

TACTICAL CAMPAIGN

HEAVY GEAR



BATTLE OF RAHNGUARD

SUPPLEMENT

THE SCIENCE FICTION TACTICAL GAME

CREATING TACTICAL SCENARIOS • STEP 1: PREPARING THE SCENARIO • BIDDING • SUBPLOTS • STEP 2: MISSION DESIGN • MISSION TYPES • MISSION OBJECTIVES • LOCATION • EXTERNAL CONDITIONS • STEP 3: ASSIGN PRIORITIES • SCOUTING • TROOPS • SUPPORT • STEP 4: SUBPLOTS • CINEMATIC SUBPLOTS • MILITARY SUBPLOTS • UNFORESEEN EVENTS SUBPLOTS • CAMPAIGN MAINTENANCE • REPAIRS • RANKS AND PROMOTIONS • GETTING BETTER OFFICER AND GENTLEMAN • GETTING COSTLIER • THE BATTLE OF RAHNGUARD • THE RAHNGUARD OASIS TACTICAL CAMPAIGN • VICTORY POINTS • AND THE WINNER IS... • REPAIRING DAMAGED VEHICLES • SCENARIO 1: RAHNGUARD OASIS • SCENARIO 2: OPERATION SHROUD • SCENARIO 3: PLAIN ASSAULT • SCENARIO 4: LIGHTNING WIPE OUT • SCENARIO 5: DEFIANCE • SCENARIO 6: RAID! • SCENARIO 7: MIRACLE KNIGHTS • SCENARIO 8: ROMA PLATEAU • SCENARIO 9: PARADE AND RIPOSTE • SCENARIO 10: BACK AGAINST THE WALL • SCENARIO 11: SHOWDOWN • BLANK SQUADRON/CADE RECORD SHEET



DREAM POD 9



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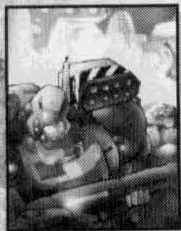
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The use of the male gender throughout this manual should in no way
imply the exclusion of the female gender or suggest that the game is
intended exclusively for a male audience. It is our hope that female
gamers will find this product just as interesting as their male
counterparts.
Dream Pod 9 can be reached through the internet. Check out our web site
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2.1 - CREATING TACTICAL SCENARIOS

The section contains tables and guidelines to quickly create tactical scenarios. It has been designed so that the participation of a Gamemaster is not required for play. By either selecting the scenario's elements (or rolling them randomly), a large number of tactical scenarios can be easily generated. Some additional work may be required to tie together the various elements, but it is much faster and easier than having to design the whole scenario from scratch.

North and South Players receive a number of mission objectives that have to be fulfilled in order to win the battle. The opponent is trying to prevent the other from achieving his mission while at the same time fulfilling his own objectives. Enemy mission objectives normally remain secret unless resources are allocated to find out what they are (see *Step 3: Assigning Priorities*, p. 4).

2.1.2 - STEP 1: PREPARING THE SCENARIO

The scenario's characteristics will be determined later on. First, a Threat Value point total must be decided upon according to the time available to play the game (see the table below). A time limit to the game can also be decided upon, though one will most likely be generated for the scenario. Forces will be chosen for both sides using this point total. For a more challenging and interesting game, however, there are specialized options further down.

In order to simplify preparation, both sides (or all sides, if there are more than two) should agree on which vehicles they can use for the scenario and have all the miniatures and record sheets ready (see *Northern & Southern Vehicle Compendiums 1 & 2* and *Northern & Southern Record Sheets*, available at your local hobby store). If the scenario involves newcomers to the game, it might be preferable to only use the vehicles included in this box so they can become familiar with the basic machines. Other restrictions could be based on a maximum Threat Value or Pilot Level. Ideally, a Rules Specialist should be designated between all the Players to look up any rule in the book and to make objective judgment calls in case of dispute. This person should obviously be fair to all parties.

□ Suggested Point Total

TV Points per Side	Battle	Approximate Time
2000	Patrol	1 hr
4000	Skirmish	2-3 hrs
8000	Raid	3-4 hrs
12000	Minor Battle	5-6 hrs
20000	Major Battle	8+ hrs

◆ Bidding

The general Threat Value for the battle is chosen depending on space and time available to play. Bidding allows additional variations and forces players to become better tacticians through skillful use of resources.

The participants start the bidding with one of them (selected by tossing a coin or rolling a die) makes a bid: "I'll try this scenario with only 1,700 points in TV instead of the full 2,000." The process goes clockwise, with everyone trying to outbid his predecessor. When all the Players agree that one of them has gone lower than they are willing to go, the process starts again between the remaining Players, who cannot have a lower TV than the "winner" of the last bidding. The process is repeated until only one Player is left, who will take the basic TV. Bids should be made in increments of 100 points for the sake of simplicity. In the pre-generated scenarios in this book, bidding is not recommended because they have been designed with specific units in mind. If you still want to bid, however, go ahead.

◆ Why Bid?

Lowering his available TV total allows a Player to gain more Victory Points. The gain in VPs is directly proportional to the reduction in force: divide the VP total by the fraction. For example, if a Player elects to use a force equal to only 75% of his opponent's Threat Value total, his total VPs for the game will be worth 133% (100 divided by 0.75).

◆ Subplots Galore

Subplots are complications that hinder the fighting abilities of an armed force (see Step 4 for more details). Normally, a single subplot is rolled for both sides. By lowering its available Threat Value (something that is done **after** the bidding process), one side may force extra Subplots onto the enemy. For each slice of 10% the initial TV is reduced by, one additional Subplot is rolled. In other words, if a player who has 1,500 points in TV and wants to purchase two additional subplots, he will lose two slices of (10% x 1,500 =) 150 points (a total of 300 points), leaving him with a final TV of 1,200 points. (If the Subplot requires something to be bought, such as a minefield, this is where the TV comes from.)

2.1.2 - STEP 2: MISSION DESIGN

Very few military actions are of the "kill them all" sort. When forces are engaged in an operation, it is always for very specific reasons, which may or may not be related to actual body count. The type of mission indicates the specific objective(s) that need to be fulfilled in order to actually win the scenario.

The main Mission Design table is divided into three columns. A die roll on the first column defines the type of mission: the task that must be fulfilled in order to win. Another die is then rolled to indicate the specific objective of that mission: the object or target of the task already decided upon. Both are explained in more detail further along in the text. Finally, a time limit is assigned for the completion of the task.

The Mission Design table provides only the bare bones of the scenario. It is up to the Players to further flesh it out by meshing elements from the world of *Heavy Gear* into it. For example, a mission rolled as "Capture, ECM, Random" could be interpreted as follow: "the enemy has deployed a heavy ECM cover in the valley. We need to know their operating frequencies so that we can effectively counter them. You must capture the enemy's ECM vehicle so we can download the information from it. Hurry up, though: once the enemy is aware of your presence, reinforcements will be sent and you will be cut off if you have not retreated by the time they arrive."

□ Mission Design Table

1d6	Type	Objective	Time Limit
1	Capture	All forces	None
2	Defend	Communications	None
3	Destroy	ECM	Random
4	Destroy	Object	Random Increasing
5	Disable	Terrain	Objective
6	Provide	Vehicle	Objective

□ Mission Types Table

CAPTURE: The enemy has something you want. It might be a physical object, like a vehicle or a terrain feature, or it might be a more abstract condition (control of the communication airwaves, for example). It must be held (i.e. only friendly vehicle within 200 meters) for at least three rounds or until the end of the game, if a time limit is present.

DEFEND: The enemy wants something you have. It might be a physical object, like a vehicle or a terrain feature, or it might be a more abstract condition (control of the communication airwaves, for example). It must be held (i.e. only friendly vehicle within 200 meters or 4 hexes) for at least three rounds or until the end of the game, if a time limit is present.

DESTROY: The objective, whatever its actual nature, must be denied to the enemy. It must be destroyed before the end of the game.

DISABLE: The objective, whatever its actual nature, must be denied to the enemy. It must be disabled (no movement, no action of any kind) before the end of the game.

PROVIDE: The objective must be provided to the rest of the armed forces of your side. It might be an actual item, in which case it has to be delivered beyond the enemy line. Or it might be a condition, such as ECM cover. If the latter, it must be provided for at least three rounds or until the end of the game, if a time limit is present.

Mission Objectives

The Mission Objectives have been generalized for simplicity. Each category is meant to suggest a broad number of options that can be selected to fit a particular scenario. While some are fairly straightforward ("All Forces," for example), others lend themselves to more than one choice. For instance, Communications might cover a dedicated command vehicle, or perhaps the communication center of the enemy firebase that sits in the middle of the board. It could also mean the relay tower that is sitting on top of Hill 832.

How the Objective fits into the mission profile will vary depending on the Mission Type. If the mission type is an offensive, such as Capture, Destroy or Disable, then the Objective means the enemy forces. For example, "Destroy All Forces" means that all enemy units have to be put out of commission, somehow. If the Mission Type is more defensive in nature, such as Defend or Provide, then it means the friendly forces. For example, "Provide Terrain" would mean that a clear access to a certain terrain feature must be kept open.

Missions normally have just one Objective, but ambitious Players may want to create more complex scenarios that have secondary objectives, perhaps worth less Victory Points.

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ALL FORCES: All units present on the table for that side. Regardless of the mission type and the task(s) involved, all units are equally affected.

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ECM: This means that ECM cover must be available to friendly forces or denied to the enemy. ECM cover is available if at least one vehicle is able to use its ECM system.

OBJECT: An object is considered vital by headquarters. It is probably something small that can be picked up and carried by a Gear or an infantryman.

TERRAIN: A terrain feature (50 by 50 meter zone, or one hex) is considered vital by headquarters. It may be a high ground, or perhaps it is the entrance to a subterranean access tunnel.

VEHICLE: One of the vehicles is considered vital by headquarters. It might be a prototype, or it is piloted by someone important.

Time Limits Table

NONE: The game ends when the Players have no more time to play, or one of the forces in presence is completely destroyed (or retire from the field).

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RANDOM INC.: The game proceeds normally for five rounds. A die is then rolled versus a Threshold that starts at 1 but increases by one every round. If the die roll does not exceed the Threshold, only one more round is played before the scenario ends.

OBJECTIVE: Once one side has completed its scenario objectives, only one more round is played before the scenario ends.

Location

Location is where the battle will take place. A hex map with the most representative terrain is chosen or drawn, or miniature terrain is placed on the table. Regardless of the type of game — hex or miniature — who will do the actual board set-up will depend on which side assigned the most resources to scouting (see Scouting, further on, for more detail).

The following tables randomly assign a certain type of battlefield to each scenario. Due to the limited page count and the huge number of possible setups, only the general look of the battlefield is suggested. The numbers found in the table on the next page are provided as guidelines, not hard and fast requirements. As long as the terrain is laid out in a logical, believable manner and looks like what it is supposed to be (no desert with half the board as jungle, for example), then the minimum requirements are met. The battlefield can also be divided into several sub-zones.

Players should make sure there is plenty of cover and hiding places, even on the flattest of desert. This is especially true of skirmish scale game, where even individual rocks can be modeled. It is important to avoid choking the battlefield with too much obstructing terrain, however — the troops will have to move through it, and any cover may well become the enemy's if the battle takes an unsuspected turn. A great amount of terrain will also slow down play somewhat, because it complicates the offensive situation. This may or may not be desirable depending on the time you have to dedicate to the session.

Location Table

1-2	Northern Hemisphere
3-4	Badlands
5-6	Southern Hemisphere

Terrain Table

1d6	North	Badlands	South
1	Broken Ground	Desert	Broken Ground
2	Mountains	Desert	Mountains
3	Woodland	Broken Ground	Woodland
4	Jungle	Mountains	Jungle
5	Polar	Broken Ground	Swamp
6	Urban	Urban	Urban

Terrain Description Table

DESERT: Although they are constituted of a multitude of different terrain types, the Badlands still feature quite a lot of empty and dusty flat deserts. Desert battleground has at least 50% of the playing surface made up of Clear or Sand terrain.

BROKEN GROUND: In the transition between the flat deserts of the equatorial Badlands and the rocky mountains and steamy jungles of the hemispheres, lie savannahs and hilly terrains that bear resemblances to both. Broken Ground battlefields have at least 50% of the playing surface made up of Rough hexes, many of which feature at least a one level elevation change.

MOUNTAINS: For a time, Terra Nova was very geologically active — the large mountain ranges that dot the planet are proof of this. Mountain battlefields have at least 75% of the playing surface made up of Rough terrain. Alternatively, it may be composed of any type of terrain provided there are at least three different elevation levels.

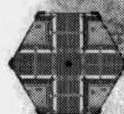
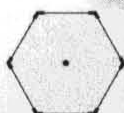
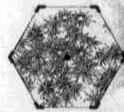
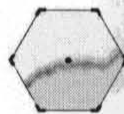
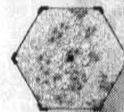
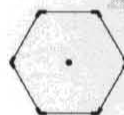
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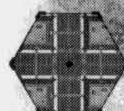
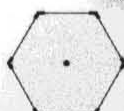
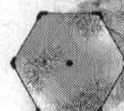
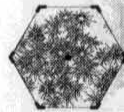
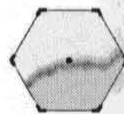
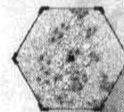
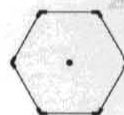
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◆ External Conditions

External Conditions is a catch-all category that cover various weather effects and the time of day, both of which may affect the course of the battle and the performances of the units involved. Only one External Condition is rolled for the entire scenario, and it applies throughout the game for everyone. While more could technically occur simultaneously, having multiple External Conditions make the game too complex and too slow to be fun.

□ External Condition Table

1d6	North	Badlands	South
1	Daylight	Daylight	Daylight
2	Daylight	Daylight	Daylight
3	Dawn/Dusk	Dawn/Dusk	Dawn/Dusk
4	Night	Night	Night
5	Rain	Sandstorm	Fog
6	Winds	Winds	Heavy Rain

□ External Condition Table

DAYLIGHT: The battle occurs under normal conditions.

DAWN/DUSK: The battle occurs literally between night and day. The scenario is treated as a normal day scenario, but with all Detection ratings being reduced by one (they cannot go lower than the Night rating, though).

FOG: The entire battlefield is covered with a rolling fog that makes visual identification nearly impossible. Each full three hexes of fog count as one point of Obscurement for detection purposes (but not weapon fire).

HEAVY RAIN: The battle takes place under heavy rain. Each full ten hexes of terrain, regardless of its type, count as one point of Obscurement.

NIGHT: The battle takes place at night. Use nighttime Detection Scores. Infantry and vehicles without nightvision equipment or searchlights move at half speed and suffer a -1 to their attacks.

SANDSTORM: The battle takes place during a violent storm. Add +1 to the Obscurement value of every hex of terrain.

RAIN: The battle takes place under a light rain. Each full twenty hexes of terrain, regardless of its type, count as one point of Obscurement.

WINDS: Heavy winds blanket the battlefield, lifting dust clouds and making air support very difficult. All energy weapons lose an additional point of Damage Multiplier per Range Band due to the dust. Neither players can count on air support.

2.1.3 - STEP 3: ASSIGN PRIORITIES

Each Player has five points to secretly distribute between Scouting, Troops and Support. Scouting is used to determine the strength of the enemy, his position and his intentions. Troops are the actual fighting force: Gears, combat vehicles and infantry. Support represents the elements that, although not present on the immediate battlefield, can affect it: air support, artillery and intelligence work.

Assigning priorities can be done with the pre-generated scenarios in this book, but some results must be ignored. The battlefield is already set and may not be modified. Similarly, if the Player is told he can hide his units anywhere on the battlefield, it should be interpreted as anywhere within the designated entry areas, nowhere else, unless specified otherwise.

Many scenarios already include a number of priority points for each force involved, with some restrictions whenever appropriate. It may not be necessary to play these scenarios with priority points, but it can add an interesting twist to the campaign if you choose to play it again several times.

