	EX	Acc	Dam	Qty	ROF	Special
None as standard		-	-	ū.	-	-	-		-	-	
										-	

PERHS									
NAME	RATING	GAME EFFECT							
Hostile Environment protection		Desert							
Passenger Seating		Seat for two passengers							

FLAWS									
NAME	RATING	GAME EFFECT							
Exposed Crew Compartment		"Crew" hits are one step worse							
Exposed Movement System	-	"Movement" hits are one step worse							
No Sensor	-	Cannot perform Active Sensor checks							

DEFECTS			
5-10	NAME	RATING	GAME EFFECT
None		-	•



#### **VEHICLE DESCRIPTION**

VEHICLE TYPE:	Artillery Carriage
THREAT VALUE:	334
OFFENSIVE:	959
DEFFENSIVE:	43
MISCELLANEOUS:	0
• SIZE:	5
ORGINAL DEFAULT SIZE:	10
• CREW:	0
BONUS ACTION:	0
• COST:	267,200 dinars
PRODUCTION TYPE:	Mass Production
INDV. LEMON DICE:	3

#### SYSTEMS DATA

PERHS

MOVEMENT

• PRIMARY COMBAT SPD:

MOVEMENT	
PRIMARY COMBAT SPD:	Ground 0
PRIMARY TOP SPD:	Ground 0
SECONDARY COMBAT SPD:	n/a
SECONDARY TOP SPD:	n/a
MANEUVER:	-1
DEPLOYMENT RANGE:	0
	The state of the s

NAME Hostile Environment Protection

ELECTRONICS	
• SENSORS:	n/a
COMMUNICATION:	n/a
FIRE CONTROL:	0
ARMOR	
• LIGHT DAMAGE:	8
• HEAVY DAMAGE:	16
OVERKILL:	24

GAME EFFECT

VEAPONS	MES Amex	100 ST 1	328						ja j	The state of	Ex -in
NAME	CODE	FIRE ARC	S	М	L	EX	Acc	Dam	Qty	ROF	Special
Main Gun	LFG	Forward	5	10	20	40	0	x22	1	0	IF
Ammo (Main Gun)				-			100		12	1	140

Desert

RATING

Reinforced Armor	1	Front; add to Base Armor
Shielded Weapons		Absorbs first "Fire Control" hit
	44	
FLAWS		
NAME	RATING	GAME EFFECT
Exposed Movement System	74	"Movement" hits are one step worse
No Sensors	-	Cannot use Active Sensors
No Communication		Cannot communicate
DEFECTS		Manager and Alexander and Alexander
NAME	RATING	GAME EFFECT
None	-	