◆ Scouting

Scouting represents the resources that are used to recon the terrain ahead. It might be satellite observation, a report from a forward scout or an on-site unit, but the result is the same. The points that were secretly assigned to Scouting by each Player are revealed and compared. The Player with the highest total wins an advantage. The difference between Scouting Points is noted as the Scouting Advantage Margin.

□ Scouting Table

Scouting Advantage	Effect
0	No effect. One randomly determined Player sets up the playing field; the other may choose his home edge.
1	Minor Advantage: the Player may choose between setting up the playing field or choosing his home edge.
2	Major Advantage: the Player sets up the playing field and chooses his home edge.
3	Ambush: in addition to the Major Advantage above, the Player automatically wins the initiative by 2 for the first round.
4	Total Ambush: in addition to the Major Advantage above, the Player may hide his units anywhere on his half of the board, noting their positions on a sheet of paper.
5	Perfect Intelligence: in addition to the Total Ambush advantage above, the Player knows the enemy's mission type, objective and time limit.

◆ Troops

The total Threat Value points available to purchase units for the game have already been decided in the first step. The points assigned to Troops by each player are revealed and compared. The player with the highest total wins an advantage. The difference between Troop Points is noted as the Troop Advantage Margin. The opponents' total TV is reduced by an amount equal to the Troop Advantage Margin times 10% of the original TV. For example, if Player A assigns 2 points to Troops and Player B assigns 4 points, the Troop Advantage Margin is equal to 2. The forces of Player A are reduced by $(2 \times 10\% =) 20\%$. He will be able to spend a number of TV points equal to only 80% of the agreed-upon Threat Value total.

◆ Support

Support are options that can be bought just before the scenario to help the Player. They are normally written down and concealed from the opponent, unless they manage to learn about them (see *Intelligence*, further on). The points assigned to Support by each Player are revealed. Each side may buy support up to an amount equal to the Support Points times 10% of the TV total. For example, if Player A assigns 2 points to Support, he will get a number of TV points equal to $(2 \times 10\% =) 20\%$ of the battle's agreed-upon Threat Value total. Assigning a fair number of points to Support may seem like a good idea given the destructive power of Air Support and Artillery Barrages and the advantages of Intelligence. Remember, however, that if your opponent chooses Scouting and Troops instead, you may never get a chance to use your added firepower.

□ Support Options Table

AIR SUPPORT: Aircraft can be called to provide ground support for beleaguered combat units. They are generally more precise than an artillery barrage, but run the chance of being shot down before they can complete their attack. For more detailed rules for air support, check the *Tactical Air Support* sourcebook.

All air support operations take place during Step 4 of the combat round. Because of their great speed, aircraft enter and exit the game surface in the same round, traveling in a straight line along a row of hexes. Any target within two hexes of this trajectory may be attacked by the plane's weapon(s); all attacks are made at Short range. The number in parenthesis indicates how many attacks may be made using the weapon indicated. A level 2 crew is assumed, but Players may buy higher levels of Skill by multiplying the air support cost by the Crew Level Multipliers (see *Rulebook*, Crew Skills, p. 3).

Air assets may also be used to intercept enemy planes before they can attack: each plane has been assigned a certain number of dice for interception and defense. These are not Skills, merely a gross generalization of the capabilities of each type of plane. The dice are rolled and compared. A Margin of Success between 1 and 3 means the plane has been driven off, but may attempt another attack next round. A Margin of Success of 4 or more means the plane has been destroyed. Aircraft may attempt any number of interceptions, but must fly back to base after a successful one. Likewise, they must return to base after they have expended their weapon stock. Aircraft do not return to the battlefield after going back to base.





ARTILLERY BARRAGES: Artillery barrages are massive attacks made by off-board artillery pieces or even space ships in low orbit. The actual nature of the support battery matters little to the immediate battlefield — only the end effect counts. Artillery barrages are bought salvoes by salvoes, and cannot account for more than a quarter of the available Threat Value. For more detailed fire support rules, consult the *Tactical Field Support* sourcebook.

Artillery barrages are called by a spotter unit (Player's choice), who can call fire missions at any time by spending one action. No other personnel may request artillery support. Only specific hexes, terrain features or buildings can be targeted by artillery fire, never individual combat units. The spotter must have a clear Line-of-Sight to the target.

A Leadership Skill roll modified by the Communication system is made against a Threshold of 5. Artillery fire will arrive on the same round if the roll is successful. If the Leadership roll is failed, the request is not heard or simply misunderstood, but the next attempt is at +1, provided it is made the round immediately after.

All artillery fire take place during Step 4. The barrages have an area effect to reflect the large number of incoming projectiles. Two dice are rolled versus a Threshold of 6. If the dice roll is equal to or higher than the Threshold, the fire mission lands right in the targeted hex. If the die roll is failed or fumbled, the shot deviates by a number of hexes equal to the Margin of Failure. The attacker rolls one die for direction (assign numbers to hex sides).

Damage is per normal weapon fire and is applied immediately. The number rolled on the two dice is used as the Threshold to beat for defense. For defense arc purposes, the attack comes from the firer's home edge. If the attack fails, the weapon still cause damage equal to its basic Damage Multiplier to everything in its area of effect (this is an exception to the standard area effect rules explained on page 16 and applies only to artillery barrages).

INTELLIGENCE: Information gathering is a major part of warfare. By knowing what the opposing forces are up to, countermeasures can be more effectively designed to foil the enemy plans. It is assumed that both sides have access to fairly complete intelligence reports before the start of the scenario. Sometimes, though, the system does not come through and there are differences in the preparedness level of the forces in presence.

Intelligence resources can be used to buy dice rerolls, representing the increased level of preparation of the friendly forces. Die rerolls can be used at any time, and cost the equivalent of 1% of the Threat Value total each. When dice are rerolled, however, the second result stands, even if it was worse than the first one.

Intelligence assets can also force the other Player to reveal either his mission type, mission objective or time limit. They may also be used to reveal the type of support bought for the game. Every 5% of the total Threat Value assigned to this purpose forces the opponent to reveal one of the above. Of course Threat Value percentages gained for Intelligence are spent before play begins, even though dice rerolls are not actually used until the Player wants them to be. Forcing an opponent to reveal data takes place before combat as well, so the Player can adjust what units he will field (within the limits set in Step One and resulting from the Troops priority).

☐ Air Support Table

Type	Attack	Interception	Defense	TV Cost
Fighter	LAC (2)	2d6+2	1d6	200
Fighter-Bomber	AGM (2)	2d6	2d6	1000
Bomber	ATM (4)	N/A	2d6	2000

☐ Artillery Barrages Table

Type	Dam	Acc	Special	TV Cost
Light Salvo	x12	0	AE0	50 ea
Medium Salvo	x18	0	AE1	200 ea
Heavy Salvo	x22	0	AE2	500 ea

☐ Intelligence Table

Dice Reroll	1% of the Threat Value total each
Intelligence Asset	5% of the Threat Value total per item revealed

2.1.4 - STEP 4: SUBPLOTS

Subplots are what makes a scenario interesting. They are complications that have to be taken into account when formulating battle plans. When purchasing Subplots, beneficial ones are applied to the buyer and the negative ones to the enemy. Cinematic subplots tend to be more fantastic, more movie-like. Military subplots have to do with matters from support to quality of equipment. Unforeseen Events are just that: the unexpected.

☐ Subplot Generator Table

1d6	Cinematic	Military	Unforeseen Events
1	Coordinated	Bad Intelligence	Bystanders
2	Coward	Corrupted Supplies	Friendly Fire
3	Vendetta	Leftover Ammo	MacAllen Collapse
4	The Hero	Low Priority	MacAllen Network
5	Love Shall Prevail	Malfunctions	Phantom Echoes
6	Traitor	Minefield	Tempest

☐ Cinematic Subplots Table

COORDINATED: Choose two friendly units. When they attack the same target, they each get a +1 on their attack roll.

COWARD: A random enemy unit falls back as soon as it is damaged. If someone with the Leadership Skill is within Comm range, he may attempt to rally the fleeing unit: the result of the Leadership roll must be at least 4.

VENDETTA: A random enemy unit hates a random friendly unit. The enemy must match speeds (Combat or Top) and attack it continuously until one of the two is destroyed.

THE HERO: A random friendly unit is piloted by a young hero. He gets one reroll per round. The second roll stands.

LOVE SHALL PREVAIL: A random enemy unit is in love with a friendly unit. It will not fire on the object of its affections under any circumstances.

TRAITOR: One of the enemy works for your side. At any point during the game, the weakest unit (in TV modified by the pilot's level) is transferred to your control and remains thus for the remainder of the game.

☐ Military Subplots Table

BAD INTELLIGENCE: Once setup is finished, you may relocate up to a quarter of your forces on the playing surface.

CORRUPTED SUPPLIES: One enemy vehicle starts the game with a random Light Damage result from bad maintenance (disregard Crew results).

LEFTOVER AMMO: One random unit has been supplied with leftover ammunition. One die is rolled every round, immediately after the unit's first attack: on a 4 or more, all attacks that round are duds, including the one just rolled.

LOW PRIORITY: The mission objectives are just not that important to the enemy. The opponent applies a -2 penalty to all Leadership rolls.

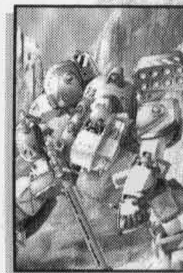
MALFUNCTIONS: One random enemy vehicle is experiencing weapon malfunctions. One action is required to clear the weapon after each Fumble.

MINEFIELD: An old forgotten minefield is located somewhere on the board. The Player gets a standard minefield and may place it anywhere in the middle of the playing surface (see table below). Treat these hexes as having a continuous saturation attack in effect (see *Rulebook* p. 16).

☐ Sample Minefields Table

Mine Type	Dam. X	vs. Vehicles*	vs. Infantry*	TV /Hex
Anti-Personnel	x5	4	7	2
Improved Anti-Pers.	x7	4	8	3
General Purpose	x10	6	6	5
Hvy. General Purpose	x15	6	6	7
Anti-Armor	x15	7	4	8
Heavy Anti-Armor	x25	8	3	10

* This is the attack roll which the defending vehicle must roll against.





Unforeseen Events Subplots Table

BYSTANDERS: A group of civilians have unwittingly wandered into the battle zone. Depending where the battle takes place, they can be impoverished nomads, local residents, or perhaps even lost tourists. They are treated as an unarmed, unqualified infantry unit, moving in a random direction every round. A penalty of one VP is deducted for every civilian killed.

FRIENDLY FIRE: A plane, back from a mission with spare ammunition, is looking to dump it on anything resembling a target. A fighter-bomber makes an attack run centered on a random enemy unit. Any target within the attack corridor, friend or foe, is at risk. The fighter-bomber will attack in the first round and fire at the first two targets it encounters as it streaks toward the enemy unit. Some weather conditions may make this subplot inapplicable.

MACALLEN COLLAPSE: A section of the underground river network that runs under much of Terra Nova has been weakened recently, and the heavy vehicles trampling on it have completed the job. One die's worth of hexes, placed in a line, drop down one level under a random enemy vehicle.

MACALLEN TUNNEL: There are tunnels nearby. You can select the entrance at any point (put a token on the opening, which anyone can now use) and move in a straight line underground until you determine an exit point (which also needs a token). To determine the exit point, roll one die when entering a new hex underground. On a result of 5 or more, that hex is the exit point. If the hex is the last on the map, it is automatically considered to be the exit point for the tunnel.

PHANTOM ECHOES: Depending on where the battle takes place, the phantom echoes can be mirages, swamp gases or even large animals, but they attract their share of attacks. One die is rolled after every attack: on a 5 or more, the attack hits a phantom rather than the intended target.

TEMPEST: A sudden change in the atmospheric conditions heralds the formation of a tempest, one of Terranova's devastating desert storms. Add +2 to the Obscurement value of every hex and add a -2 modifier per hex of intervening terrain to all attacks. This subplot may occur only in the Badlands; other regions are not subject to such storms.

2.2 - CAMPAIGN MAINTENANCE

Between each scenario, several steps must be followed to ensure proper continuity and consistency. For starters, vehicles and infantry suffer damage and wounds respectively, and those must be cared for by specialists. Also, some pilots and commanding officers may gain experience, and get better at what they do.

2.2.1 - REPAIRS

Damage suffered by a vehicle is usually easy to spot and repair, but the cause of a breakdown can remain unknown until a technician looks at the problem. In many campaigns, Players will have the opportunity to repair vehicles that survived previous battles. If your campaign uses this option, both Players should agree on the quality and quantity of each faction's technicians. In the campaign provided in this book, the technicians have already been assigned. The quality of a technician is represented by his total rating (equal to the sum of his Skill and relevant Attribute). Better technicians can do more work, but they cost more in Threat Value.

Each technician has a number of labor points per day equal to his rating times five (Rating x 5). These labor points are expended in-between scenarios to repair vehicles. Each attempt to repair damage requires a number of labor points equal to the vehicle's Size plus a modifier from the *Damage Effect Modifier* table below.

To successfully repair a damage effect, the Player must assign enough technicians to supply the required labor points. Once the required labor points are expended, the technicians must pass a Skill test. If multiple technicians of differing Skill levels are used to repair one vehicle, the effective Skill level of the group is the average Skill of the group (rounding up). The values against which the technicians must roll (called *Thresholds*) are found in the *Repair Threshold* table. Failed or draw rolls do not produce any results and the labor points are wasted. Fumbles cause Light Damage to the vehicle in addition to a failure to do the repairs.

Technician Threat Value Table

Technician Rating	Threat Value
1	50
2	100
3	200
4	400
5	800
6	1600
7	3200
8	6400

Damage Effect Modifier Table

Damage Effect	Labor Point Modifier
Armor Rating Loss	+1 per point
MP Loss	+1 per MP
Maneuverability Loss	+2 per point
Weapon Accuracy Loss	+1 per point/weapon
Weapon Destroyed	+5
Fire Control Destroyed	+6
Power Transfer Failure	+5
Catastrophic Crew Compartment Failure	+10
Complete Structural Failure	+vehicle size
Auxiliary Systems	+3

Repair Threshold Table

Damage Effect	Tech Skill Threshold
Armor Rating Loss	1 per point
MP Loss	1+1 per MP
Maneuverability Loss	2+2 per point
Weapon Accuracy Loss	2+1 per point/weapon
Weapon Destroyed	5
Fire Control Destroyed	6
Power Transfer Failure	5
Catastrophic Crew Compartment Failure	7
Complete Structural Failure	8
Auxiliary Systems	4

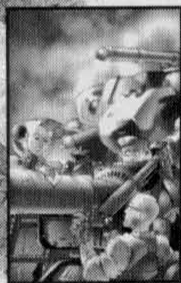
2.2.2 - RANKS AND PROMOTIONS (OPTIONAL)

All Gear pilots are trained soldiers and may become better at what they do through experience. As they fight battles and survive, military personnel gain Experience Points (XPs) which can then be spent to improve some of their Skills and Attributes. The *Experience Points* table below indicates how many points a given pilot receives for each battle. These points may be spent between games to improve various abilities of the pilots or officers.

Note that some Gear pilots are officers, but most are non-commissioned officers (NCOs). Considered specialists, they begin as corporals in the Northern Guard and sous-caporals in the Southern MILICIA. Up to section level, an NCO leads troops from a Gear. Companies and regiments are commanded by officers, usually from a command post, but they may ride into battle.

Experience Points Table

Individual Pilots	XPs
Surviving a battle	1
Every Gear Overkilled	+1
Last survivor of Gear squadron/cadre	+2
Most Valuable Pilot (Player's choice, one per side max)	+2
Individual Officers	XPs
Every battle won (using VPs)	1
Every battle won (without using VPs)	2
Every campaign won (using VPs)	3
Every campaign won (without spending VPs)	4





◆ Getting Better

In order to improve a Skill or an Attribute, a Player must spend a certain number of XPs among those which a given pilot has acquired. The *Skills Improvement* table below indicates how many points must be spent in order for a pilot to acquire the next level. An Attribute is the "bonus" which accompanies a given Skill (e.g. in Piloting 2/+1, the Skill is "2" and the Attribute is "+1"). It must be purchased separately for each Skill except for Electronic Warfare and Tactics. Increasing either of these Skills' Attributes affects the Attributes for both. In other words, increasing the Attribute for Electronic Warfare **also** increases the Attribute for Tactics at **no** extra cost. Regardless of the Attribute or its current value, it costs 20 XPs to increase an Attribute by +1.

EXAMPLE: *Sous-Sergeant Jownz has cumulated 47 points over several weeks of campaigning, which is an excellent track record. He decides that his Gunnery (3/+1) needs improving if he is ever to receive a promotion as lieutenant (he needs 3/+2). He thus decides to spend 20 points for his Gunnery to reach that new level (3/+2). That leaves him with (47 - 20 =) 27 points. He also believes in being a good leader of men, and needs to boost his Leadership Skill from 2/0 to 3/0. He therefore spends 9 points to do just that, which leaves him with 18 points. Lastly, he spends 9 more points bringing his Tactics from 2/0 to 3/0, which leaves him with 9 points. He cannot afford to boost anything else, so he keeps those points in reserve for his next spurt of character growth.*

□ Skills & Attributes Improvement Table

Level	Piloting	Gunnery	EW	Leadership	Tactics
1	2	2	2	1	1
2	8	8	8	4	4
3	18	18	18	9	9
4	32	32	32	16	16
5	50	50	50	25	25

◆ Officer and Gentleman

Once a pilot's abilities meet the requirements of the rank (see the *Military Ranks* tables below), he can be promoted to that rank as soon as the next higher position becomes available in the regiment. If no positions are available, that pilot's career is "stalled" until his immediate superior moves up in ranks. The only exception to this rule is when a Captain (North) or Lieutenant (South) is ready to move up to the rank of regiment commander; in this case, the Colonel (North) or the Commandant (South) is automatically promoted up to a desk job and the new officer takes his place.

Once an officer is promoted, he is replaced by any officer whose career was stalled (Player's choice). If no replacements are available, someone of the outside is brought in with the minimal officer requirements, but his Leadership rolls for the first battle will be at -1 because his subordinates aren't accustomed to his ways yet. This penalty disappears permanently after the first battle.

◆ Getting Costlier

Pilots with higher Skills and Attributes are obviously more effective on a battlefield. Because of this they have a Threat Value modifier associated with their rank. The Threat Value multiplier listed with each rank (see *Military Ranks* tables) actually comes into play before the rank is awarded, however. As soon as a pilot achieves the Piloting, Gunnery and Leadership requirements for a certain rank, he is considered to be that rank for Threat Value purposes. Because of this, it is perfectly possible for a skilled pilot with a stalled career (or an uneven skill development) have a low rank but cost as much as an officer.

Example: *Caporal Malo has seen a great deal of combat over the course of a campaign and accumulated an astonishing 68 experience points. He spends them on the critical combat skills of Piloting and Gunnery. Increasing Piloting from 2/+1 to 4/+1 costs (18 + 32 =) 50 points, while increasing Gunnery from 2/+1 to 3/+1 costs 18 points. This leaves Malo with Piloting (4/+1), Gunnery (3/+1) and Leadership (2/0) which match the requirements for those Skills for sous-sergent. Because of this his TV multiplier goes from X1.5 to x2.25. His Electronics Warfare (2/0) is still too low to actually become a sous-sergent, however.*

□ Northern Military Ranks Table

COLONEL

Commands: Regiment

TV Multiplier: x4



Piloting	Gunnery	Electronic Warfare	Leadership	Tactics
4/+1	4/+2	4/+1	3/0	3/+1

CAPTAIN

Commands: Company

TV Multiplier: x3



Piloting	Gunnery	Electronic Warfare	Leadership	Tactics
4/+1	3/+2	3/+1	3/0	3/0

SENIOR RANGER

Commands: Section

TV Multiplier: x2.25



Piloting	Gunnery	Electronic Warfare	Leadership	Tactics
3/+1	3/+1	3/0	2/0	2/0

RANGER

Commands: Squadron

TV Multiplier: x1.5



Piloting	Gunnery	Electronic Warfare	Leadership	Tactics
2/+1	2/+1	2/0	2/0	2/0

CORPORAL

Commands: Gear

TV Multiplier: x1



Piloting	Gunnery	Electronic Warfare	Leadership	Tactics
2/0	2/+1	2/0	1/0	1/0

□ Southern Military Ranks Table

COMMANDANT

Commands: Regiment

TV Multiplier x4



Piloting	Gunnery	Electronic Warfare	Leadership	Tactics
4/+1	4/+2	4/+1	3/0	3/+1

LIEUTENANT

Commands: Compagnie

TV Multiplier x3

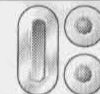


Piloting	Gunnery	Electronic Warfare	Leadership	Tactics
4/+1	3/+2	3/+1	3/0	3/0

SOUS-SERGEANT

Commands: Section

TV Multiplier x2.25



Piloting	Gunnery	Electronic Warfare	Leadership	Tactics
3/+1	3/+1	3/0	2/0	2/0

CAPORAL

Commands: Cadre

TV Multiplier x1.5



Piloting	Gunnery	Electronic Warfare	Leadership	Tactics
2/+1	2/+1	2/0	2/0	2/0

SOUS-CAPORAL

Commands: Gear

TV Multiplier x1



Piloting	Gunnery	Electronic Warfare	Leadership	Tactics
2/0	2/+1	2/0	1/0	1/0



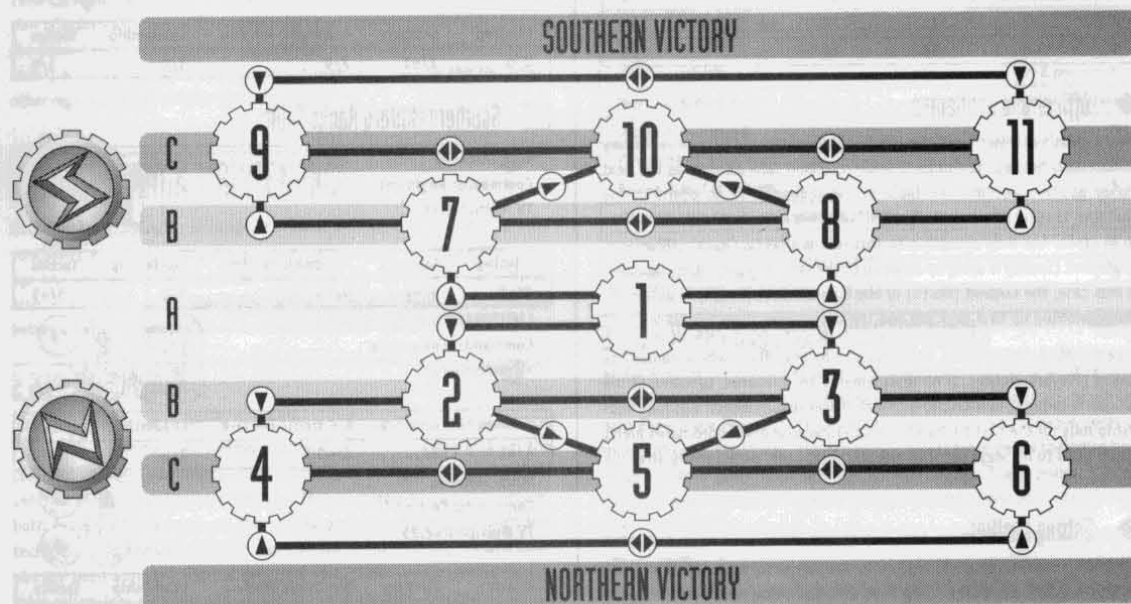
2.3 - THE BATTLE OF RAHNGUARD

North-South relations are already tense by the end of 1935, after the death of Northern religious leader Thor Hutchison. Northern Guard troops have established a strong presence in the Karaq Wastes, much to the displeasure of the Badlanders who are caught between a rock and a hard place. With the crisis taking place in the Humanist Alliance, Southern MILICIA troops have closed the Badlands frontier and established strong supply lines in anticipation of a long resolution. In Summer 1936, three hundred kilometers northeast of the Badlands city-state of Elayu, the oasis tower of Rahnguard becomes a strategic location attractive to both forces. The Northern Guard and the Southern MILICIA meet there and clash. For the religious North, this becomes an excuse for war. For the imperialistic South, this is an act of invasion. For the Badlanders caught in-between, it is their worst nightmare.

2.3.1 - The Rahnguard Oasis Tactical Campaign

This North versus South campaign can be played by two to six Players. Most scenarios feature three Gear squadrons/cadres for the North and the South, so each Player can control at least one such squadron/cadre during a scenario, plus whatever infantry or additional vehicles happen to be there. Each scenario should last between 3 and 5 hours, depending on the battle to be fought and how familiar with the tactical rules everyone is. Through the accomplishment of various objectives, the Players cumulate Victory Points, which can be used to determine who wins the scenario and, later, which can be used to purchase tactical advantages.

The campaign starts with Scenario 1: Rahnguard Oasis. Depending on the victor, it will either move North (if South won) or South (if North won). The diagram below should guide the Players through the campaign. In order to achieve victory, a Player must go through three Stages, marked A, B and C. A Player (or group of Players) must win all the scenarios within a Stage before moving on to the following one. For instance, in order for South to move from Stage B to Stage C, it must win **both** Scenarios 7 and 8. If a scenario is lost, the loser may try to make a comeback and can try again a battle that was previously lost; he can only move back one Stage if all the battles within that Stage are clear). It is possible for Scenario 1 to be fought over and over if North and South are fairly evenly matched and keep losing their battles in Stage B. When Stage C is finally over, one side has won.



2.3.2 - Victory Points

Whenever they achieve some objectives, the participants in a battle can cumulate a number of Victory Points (VPs). These points are pooled together and form the Victory Pool. Over the course of the game, a participant can spend these Victory Points (thus subtracting them from the Pool) to benefit from some battlefield advantages. They must be paid for immediately and are usable once (or have a duration of 1 round, whichever is applicable). It is possible to receive a negative number of Victory Points for a scenario. In that case, the Victory Pool is reduced by that number of points, but cannot go below zero. It is not possible to have a negative Victory Pool.

The side which earns the most Victory Points during a scenario is declared the winner. As indicated in most Scenario Conditions, the winner may move one step closer to its enemy. It is entirely possible to appear to lose a battle, but end up with more Victory Points than the opponent because more objectives were achieved. In that case, the apparent loser has earned a technical victory — not as glorious as an overwhelming victory, but a victory nonetheless.



Using Victory Points Table

Action/Advantage	VP Cost
Additional Labor Point (for repairs between scenarios)	1
Additional Priority Point (for Step 3: Assigning Priorities, p. 4)	7
Artillery Barrage (Light Salvo, no Leadership roll required)	2
Artillery Barrage (Medium Salvo, no Leadership roll required)	3
Artillery Barrage (Heavy Salvo, no Leadership roll required)	5
Cancel Light Damage	2
Cancel Heavy Damage	5
Cancel Overkill	10
ECCM (1 round)	1/rating
ECM (1 round)	2/rating
Fog	3
Heavy rain	2
Night battle	2
Rain	1
Reinforcements (including Air Support; see p. 4)	1/100 TV

And the Winner Is . . . - 2.3.3

Once the campaign is over, the winner is the Player with the largest Victory Pool. The difference between the winner and the loser is cross-referenced in the table below to determine the scope of the victory and how many additional priority the regiment commander receives for his victory. A normal commander starts with 5 Priority Points, but that number may go up or down depending on how successful he is in battle. This represents the resources and support he gets from the military.

It is entirely possible (albeit unlikely) that a Player who has lost every single battle may nonetheless end up the victor of the overall campaign. This may occur if his opponent has consistently spent his Victory Points to achieve his victories. The explanation is simple: the "technical" victor has required too much resources, too much time and has performed too poorly to warrant his importance. Such officers may retain their rank, but they get assigned "token" campaigns or receive much less assistance in their future operations. If Players agree before the start of the campaign, they may forego the rewards or penalties and simply play the campaign as is.

Campaign Rewards Table

Victory Margin (in VPs)	Victory Type	Priority Points
100 and up	Brilliant	+3
50 to 99	Excellent	+2
25 to 49	Good	+1
10 to 24	Marginal	0
-9 to 9	Draw	0
-10 to -24	Partial Defeat	0
-25 to -49	Sound Defeat	-1
-50 to -99	Complete Failure	-2
-100 and below	Debacle	-3

Repairing Damaged Vehicles - 2.3.4

As per the repair rules (p. 6), each participant in a battle may spend labor points between scenarios to repair the vehicles that have been damaged. The number of days available to do those repairs is listed in the Victory Conditions of each scenario. Occasionally, some additional Labor Points may be assigned as part of the rewards for winning a scenario. If a commander feels that the unit that has been assigned for the upcoming mission is too damaged to perform its duty, he may opt to replace it by a similar unit of equal Threat Value (i.e. in the North, Alpha Lance Section could be replaced by Charlie Dart Section), thus allowing the repair crew to spend more time on the damaged unit.

Both the *Desert Sharks* and the *Azure Devils* have ten qualified technicians (level 2) each when they start the game. This number may vary depending on the battles, but will never go above ten during the campaign.



2.4 - Scenario 1: Rahnguard Oasis



Northern and Southern forces clash here for control of Rahnguard Oasis and its resources. It is located in a strategic area that may prove vital in the eventual conquest or protection of Elayu. There are no other viable supply points within a thousand kilometer radius. The Oasis itself has closed its doors and keeps everyone out. It is unfortunately not able to withstand a siege for any length of time, and its leaders will undoubtedly side with the winner, providing that force with some support and supplies. Both Northern and Southern forces are far enough from their own supply lines that using the resources in Rahnguard Oasis is more than an attractive prospect, it is a vital necessity. The concerns of the oasis dwellers themselves are unfortunately lost in the shuffle of North-South tensions. They are not quite ready to let themselves be conquered, however. The oasis has sealed its doors, and sent commands to its outlying gunnery turrets to drive off any and all invaders. They hope to inflict enough casualties on both sides so that they take their battle elsewhere. It is a hopeless situation, of course, but the leaders feel they have no choice.

Mission Conditions ☐

Weather:	Clear
Time of Day:	Day
Base Terrain:	Standard
Northern Forces:	Alpha Section 2
Southern Forces:	Wind Djinns Section Standard Infantry Section
Priority Points:	5
Objectives:	Disable all forces

◆ Specific Scenario Conditions

Because of the importance of not damaging Rahnguard Oasis, artillery strikes and air support is not authorized during this battle.

Rahnguard Oasis itself cannot participate in the battle, but its six sentry towers can. Their stats are: Armor 17, Dam x8, Acc +1, Range 1/2/4/8, ROF +2, Anti-Infantry, effectively unlimited ammunition, crew of 2. They will immediately fire upon any vehicle which enters their firing range until all their actions are spent for the round. They can be destroyed, but if not, they will be captured by the winner and may be used against the defeated party if it returns for more in a later scenario. Destroyed towers may be repaired at a labor cost of 5, +1 for every point of Armor lost. The Repair Threshold (the value which the repair roll must tie or exceed) is 4.

Whoever wins this scenario now has access to the resources in Rahnguard Oasis. This represents an extra 10 labor points per day for additional repairs. Also, if during some prior battle a regiment has lost one or more technicians, they may be replaced here at a cost of 3 VPs per technician. Lastly, every wounded infantry trooper recovers 1 point of damage per day. This is effective immediately after one side is declared victorious.

If North wins, it may proceed to Scenario 2 or 3 (Northern Player's choice). If South wins, it may proceed to Scenario 7 or 8 (Southern Player's choice). The following battle takes place a day after this scenario.