ELECTRONICS

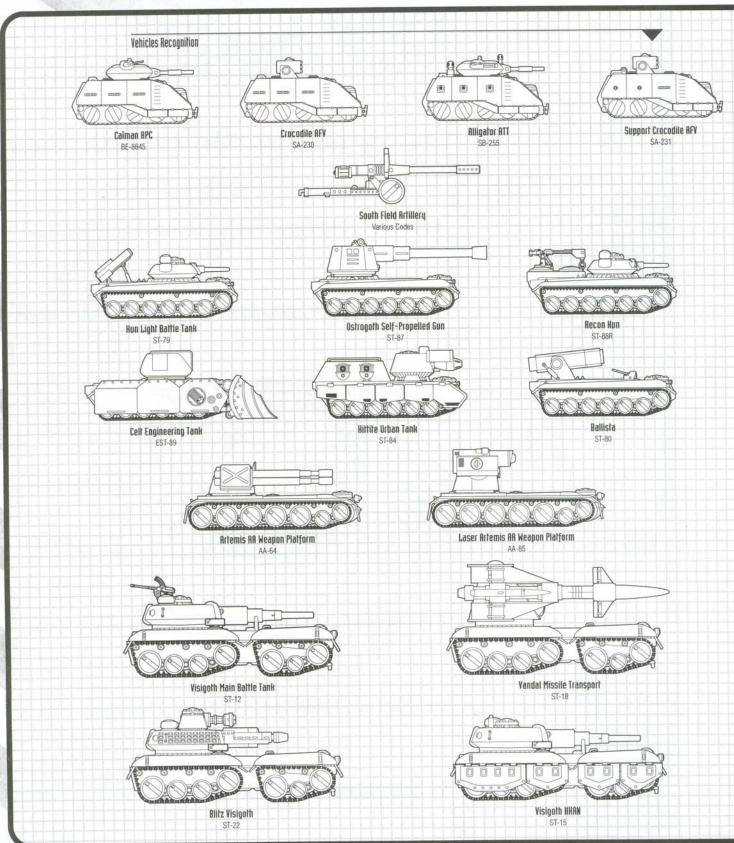


PRIMARY TOP SPD:     SECONDARY COMBAT SPD:     SECONDARY TOP SPD:     MANEUVER:     DEPLOYMENT RANGE:				COMMUNICATION:     FIRE CONTROL:  RMOR     LIGHT DAMAGE:     HEAVY DAMAGE:     OVERKILL:								
WERPONS	S N III	<b>F</b>	2)/18	III S		4	1	Reg				
NAME	CODE	FIRE	E ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
PERHS		RATING			100	I Ge		E EFFI	Str.		1200	
FLAWS	====	RATING		100			GAM	IE EFFI	ECT			
DEFECTS			00,2		0) 15				140			
NAME	1	RATING					GAM	E EFFE	ECT			