Northern Victory Conditions ☐

Condition	Victory Points
All Southern units destroyed	10
Half Southern units destroyed	5
Enemy defeated/routed under five rounds	+2
Three quarters of friendly units survive	+2

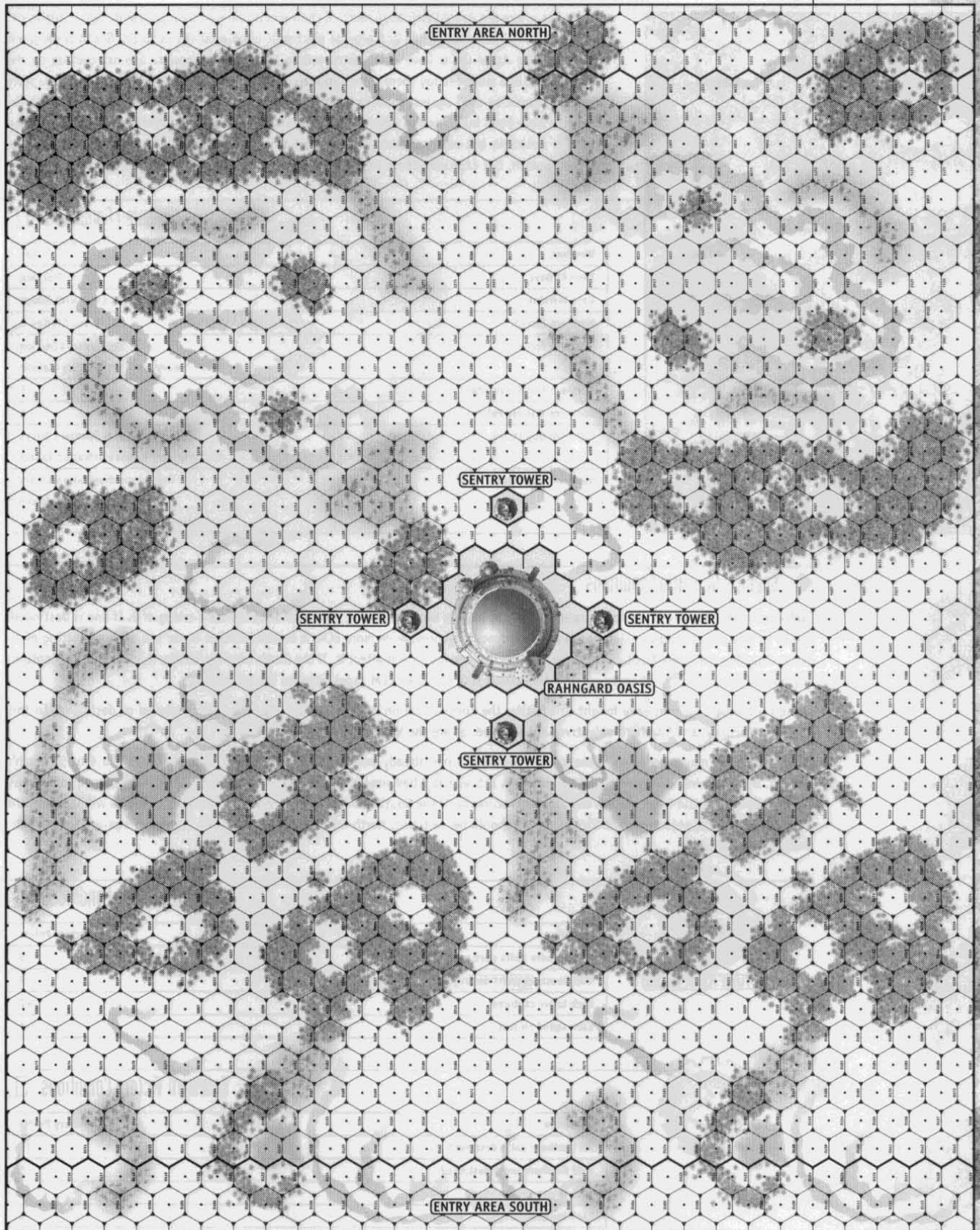


Southern Victory Conditions ☐

Condition	Victory Points
All Northern units destroyed	10
Half Northern units destroyed	5
Enemy defeated/routed under five rounds	+2
Three quarters of friendly units survive	+2



□ Mission 1 Map





2.5 - Scenario 2: Operation Shroud



This area is where the *Azure Devils* keep much of their electronic warfare equipment. Two communication arrays have been established and provide electronic countermeasures to the South throughout the battle. The *Azure Devils* have been instructed to protect these towers against capture by the *Desert Sharks*, and must destroy them if that appears impossible. Should the Northern forces capture them, they could be used against them in the following battles, which would be undesirable. Northern forces have been instructed to destroy all Southerners in the area; capturing the communication towers is desirable but not mandatory to their mission. Destroying the towers is an acceptable Northern option, but capturing them would be preferable.

Mission Conditions ☐

Weather:	Fog
Time of Day:	Morning
Base Terrain:	Replace all Clear with Rough
Northern Forces:	Bravo Section 3
Southern Forces:	Sky Shaitans Section Heavy Weapons Infantry Platoon
Northern Priority Points:	5
Southern Priority Points:	4
Northern Objectives:	Repel Southern forces Capture/destroy communication towers
Southern Objectives:	Defend communication towers Repel Northern forces Destroy towers if defeat is imminent

◆ Specific Scenario Conditions

Each communication tower provides a rating 1 ECM; as long as both are active, the combined ECM has a rating of 2. If one is destroyed, it falls to a rating of 1. Obviously, if both are destroyed, they provide no more ECM. A communication tower has an Armor rating of 10 and is considered a single Auxiliary System; no other damage rating will affect it. If the North wins the battle, it automatically captures any non-destroyed tower. Whoever controls the towers may use their ECM capabilities to his advantage.

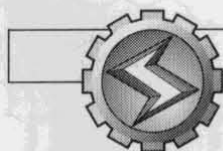
If the Northerners have already fought this battle, the communication towers may already have been captured or destroyed. In this case, the Northern and Southern objectives are reversed, as are the Victory Points awarded.

If North wins, it may proceed to Scenario 3. If Scenario 3 has already been won, it may proceed to either Scenario 4 or 5 (North's choice). If South wins, it may proceed to Scenario 3. If Scenario 3 has already been won (or was never lost), it may proceed to Scenario 1. The following battle takes place a day after this scenario. If the South has lost the scenario before and is trying to win it again, the force compositions, objectives and Victory Points should be switched. North would fight using Charlie Section 1 against South's Blue Shaitans section.



Northern Victory Conditions ☐

Condition	Victory Points
All Southern units destroyed	5
Half Southern units destroyed	5
Each tower captured	+2
Each squadron lost	-1

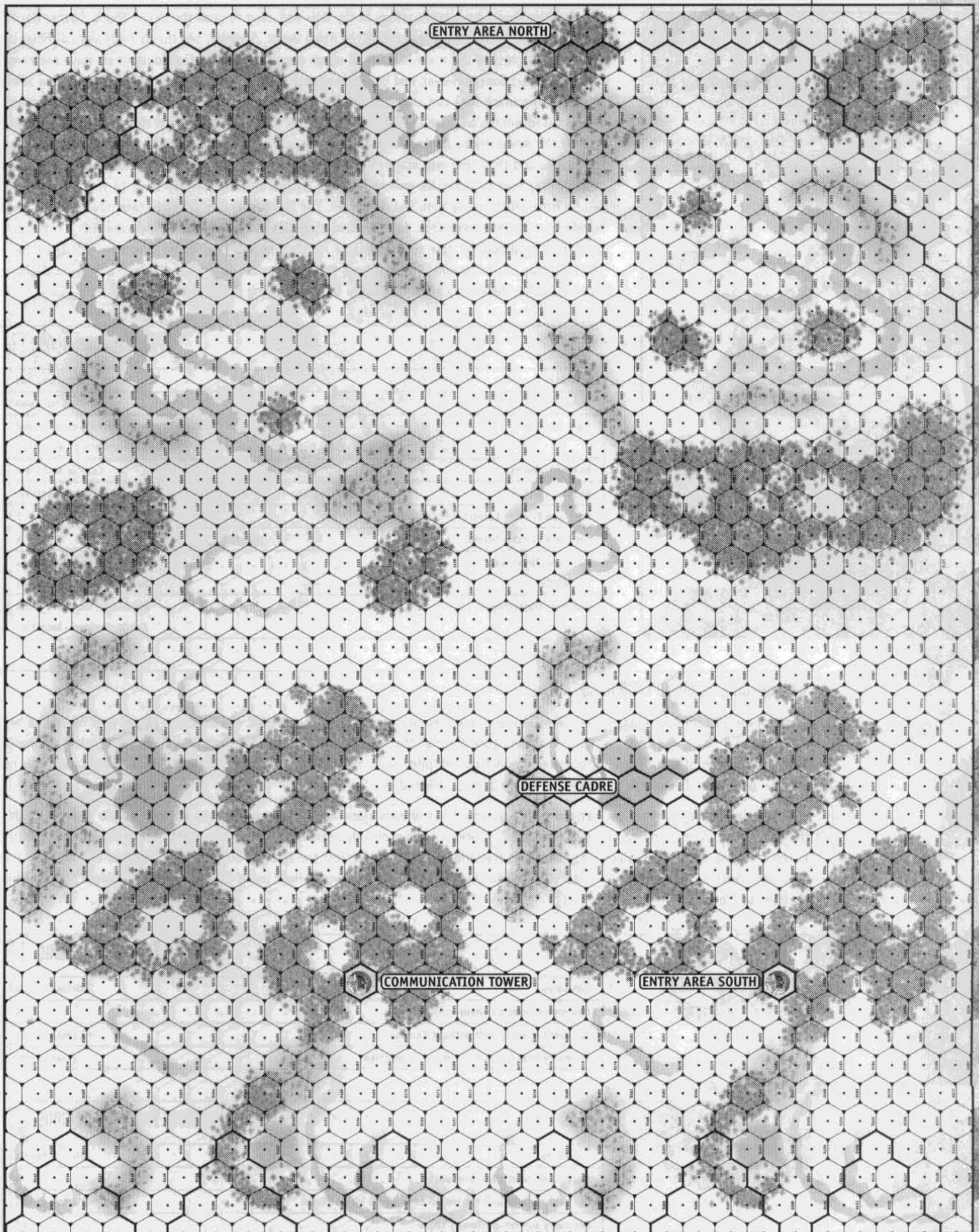


Southern Victory Conditions ☐

Condition	Victory Points
All Northern units destroyed	10
Half Northern units destroyed	5
Each tower not destroyed	+2
Each tower destroyed	-1

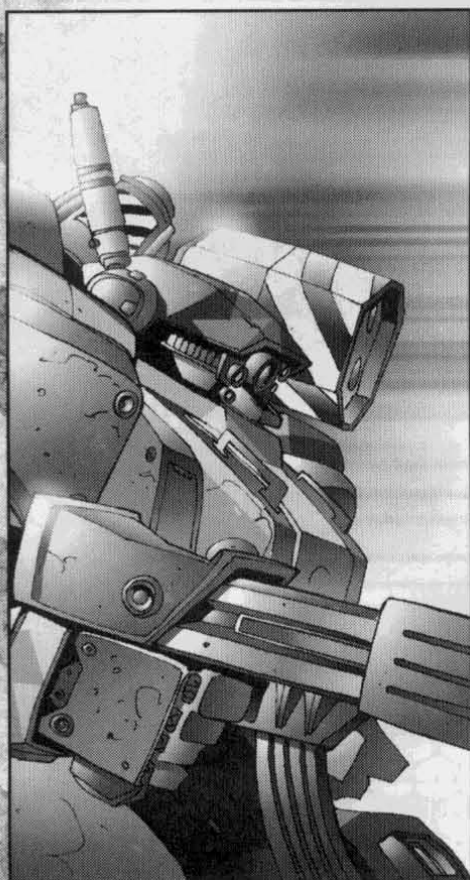


□ Mission 2 Map





2.6 - Scenario 3: Plain Assault



The Southern forces have taken refuge in the hills and need to push the *Desert Sharks* further North. The latter need to cross a plain to attack the *Azure Devils*, however, and this is made more difficult by the fact that most of the plain is made of rough terrain and sand. The Southerners have not come without preparations, however, and have mined several areas in the plains. They have also dug a few trenches from which they can attack and which the Northerners cannot cross. The Northerners are at a clear disadvantage because the South controls the terrain, so they send their strongest attackers against the *Azure Devils*, hoping for a quick victory. The fortifications made by the Southern forces (the mines and trenches) may make this a difficult proposition, however. The Northern section has enough firepower to hold its own in a longer battle, although it may need to find some secure terrain from which to use their heavier forces. The Southerners will have to take advantage of their terrain advantage, using mines, trenches and obstacles to control Northern movements. If they can do this, they should be able to compensate for the enemy's heavier firepower — if not, all their planning may be for naught. The Southern section is under further pressure to achieve a decisive victory; letting the enemy make it through the traps laying in the plains will lose them glory.

Mission Conditions ☐

Weather:	Clear and hot
Time of Day:	Afternoon
Base Terrain:	Top maps: Clear becomes Rough; everything else is Sand Bottom maps: Rough becomes -1 elevation; jungle becomes +1 elevation
Northern Forces:	Charlie Section 4
Southern Forces:	Blue Daemons Section
Northern Priority Points:	5
Southern Priority Points:	4
Northern Objectives:	Disable all Southern units Suffer minimal casualties
Southern Objectives:	Disable all Northern units Cause maximal casualties

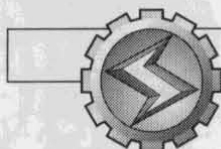
◆ Specific Scenario Conditions

Southern forces have laid mines in ten hexes in the plains (two northern maps). At any time, the Southern player may "reveal" a hex that has been mined, provided that no vehicle has gone through that hex already or is currently within that hex. The minefield has a Damage Multiplier of x10. If a vehicle enters a minefield, its pilot must make a Piloting test against 6. If he succeeds, he takes no damage; otherwise, the vehicle takes (MoF x 10) in damage, treated as usual.

If North wins, it may proceed to Scenario 2. If Scenario 2 has already been won, it may proceed to either Scenario 5 or 6 (North's choice). If South wins, it may proceed to Scenario 2. If Scenario 2 has already been won (or was never lost), it may proceed to Scenario 1. The following battle takes place a day after this scenario. If the South has lost the scenario before and is trying to win it again, the force compositions, objectives and Victory Points should be switched. North would fight using Charlie Section 1 against South's Blue Shaitans section.

Northern Victory Conditions ☐

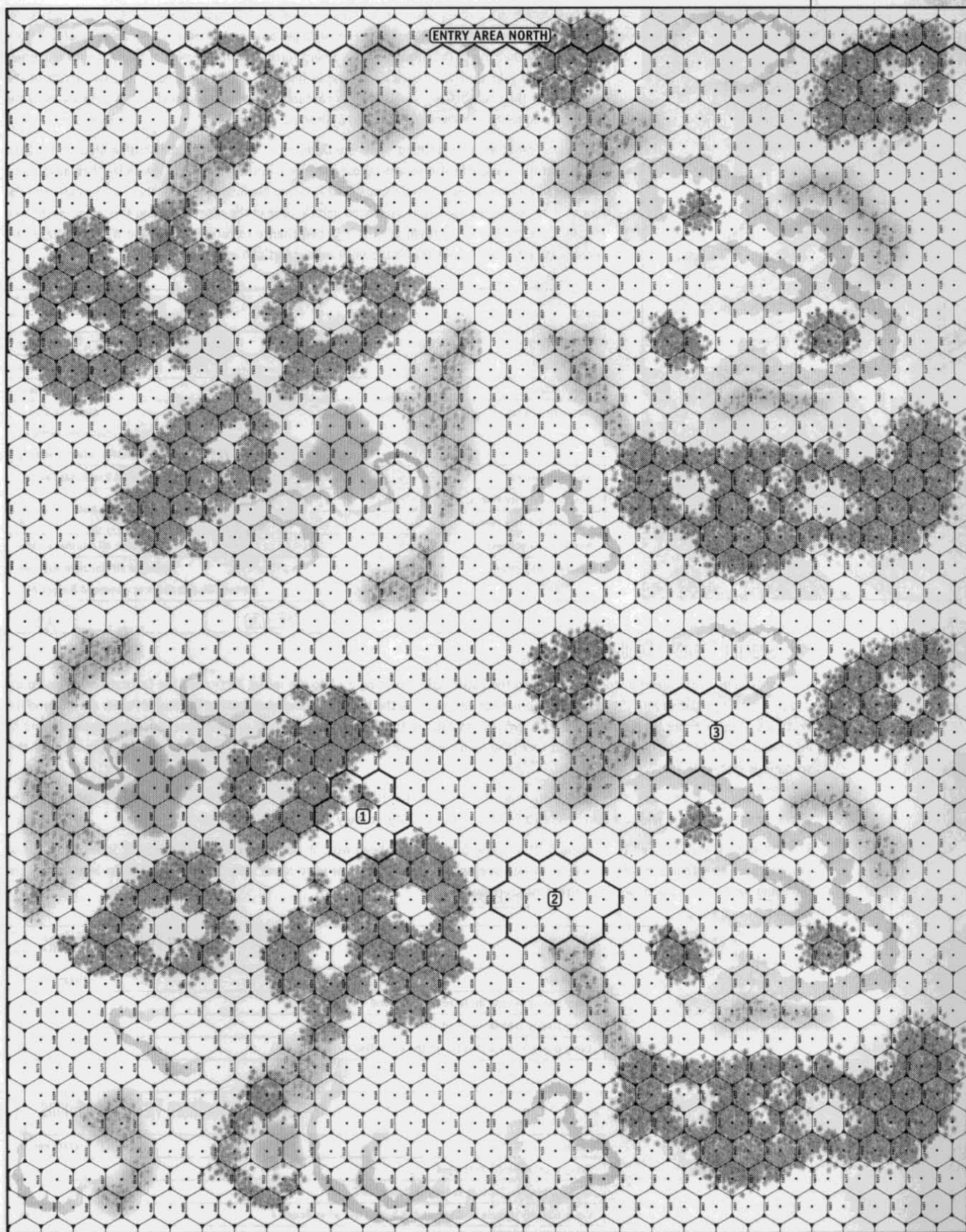
Condition	Victory Points
Destroy or repel all enemy units	4
For every friendly unit without damage	+2 (max of +6)
For every enemy cadre destroyed or disabled	2 (max of +6)

Southern Victory Conditions ☐

Condition	Victory Points
Destroy or repel all enemy units	4
For every enemy unit destroyed or disabled in the plains	+2 (max of +6)
For every surviving friendly cadre	+2

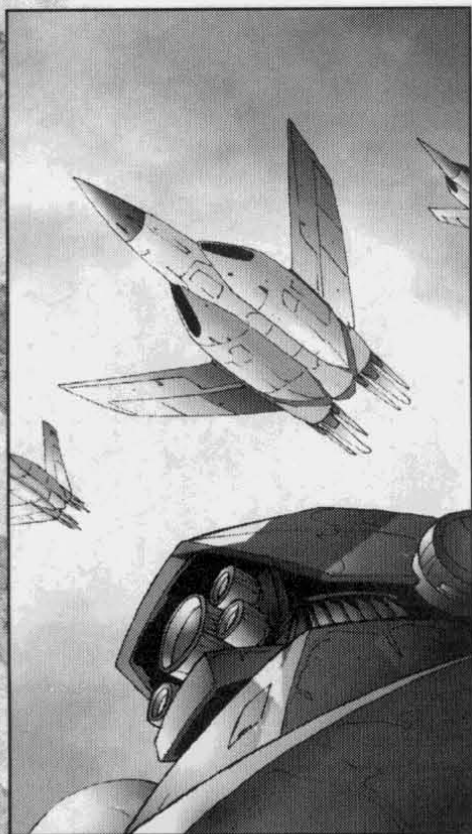


□ Mission 3 Map





2.7 - Scenario 4: Lightning Wipe Out



Northern forces are coming down to perform a lightning strike against the Southern defenders. Air reinforcements are approaching fast to lay some carpet bombing against the Northern attackers, so it is imperative that the latter clear up the Southern forces within the next two minutes. Southerners have a simple job: they have to stall and avoid Northern fire during the first two minutes of the battle. Also, they may attempt to destroy or capture the enemy command unit that is roaming the battlefield to throw the Northern forces into disarray.

The *Desert Sharks* are now pushing the *Azure Devils* hard, moving into the staging grounds for their forces. But the *Sharks* are also somewhat overextended, moving quickly to maximize their advantage, they can ill afford a defeat. This lightning raid is racing against deadly Southern air support and the regiment has detached a valuable command vehicle to lead the assault. Losing this asset would be a serious blow. For the *Azure Devils*, this is a golden chance to turn the tide. The Wind Rakshasas are serving as bait, drawing out the *Sharks* until air support can arrive.

Mission Conditions ☐

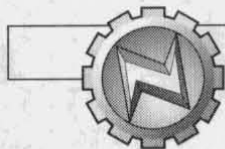
Weather:	Clear
Time of Day:	Noon
Base Terrain:	Clear
Northern Forces:	Alpha Section 2 Badger APC (command vehicle) Badger APC (carrying 1 standard infantry squad)
Southern Forces:	Wind Rakshasas Section
Northern Priority Points:	6
Southern Priority Points:	4
Northern Objectives:	Disable all Southern units
Southern Objectives:	Disable all Northern vehicles Capture/Disable/Destroy command Badger APC

◆ Specific Scenario Conditions

The North have an command Badger APC roaming the battlefield, providing a +1 to the initial Tactics roll for Tactical Command Points and a +1 to the initiative roll. If that unit is captured or destroyed by the North, all remaining Tactical Command Points are lost and the North loses its +1 bonus on the initiative. It is possible to capture the APC by destroying its weapons and movement systems, and by achieving a victory over the North. In that case, the South now owns that APC until it is destroyed or captured by the North if this scenario is replayed.

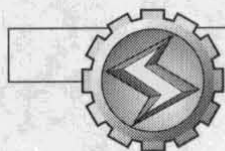
After 4 rounds, the Southern units receive air support from three fighters for two rounds (Rounds 5 and 6); see p. 6 for details. The aircraft must leave to provide air cover to other battles in the vicinity, so they have two rounds to do their work.

If North wins, it may proceed to Scenario 5. If Scenario 5 has already been won, it may proceed to Scenario 6. If South wins, it may proceed back to either Scenario 5 or 6. If these have not yet been fought or were never lost, South can move to Scenario 2. The following battle takes place two days after this scenario.



Northern Victory Conditions ☐

Condition	Victory Points
Every enemy vehicle disabled before Round 5	+2
Every enemy vehicle disabled after Round 4	+1
Every enemy vehicle that leaves the battlefield after Round 4	-1

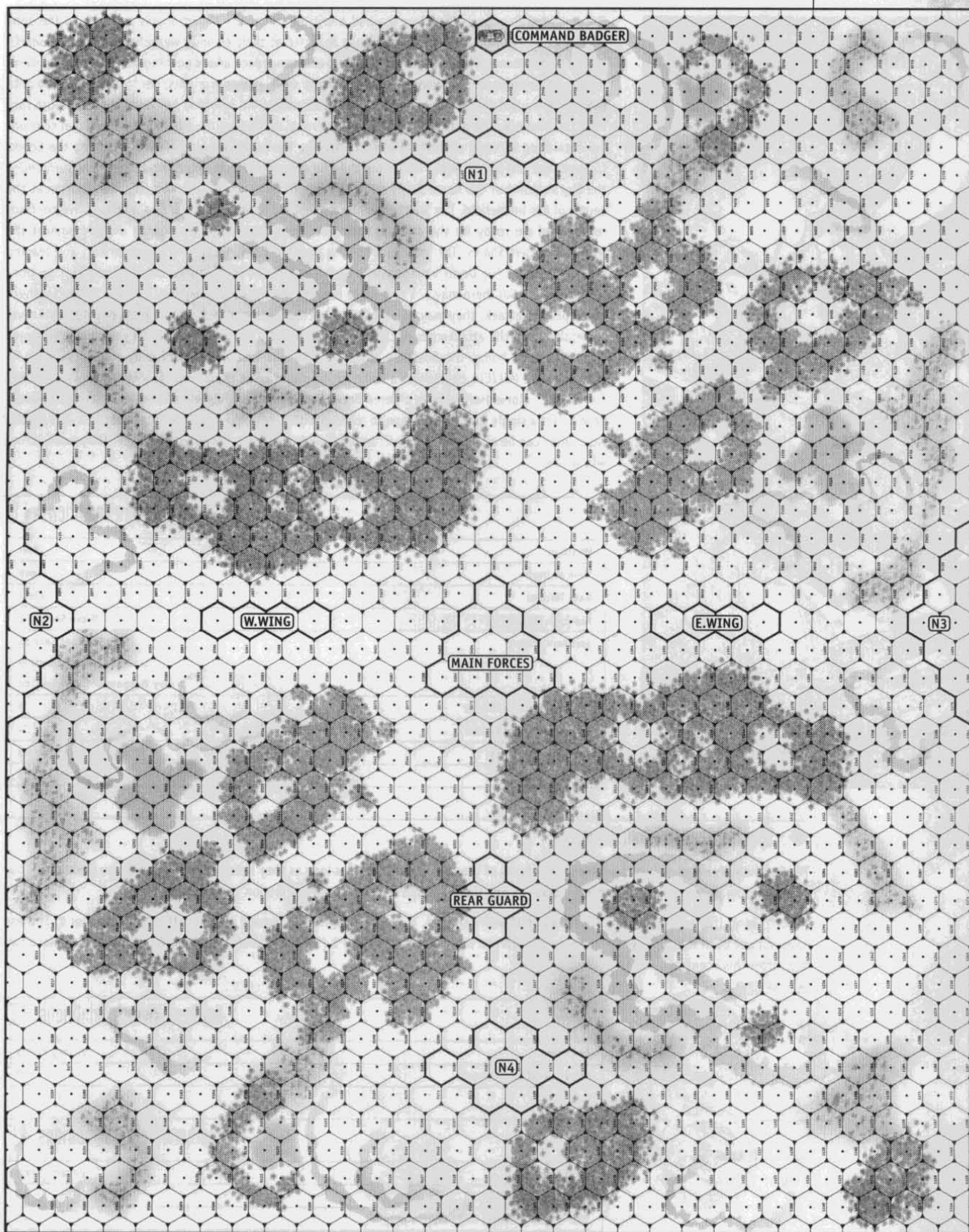


Southern Victory Conditions ☐

Condition	Victory Points
Every enemy vehicle destroyed	+2
Destroy/Disable/Capture command Badger APC	4
Every friendly vehicle that leaves the battlefield after Round 4	+1

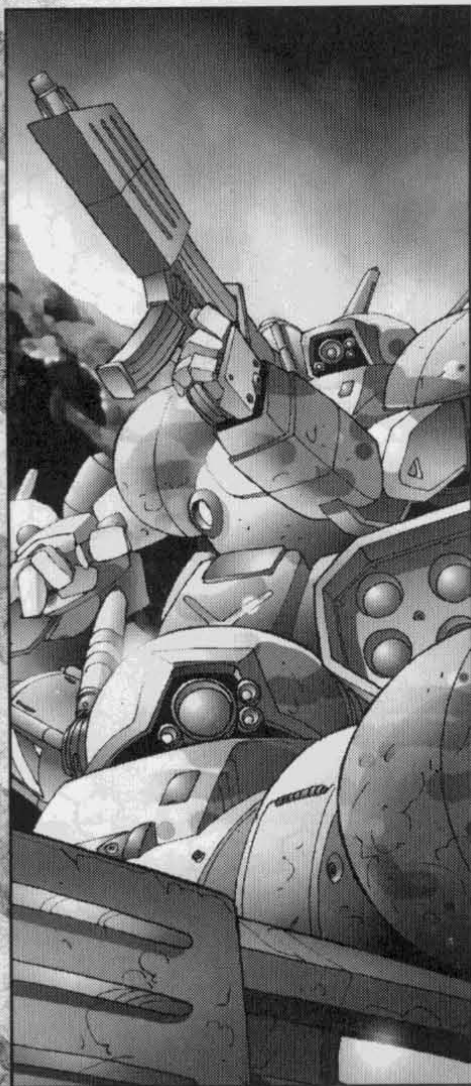


Mission 4 Map





2.8 - Scenario 5: Defiance



The Battle of Rahnguard has now reached a critical stage: the *Desert Sharks* are deep in the zone controlled by the *Azure Devils* and are ready to strike at their enemy's weakened forces. The *Sharks'* commander, Colonel Hoffman, can taste victory and vengeance and is pushing his troops to finish off the *Devils*. Commandant Neuben of the *Devils* knows she is in dire straits; her troops are forced onto the defensive and the Northern advance is a step away from breaking her regiment. She must turn back the advance. The political situation means no bloodless solution is possible: national tensions are escalating as news of the battle filters back to the poles, religious fervor is driving the *Sharks* forward, and the *Devils* would rather die than be disgraced again. Northern forces have surrounded the Sky Shaitans of the *Azure Devils* during the night, forcing them into a defensive position at the center of the battlefield. The Southerners have prepared themselves for a final and decisive confrontation, and are ready for the assault. Their best remaining forces are making a stand against the incoming *Desert Sharks*. The latter are coming from all sides, harrowing the defenders and leaving them no respite. The *Devils* have nowhere else to go. If the Northerners can eliminate this section, the rest of the Southern may not be able to recover and the battle may well be over. If the Southern can repel the attack, they may be able to gather their compatriots and mount a counter-offensive. Surrendering to the attackers is not an option for the Sky Shaitans. Even if they were able to eventually get back home, the Southern Republic does not tolerate cowardice among its soldiers — especially not MILICIA conscripts: a firing squad would await them. That fear is academic, however. The *Sharks'* Colonel Hoffman has ordered Bravo Section 2 to completely eliminate the trapped Southerners. Not a single unit must escape to regroup with other Devils — only total victory is acceptable. No quarter can be given and none will be requested. The *Devils* have no real choice: they must either win or die.

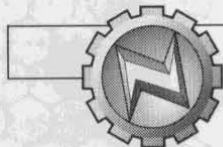
Mission Conditions ☐

Weather:	Clear
Time of Day:	Dawn
Base Terrain:	Clear
Northern Forces:	Bravo Section 2
Southern Forces:	Sky Shaitans Section Standard Infantry Section Heavy Weapons Infantry Section
Northern Priority Points:	6
Southern Priority Points:	4
Northern Objectives:	Wipe out all Southerners
Southern Objectives:	Repel the Northerners

◆ Specific Scenario Conditions

The Southerners have unlimited ammunition reloads at the cost of one action as long as they remain within the defense perimeter. They may leave the perimeter and return for reloads at any time, but will have to spend one action to reload a weapon.

If North wins, it may proceed to Scenario 4 or 6 (North's choice). If South wins, it may proceed back to either Scenario 4 or 6. If these have not yet been fought or were never lost, South can move to Scenario 2 or 3 (South's choice). The following battle takes place two days after this scenario.