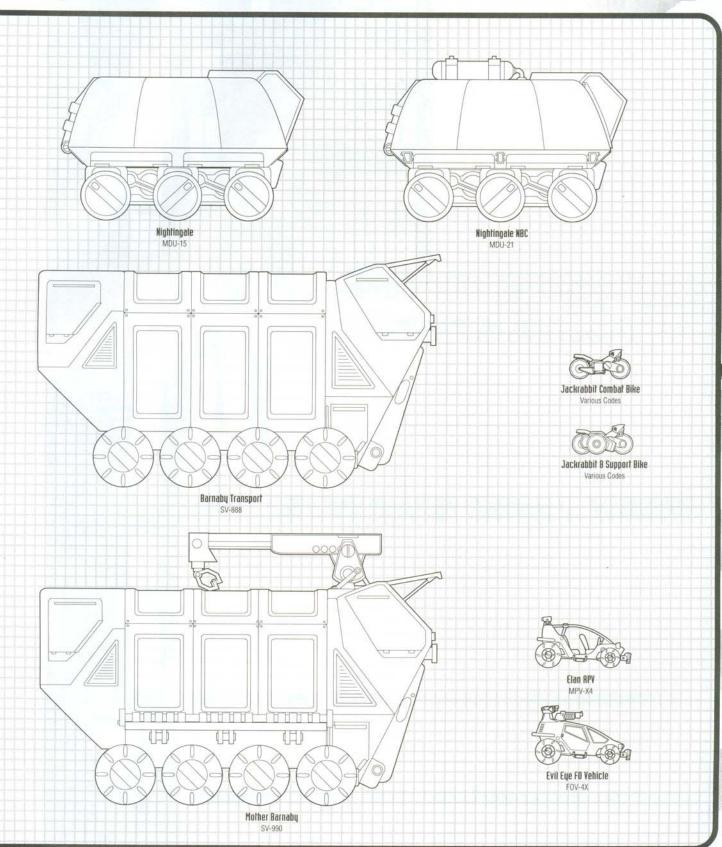
# VEHICLE RECOGNITION CHART

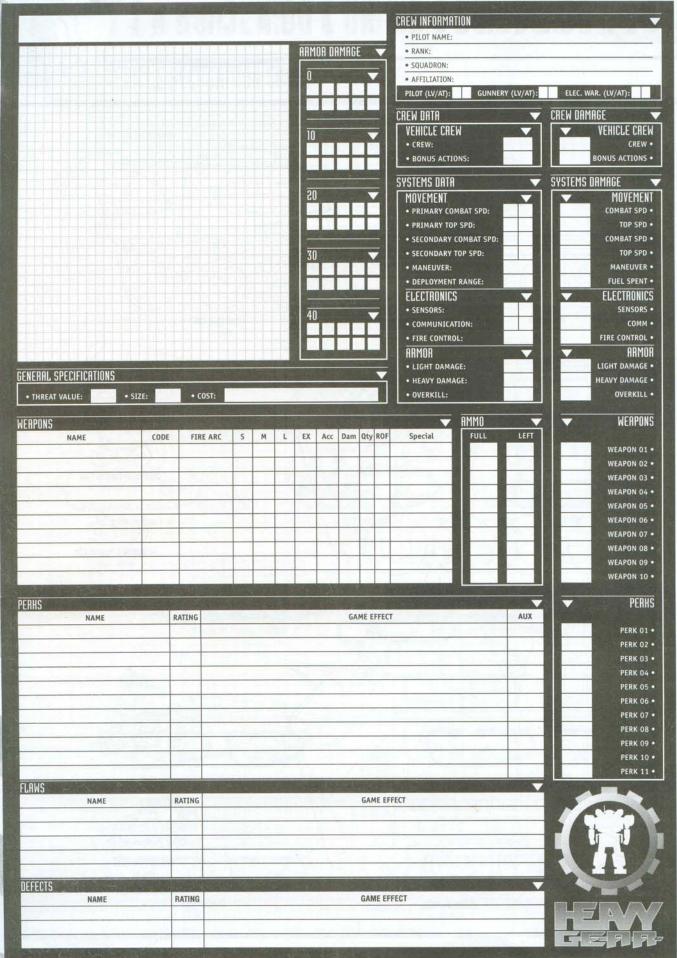
### **VEHICLE RECOGNITION CHART**



# VEHICLE RECOGNITION CHART







### SOUTHERN VEHICLES COMPENDIUM TWO

# TANKS & ARTILLERY

Caporal Nadia Venier positioned herself at the top of the dune and removed the cap on her rifle's sight. Low-light amplification and a digital telescopic lens brought her within spitting distance of the Northern formation. This was a big advance — Aller MBTs. Hlemm and Tuburr tanks, it was an impressive display. But she was interested in the vehicle protected by a squadron of Jaguar Gears. Clustered with antennae, it was a Murdock command vehicle, most likely carrying the regimental commander.

Breathing evenly, she squeezed the trigger. Instantaneously, a low-energy laser beam reached out to the vehicle and bounced back. A microchip calculated exact coordinates from the infinitesimal lag time and a backpack comm system relayed those to the unit waiting on her.

Five kilometers away, a massive Vandal artillery platform downloaded the coordinates and let loose one of its Hellbringer missiles. The hypervelocity rocket bridged the gap between attacker and target in seconds.

Caporal Venier had just slid down the back of the dune when the Hellbringer hit.

The North was about to have a bad day.

The Vehicle Compendium series showcases the most common pieces of vehicular equipment used by the armed forces of Terra Nova in the 62nd century. This second volume contains the tanks and artillery pieces originally found in the Field Guide \$2 and the Tactical Field Support, along with a detailed recognition chart and ready-to-play record sheets. In all, this second volume includes:

- Caïman and its variants (Crocodile, Support Crocodile and Alligator)
- Elan (and its Evil Eye variant)
- Hun (plus the Ballista, the Hittite, the Ostrogoth, the Celt and the Recon Hun)
- Visigoth (including the Vandal, the Blitz Visigoth and the Visigoth HHAN)
- Barnaby (and the Mother Barnaby)
- Artemis (and its variant, the Laser Artemis)
- Nightingale (plus the NBC Nightingale)
- Jackrabbit [with one of its variants, the Jackrabbit 8]
- Field Artillery gun





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