Northern Victory Conditions ☐

Condition	Victory Points
Wipe out all Southerners	10

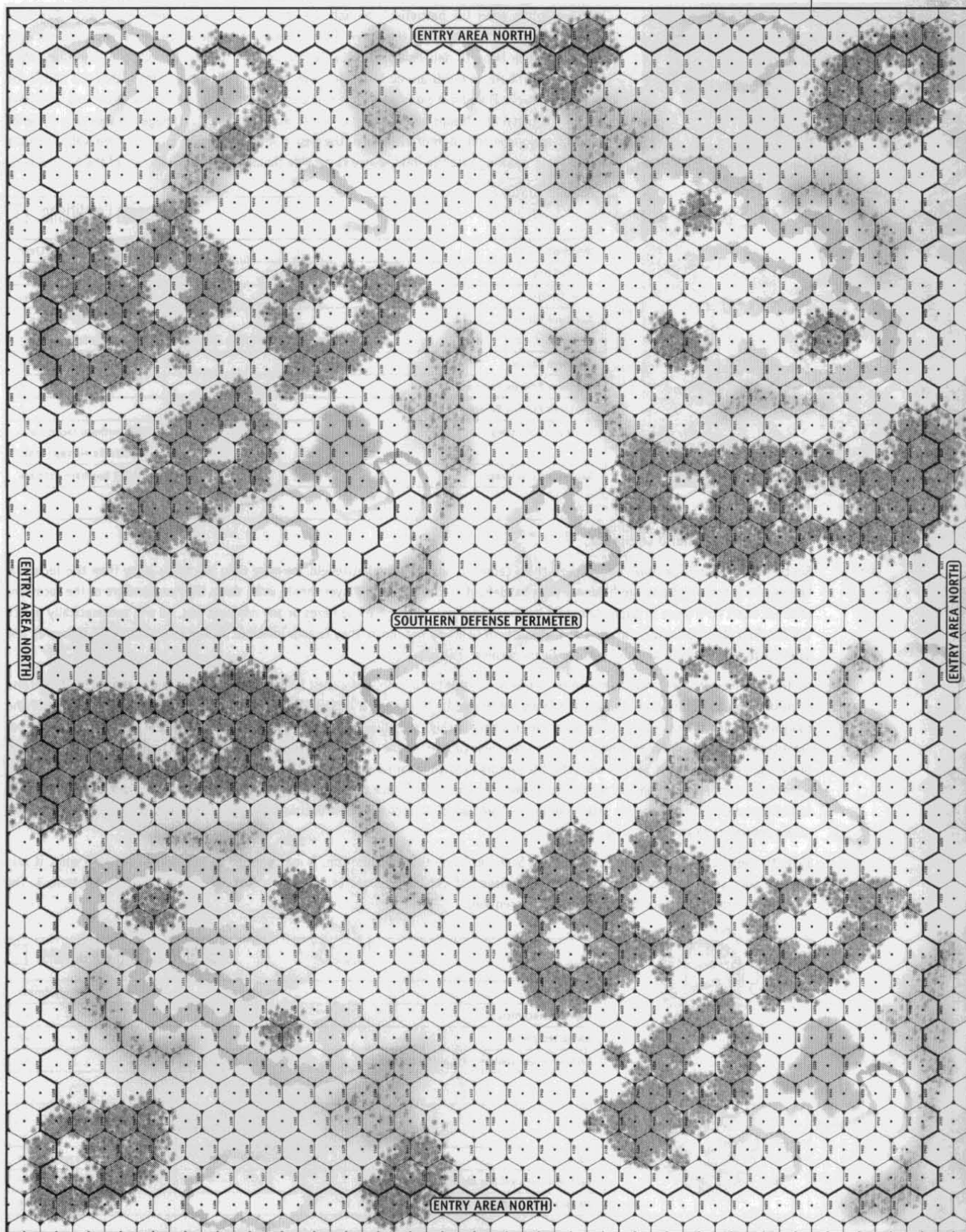


Southern Victory Conditions ☐

Condition	Victory Points
Repel the Northerners	5
Half or more friendly units survive	+5

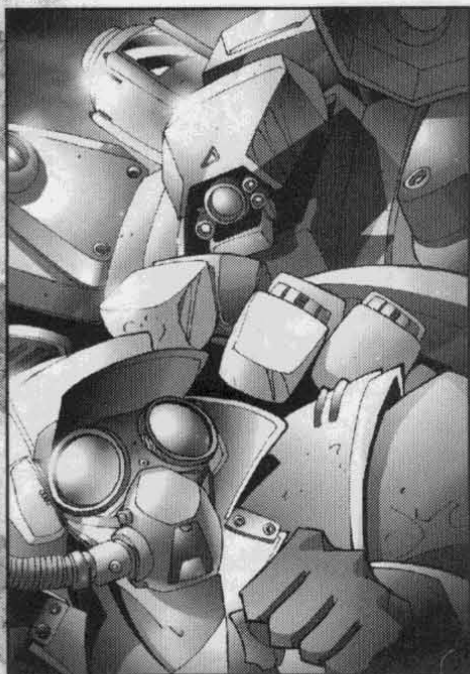


□ Mission 5 Map





2.9 - Scenario 6: Raid!



Northern forces enter the battlefield through the north and the east, homing in on the Southern camp. Intelligence has informed the *Desert Sharks* that most of the *Azure Devils'* support crew work there, and they hope to deliver a fatal blow to the South's support by killing or capturing their technicians. The *Azure Devils* are no fools, however, and have received warning that the *Sharks* are about to attack. They have positioned some of their forces to receive the Northerners and have hidden the remaining troops where they believe it will do the most damage. Thanks to a complex game of espionage and counter-espionage, the *Desert Sharks* are aware that they are walking into a trap and are awaiting satellite intelligence to provide them with the coordinates of the Southerners.

Mission Conditions ☐

Weather:	Clear
Time of Day:	Afternoon
Base Terrain:	Replace Clear with Sand
Northern Forces:	Charlie Section 1 Badger APC (x2; each carries 1 standard infantry squad)
Southern Forces:	Blue Djinn Section
Northern Priority Points:	6
Southern Priority Points:	4
Northern Objectives:	Capture/Kill Southern technicians Disable all opponents
Southern Objectives:	Disable all Northern vehicles

◆ Specific Scenario Conditions

Southerners may only position one of their three cadres of Gears on the battlefield, no more than ten hexes away from the Technical Center. The remaining Gears are hidden on the battlefield — the Southern Player should write down the hex numbers of the locations of these Gears on a piece of paper. Should a Northern Gear pass through those hexes or any adjacent hex, he will automatically notice the Southern Gear. Otherwise, as long as the Southern Gears do not move, they remain invisible. At the end of Round 3, however, the satellite report comes in and all Southern Gears become visible.

Northerners may capture or kill Southern technicians. To kill a technician, there must be a Gear standing on one of the camp's hexes and it must spend an action there (multiple actions not allowed). To capture a technician, there must be an APC standing on one of the camp's hexes and it must spend an action there (multiple actions not allowed). If the APC manages to leave the battlefield with one or more technician, the latter may be put to work for their captors (if the captor so wishes). Roll 1d6 to determine their effect for each technician: on a 1, the technician works for his captors (add 10 labor points per day); on 2-3, the technician becomes a saboteur (add 5 labor points per day and roll for repairs at -1) and has one in six chance of being discovered every day; on 4-6, the technician refuses to collaborate, but has one in six chance of being "persuaded" to reconsider his decision every day. If this happens, simply reroll the whole process from the beginning.

If North wins, it may proceed to Scenario 5. If Scenario 5 has already been won, it may proceed to Scenario 4. If South wins, it may proceed back to either Scenario 5 or 4. If these have not yet been fought or were never lost, South can move to Scenario 3. The following battle takes place two days after this scenario.

Northern Victory Conditions ☐

Condition	Victory Points
Captured technician	+3
Killed technician	+2
Each Southern vehicle disabled/destroyed	+1



Southern Victory Conditions

South	Victory Points
Each Northern vehicle disabled/destroyed	+2
No technician killed or captured	6

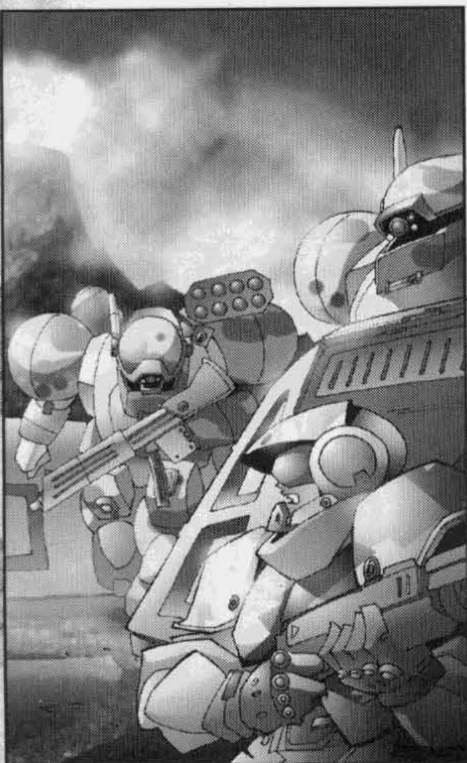


□ Mission 6 Map





2.10 - Scenario 7: Miracle Knights



The Southerners are sent to attack a Northern supply camp. They attack under the cover of the night, hoping to take the Northerners by surprise. Their goal is to destroy as many vehicles as possible, then to take care of the infantry and unarmed personnel. The date is 15 Summer 1936, however, which happens to be a religious holiday for the Northerners. Spurred by their faith and offended that the Southerners would attack so treacherously during the night, the *Desert Sharks* fight with renewed fervor and tenacity, once more demonstrating that faith and righteousness are powerful weapons indeed. It is also a double-edged sword. The Southern officers know that if their troops win this battle, they can break Northern morale and cover themselves in glory. Some fear the timing of this attack may have repercussions on a global scale, but that is a matter for politicians, not soldiers.

Mission Conditions ☐

Weather:	Clear
Time of Day:	Night
Base Terrain:	Clear
Northern Forces:	Bravo Section 1 Badger APCs (x3) Standard Infantry Platoon
Southern Forces:	Sky Djinn Section
Northern Priority Points:	4
Southern Priority Points:	5
Northern Objectives:	Repel Southern attackers
Southern Objectives:	Destroy Northern vehicles Kill Northern infantry Capture Northern personnel

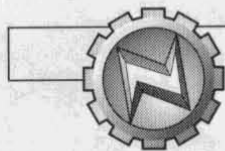
◆ Specific Scenario Conditions

For the duration of this fight and this fight alone, which occurs on the religious holiday known as the Miracle of Waters, Northerners roll their initiative at +2. If this battle is fought again at a later date, this condition will not apply. If the Northerners lose this battle, the next battle scenario will be fought with a -1 penalty to the initiative roll because of low morale.

In order to acquire precious intelligence on Northern positions and operations, Southerners may capture Northern personnel. To do so, a Gear must spend one action (no multiple actions allowed) on a hex of the camp and successfully exit the battlefield (for the rest of the battle) with his prey. Each personnel will provide 2 Tactical Command Points which the *Azure Devils* may spend at any time during the upcoming battles, until there are no points left.

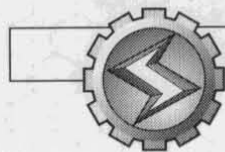
Only the General Purpose squadron of the Northern may act on the first round. On Round Three, all surviving Gears become active. At the beginning of Round 5, the APCs are used to evacuate all personnel and the Southerners may not capture any more personnel from this point on.

If South wins, it may proceed to Scenario 8. If Scenario 8 has already been won, it may proceed to either Scenario 9 or 10 (South's choice). If North wins, it may proceed to Scenario 8. If Scenario 8 has already been won (or was never lost), it may proceed to Scenario 1. The following battle takes place a day after this scenario.



Northern Victory Conditions ☐

Condition	Victory Points
Repel Southern attackers	8
Less than a third of vehicles are destroyed	+6
Every personnel captured	-1

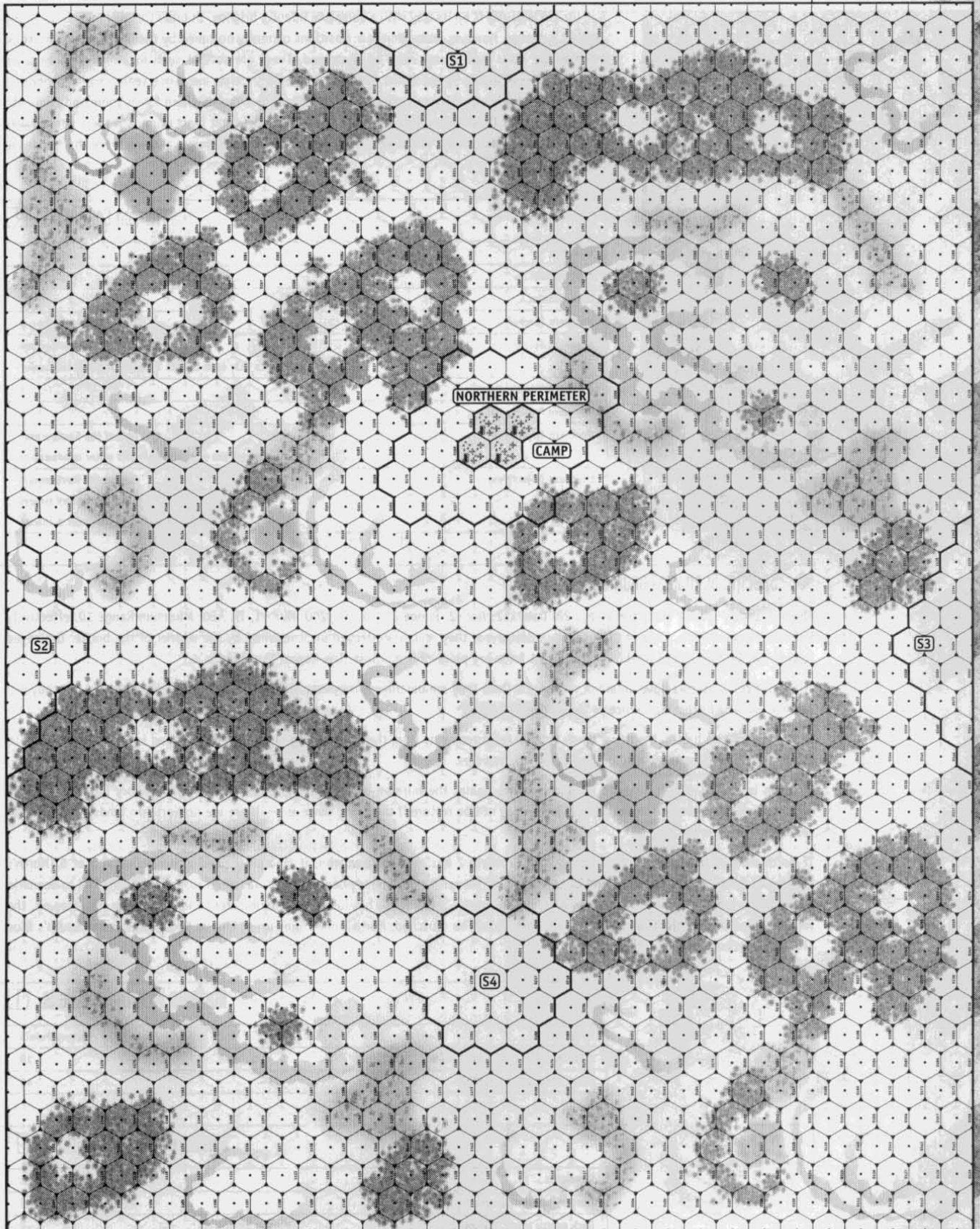


Southern Victory Conditions ☐

Condition	Victory Points
Every vehicle destroyed before Round 3	+1
Every personnel captured	+1

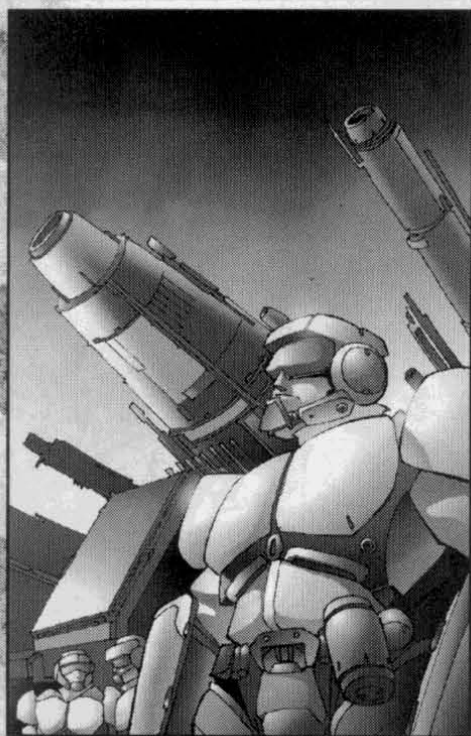


□ Mission 7 Map





2.11 - Scenario 8: Roma Plateau



A Southern landship is on its way with a complete infantry brigade. In order for the landship to safely deliver its troops, however, some Northern positions currently occupied by the *Desert Sharks* must be overrun and their gun towers must be destroyed. There are several such locations that must be occupied, one of which is the Roma Plateau, a 200-meter high mesa overseeing the neighboring region. The *Azure Devils* commander has been asked to attack the Northern forces there and eliminate them completely. That failing, the *Azure Devils* are expected to at least eliminate the sentry towers and the water condensators, which will render the Northerners harmless and will force them to leave the mesa.

Mission Conditions ☐

Weather:	Sandstorm
Time of Day:	Morning
Base Terrain:	Clear
Northern Forces:	Charlie Section 3
Southern Forces:	Blue Daemons Section Caïman APCs (x3; each carries 1 heavy weapons escouade)
Northern Priority Points:	4
Southern Priority Points:	5
Northern Objectives:	Defeat the Southerners Protect the sentry towers and water condensator
Southern Objectives:	Defeat the Northerners Destroy the sentry towers Destroy the water condensator & towers

◆ Specific Scenario Conditions

The four sentry towers' stats are: Armor 22, Dam x12, Acc -2, Range 25/50/100/200, ROF +1, IF, AE0, Minimum Range 10, effectively unlimited ammunition, crew of 2. If they are destroyed, they remain destroyed until repaired by the winner of the battle. Destroyed towers may be repaired at a labor cost of 6, +1 for every point of Armor lost. The Repair Threshold is 4.

The water condensators have an armor rating of 5. Once they are destroyed, they may not be repaired or rebuilt. If destroyed, they will not exist in any further occurrence of this scenario.

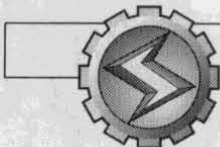
If South wins this battle, the *Azure Devils* receive reinforcements from the approaching landship. All wounded infantry are restored to full health; dead escouades may not be recovered, however.

If North loses and returns later to fight this battle again, the mission objectives, force composition and victory points should be switched with the South. The Northern infantry may not be restored if they win, however — there are no Northern landships nearby to provide replacements.

If North wins, it may proceed to Scenario 2. If Scenario 2 has already been won, it may proceed to either Scenario 5 or 6 (North's choice). If South wins, it may proceed to Scenario 2. If Scenario 2 has already been won (or was never lost), it may proceed to Scenario 1. The following battle takes place a day after this scenario. If the South has lost the scenario before and is trying to win it again, the force compositions, objectives and Victory Points should be switched. North would fight using Charlie Section 1 against South's Blue Shaitans section.

Northern Victory Conditions ☐

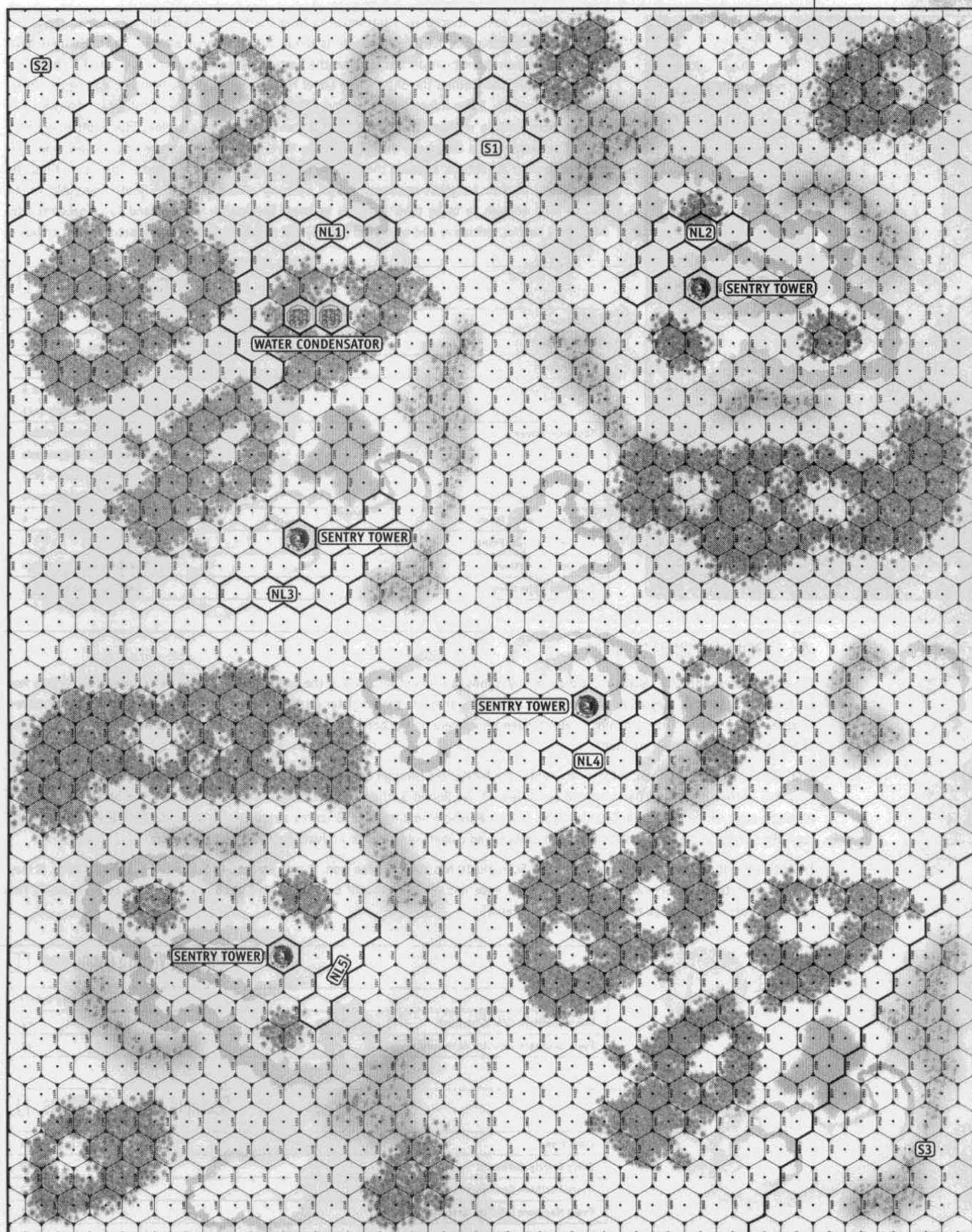
Condition	Victory Points
Repel or destroy all Southerners	10
Every tower not overkilled	+2

Southern Victory Conditions ☐

Condition	Victory Points
Destroy all Northerners	8
Each sentry tower destroyed	+2
Water condensator destroyed	+3

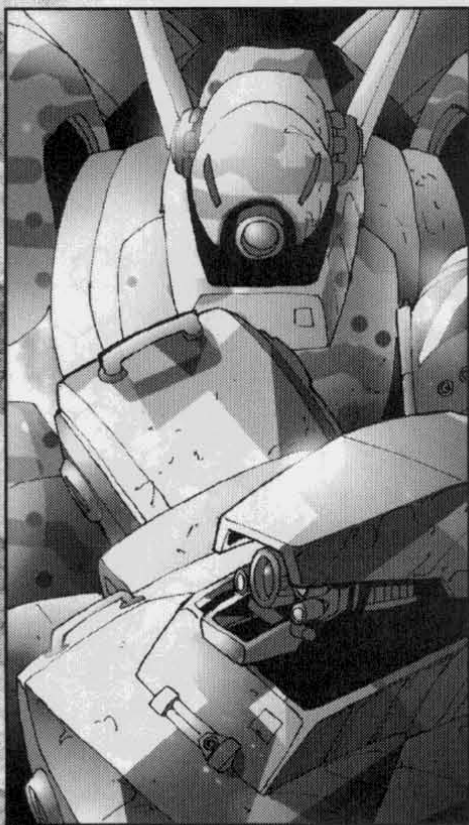


□ Mission 8 Map





2.12 - Scenario 9: Parade and Riposte



The Northerners have intercepted a transmission from the Southern Republican Army to the *Azure Devils* announcing that the Southern regiment is about to do a surprise attack. The Southerners have sent much of their infantry as decoys to enter the battlefield from the south and plan on coming in from the North, from behind the *Sharks*. The latter have come prepared, however, and have laid an ambush in the hills. Some infantry are standing guard and forwarding the coordinates of any incoming Southern unit to vehicles that have been concealed in the vegetation. The Southerners may suspect something, but they have their orders. The Northern forces know they must use terrain and surprise to their advantage, because they will be outnumbered by their targets. They hope to eliminate several of their toughest opponents in an opening attack, while the Southerners will try to survive long enough to bring their numbers to bear. The quality of command (as represented by battlefield tactics, initiative and command points) will surely be the deciding factor in this ambush.

Mission Conditions ☐

Weather:	Clear
Time of Day:	Noon
Base Terrain:	Clear; replace Jungle by Woodland
Northern Forces:	Charlie Section 4 Recon Infantry squads (x2)
Southern Forces:	Blue Daemons Section Recon Infantry Escouade Standard Infantry Escouade (x3) Heavy Weapons Infantry Escouade
Northern Priority Points:	4
Southern Priority Points:	6
Northern Objectives:	Destroy all Southerners
Southern Objectives:	Destroy all Northerners

◆ Specific Scenario Conditions

The two Northern infantry squads must start in any woods in the northern half of the battlefield. They are well concealed and may not be detected as long as they do not fire or move. As soon as they do, they register on everyone's sensors and may be shot at. The three Grizzlies of the Heavy Blitz squadron are also hidden somewhere on the battlefield. The Northern Player should write down the numbers of the hexes in which they are hidden.

On Round 1, only the southern infantry may enter the battlefield through the southern edge of the maps. They are joined during Round 2 by one of the three Wind Daemons cadres (5 Gears). On Round 3, the two remaining Southern cadres join the battle through the northern edge of the map. On Round 4, the hidden Northern infantry and Grizzlies automatically activate before everybody else, regardless of initiative rolls, unless Southern units spend command points to activate first.

If South wins, it may proceed to Scenario 10. If Scenario 10 has already been won, it may proceed to Scenario 11. If North wins, it may proceed back to either Scenario 10 or 11. If these have not yet been fought or were never lost, South can move to Scenario 7. The following battle takes place two days after this scenario.



Northern Victory Conditions ☐

Condition	Victory Points
Every Southern Gear destroyed	+2
Every Southern Infantry destroyed	+1

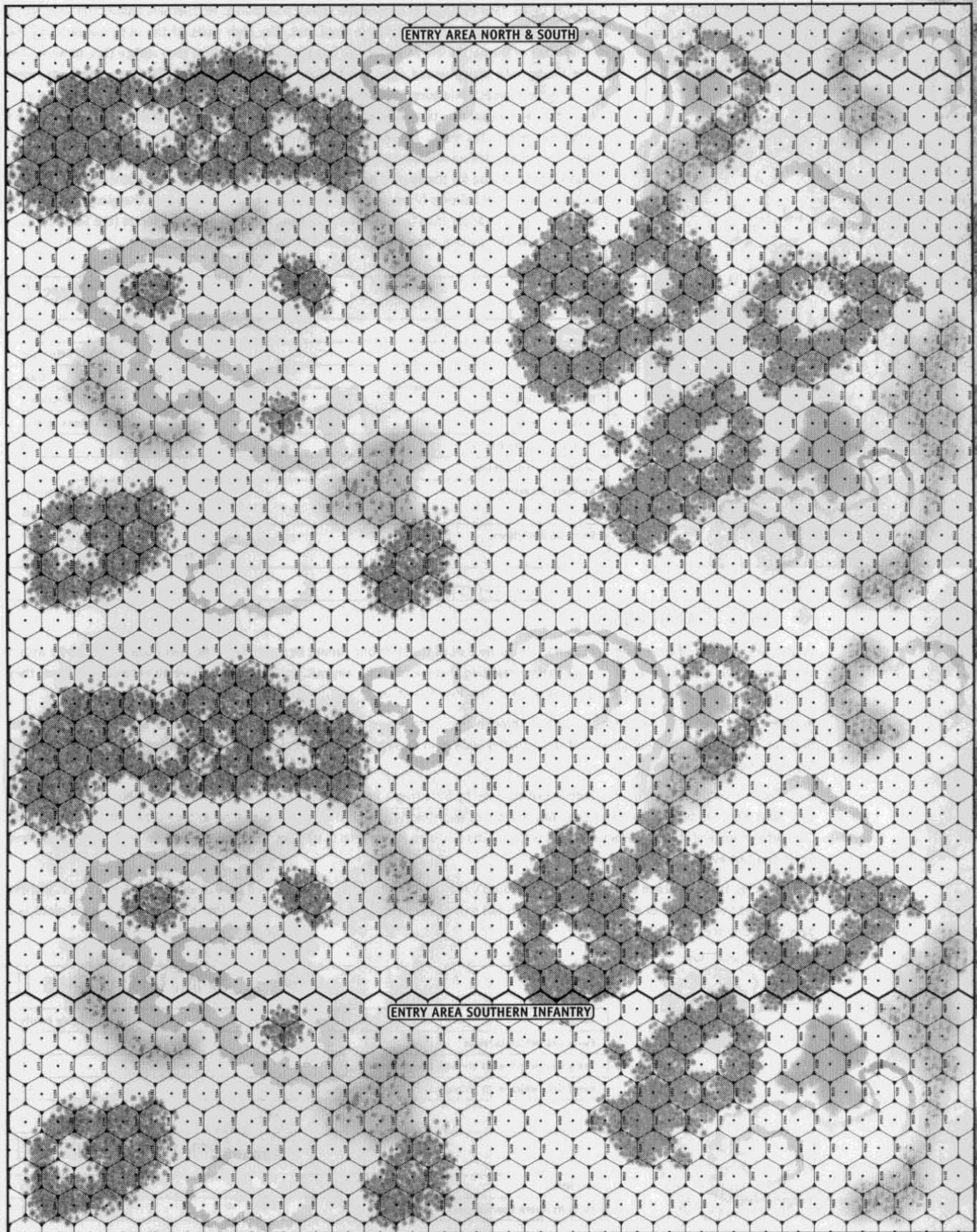


Southern Victory Conditions ☐

Condition	Victory Points
Every Grizzly destroyed	+3
Every Northern Gear destroyed (except Grizzlies)	+2
Every Northern Infantry destroyed	+1

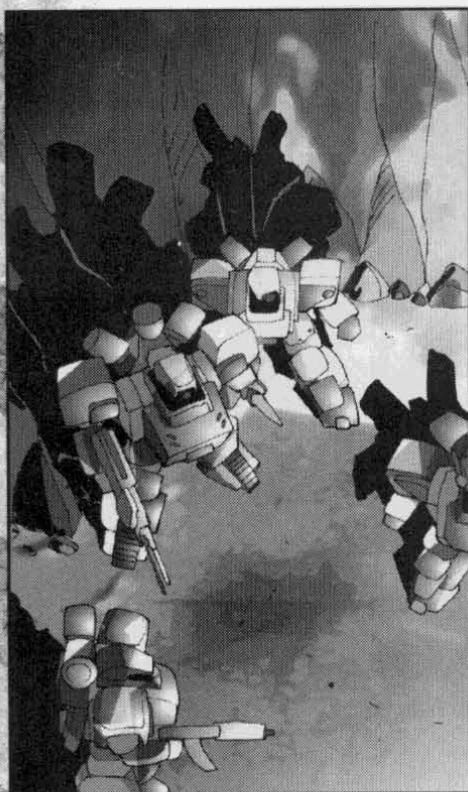


□ Mission 9 Map





2.13 - Scenario 10: Back Against the Wall



The *Azure Devils* have managed to pursue and corner a section of Northerners around the Dead Man's Bluff, a kilometer-wide mesa, and into a dead end. The high walls of the cliffs surrounding the northern half of the battlefield constitute an impassable barrier. Once they realize this, however, the *Desert Sharks* fight with renewed vigor, like trapped animals. Fortunately for them, the Southerners have split their forces while pursuing them, hoping to circle around the mesa to catch them in a vise, leaving the Sky Daemons section to finish them off. What nobody knows is that there is a secret pass leading deeper into the mesa. The Northern commander may suspect that such an exit is possible, indeed the mesa is riddled with caves, although most are far too small for Gears to pass. The problem is that units searching for the elusive exit cannot be used to hold back the Southern attackers. The Southern commander believes his opponents have no real way out, but wants the glory of victory for the Sky Daemons. To allow units to escape into the hands of other Southern forces (the Southern map edge) will make the section appear weak and is thus unacceptable.

Mission Conditions ☐

Weather:	Clear
Time of Day:	Afternoon
Base Terrain:	Clear
Northern Forces:	Bravo Section 1
Southern Forces:	Sky Daemons Section
Northern Priority Points:	4
Southern Priority Points:	6
Northern Objectives:	Escape from the Southerners Destroy all Southern units
Southern Objectives:	Destroy all Northern units Prevent Northerners from escaping

◆ Specific Scenario Conditions

On the northern half of the battlefield, all half-hexes are part of the cliffs and cannot be entered. The Northern Gears must all be within ten hexes of the northern edge of the map before realizing there really is no way out. As soon as they have all entered that zone, they receive a bonus Command Point every round, even if they lose initiative.

Northern Gears should not exit the battlefield through the south; there are more Southern forces on their way, so it means more fighting. They may do so nonetheless, but will all suffer additional damage (roll 1d6; 1-3: Light Damage; 4-5: Heavy Damage; 6: Overkill) before being removed from battle.

Northerners may also try to find the hidden exit passage by forfeiting a Gear's actions to spend the round searching. In that case, the Gear pilot must roll two sixes on two dice. Any number of Gears may do this during a round, so long as they are within ten hexes from the northern edge of the map. When the pass is found, the Northern Player selects a hex on the edge through which no more than three Gears can exit every round.

If South wins, it may proceed to Scenario 9 or 11 (South's choice). If North wins, it may proceed back to either Scenario 9 or 11. If these have not yet been fought or were never lost, North can move to Scenario 7 or 8 (North's choice). The following battle takes place two days after this scenario.



Northern Victory Conditions ☐

Condition	Victory Points
Every Gear which survives	+1
Every Gear which exits through the south	+1
Every Gear which exits through the hidden passage	+2



Southern Victory Conditions ☐

Condition	Victory Points
Every Northern Gear destroyed	+1

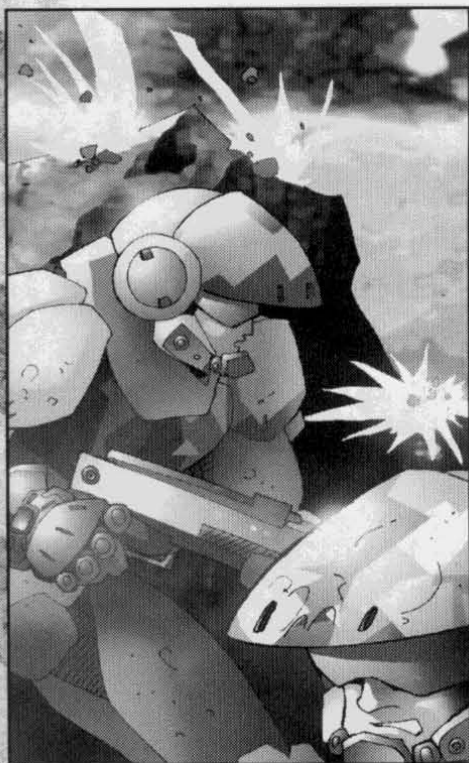


□ Mission 10 Map





2.14 - Scenario 11: Showdown



The infantry which arrived safely after the Roma Plateau encounter come back to haunt the Northerners. A hundred footsoldiers, all equipped with heavy weapons, as well as three Gear cadres are assaulting a Northern position defended by the *Desert Sharks*. The new commander of Company Alpha, Captain Andrya Huang, is present in the encampment and must be evacuated before the Southerners overtake the battlefield. Fortunately for the Northerners, Captain Huang is an exceptional leader, and she rallies and commands her troops with impeccable calm and brilliance. A true Northerner, she is willing to sacrifice herself to help save her troops, so she is in no hurry to be evacuated. She has the training of a soldier and the determination of the faithful.

Mission Conditions ☐

Weather:	Clear
Time of Day:	Morning
Base Terrain:	Clear
Northern Forces:	Alpha Section 4 Badger APC
Southern Forces:	Wind Djinn Section Heavy Weapons Infantry Escouades (x10; use Northern counters if necessary)
Northern Priority Points:	4
Southern Priority Points:	6
Northern Objectives:	Evacuate Captain Huang Destroy Southern infantry Destroy Southern Gears
Southern Objectives:	Capture Captain Huang Destroy Northern vehicles

◆ Specific Scenario Conditions

Captain Huang must be evacuated with a Badger APC, but she will not board the vehicle until the beginning of Round 5. All the while, she will provide her troops with inspiring Tactics (Skill 3/+2) and Leadership (4/+1). She can be captured if an infantry unit remains immobile on the encampment hex for one round and spends an action there. On Round 5, she will be inside the APC (if it has survived), from which she cannot be captured, only killed. The APC will get moving immediately. If the APC has been destroyed, she will sprint towards the nearest edge of the map at 3 MPs per round. If she is forced to run, however, she may no longer provide leadership to her troops for the rest of the battle.

If Captain Huang is killed or captured, any battle involving a section from Alpha Company will suffer a -1 penalty to its initiative rolls for the remainder of the campaign. Additionally, if she is captured, the *Azure Devils* can extract precious information from her and use a total of 10 additional Tactical Command Points at any time in the following battles. If, however, she escapes safely, Alpha sections will benefit from a +1 bonus to their initiative rolls.

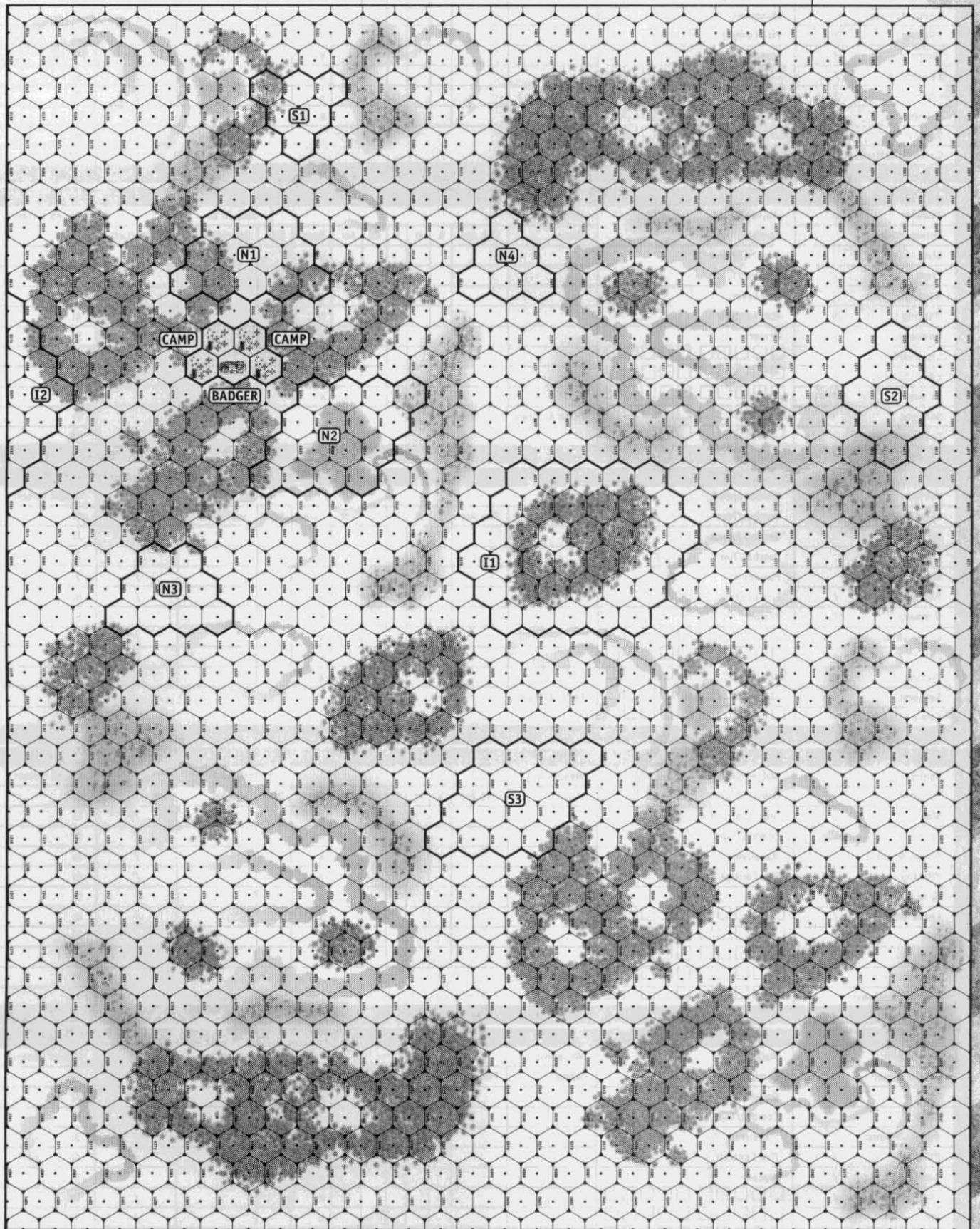
If South wins, it may proceed to Scenario 10. If Scenario 10 has already been won, it may proceed to Scenario 9. If North wins, it may proceed back to either Scenario 9 or 10. If these have not yet been fought or were never lost, North can move to Scenario 8. The following battle takes place two days after this scenario.

Northern Victory Conditions ☐

Condition	Victory Points
Evacuating Captain Huang	10
Every infantry destroyed	+1
Every Gear cadre destroyed	+3

Southern Victory Conditions ☐

Condition	Victory Points
Capturing Captain Huang	10
Every vehicle destroyed	+1

 Mission 11 Map

SQUADRE / CADRE SHEET

Vehicle:	Walker Speed	Weapons:										Unit ID #:		Round Notes:
Threat Value:	Combat/Top: /	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:	
Size:	Ground Speed								x			/	1:	
Crew:	Combat/Top: /								x			/	2:	
Bonus Actions:	Maneuver:								x			/	3:	
Piloting : /	Fire Control:								x			/	4:	
Gunnery: /	Armor:								x			/	5:	
Leadership: /	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐								x			/	6:	
EW: /	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐								x			/	7:	
Tactics: /	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐								x			/	8:	
Sensors:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	Perks & Flaws:											9:	
Communications:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐												10:	

Vehicle:	Walker Speed	Weapons:										Unit ID #:		Round Notes:
Threat Value:	Combat/Top: /	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:	
Size:	Ground Speed								x			/	1:	
Crew:	Combat/Top: /								x			/	2:	
Bonus Actions:	Maneuver:								x			/	3:	
Piloting : /	Fire Control:								x			/	4:	
Gunnery: /	Armor:								x			/	5:	
Leadership: /	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐								x			/	6:	
EW: /	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐								x			/	7:	
Tactics: /	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐								x			/	8:	
Sensors:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	Perks & Flaws:											9:	
Communications:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐												10:	

Vehicle:	Walker Speed	Weapons:										Unit ID #:		Round Notes:
Threat Value:	Combat/Top: /	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:	
Size:	Ground Speed								x			/	1:	
Crew:	Combat/Top: /								x			/	2:	
Bonus Actions:	Maneuver:								x			/	3:	
Piloting : /	Fire Control:								x			/	4:	
Gunnery: /	Armor:								x			/	5:	
Leadership: /	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐								x			/	6:	
EW: /	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐								x			/	7:	
Tactics: /	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐								x			/	8:	
Sensors:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	Perks & Flaws:											9:	
Communications:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐												10:	

Vehicle:	Walker Speed	Weapons:										Unit ID #:		Round Notes:
Threat Value:	Combat/Top: /	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:	
Size:	Ground Speed								x			/	1:	
Crew:	Combat/Top: /								x			/	2:	
Bonus Actions:	Maneuver:								x			/	3:	
Piloting : /	Fire Control:								x			/	4:	
Gunnery: /	Armor:								x			/	5:	
Leadership: /	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐								x			/	6:	
EW: /	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐								x			/	7:	
Tactics: /	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐								x			/	8:	
Sensors:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	Perks & Flaws:											9:	
Communications:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐												10:	

Vehicle:	Walker Speed	Weapons:										Unit ID #:		Round Notes:
Threat Value:	Combat/Top: /	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:	
Size:	Ground Speed								x			/	1:	
Crew:	Combat/Top: /								x			/	2:	
Bonus Actions:	Maneuver:								x			/	3:	
Piloting : /	Fire Control:								x			/	4:	
Gunnery: /	Armor:								x			/	5:	
Leadership: /	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐								x			/	6:	
EW: /	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐								x			/	7:	
Tactics: /	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐								x			/	8:	
Sensors:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	Perks & Flaws:											9:	
Communications:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐												10:	

TERRANOVA LEAGUES



DREAM POD 9



◀ NORTHERN LIGHTS CONFEDERACY

The society of the Northern Lights Confederacy is driven by a sense of moral superiority. This haughtiness springs from the widespread belief in the teachings of the militant Sorrento Revisionist sect. The Norlighths often seem to be on a perpetual crusade to ban all they perceive to be morally questionable, which can seem to be just about anything.

Paradoxically, Norlighths also profess a deep respect for the democratic political process. They accept freedom of expression as a basic unalienable right. Of course, nothing prevents others from using their freedom of expression to publicly denounce a person who expresses inappropriate views.

◀ UNITED MERCANTILE FEDERATION

Mercantilist life is dominated by the belief that there is no such thing as a free lunch. Every person or group is expected to earn their keep, including the government. Capitalism and competition are central to their world view. Wealth is accepted as the essence of power and the measure of a person's worth.

Mercantilists are somewhat amused by the Norlighth infatuation with religion. They accept the Revisionist faith, but are not often motivated by it. Mercantilists hold conservative socio-political views, but are extremely pragmatic when discussing economic issues.

◀ WESTERN FRONTIER PROTECTORATE

Westerners are defined by the clan they belong to. They are loyal to the family above all else, even above the Protectorate itself. The clan is the primary factor in determining what social status and occupation the individual will have. Their inflexible social network tends to produce individuals with arch-conservative political views.

The rigidity of Western society has also produced a strong youth counter-culture which is radically liberal. These youths lash out against their elders using biting social critiques and anarchist political views. Yet, these youths retain many of the values of their elders, especially the strong emphasis on the family's honor and reputation.

◀ SOUTHERN REPUBLIC

The most valuable possession of any Republican is his individuality. They take great pride in being different from every other person in existence. While most foreigners view their society as a form of contained anarchy, Republicans find personal strength in their social diversity. They believe this diversity provides a constant renewal of ideas and concept, preventing their society from stagnating.

The only universal political view held by Republicans is their belief that their league's imperialism is beneficial for all the parties involved. This belief is ingrained into them as children and is almost unshakable. Republicans act in a paternalistic manner, often interpreted as egotism and condescension, and are honestly shocked and confused when other Southerners are offended by their attitude.

◀ MEKONG DOMINION

The Mekong people are best described as being eternal pragmatics. Mekongs believe that the ends often do justify the means and have very few scruples about using whatever method is necessary to achieve their goals, though most will not cross into illegality. To the Mekong citizens, material wealth is not a goal in itself, but the social power that wealth brings is very respected.

Mekong social views are equally pragmatic. They believe the old axiom, "you only live once" and savor life's pleasures at every opportunity. By Northern standards, the Mekong people are utterly corrupt and without morals. This is a flawed conclusion, however. The Mekong simply have a different system of morality based around certain rules of polite behavior and the means of gaining and losing face.

◀ EASTERN SUNS EMIRATES

Easterners are best classified into three groups: upper, middle and lower class. Each social group is clearly defined by birth and does not mingle with the other. Moving up in society is absolutely unthinkable.

Upper class Easterners are complete hedonists and sensationalists. They live for the moment and most are completely amoral. To them, the world is a toy to be played with and the lower classes are merely brutes whose purpose is to facilitate the lifestyle of the upper class. Middle class Easterners are taken from their families during early childhood and brought up in a radically pro-emir environment. Not surprisingly, they are fanatically devoted to their rulers. They truly believe in the emirs' right to rule, gladly helping to suppress "traitors" who rise up against their masters. Lower class Easterners have little choice but to struggle onwards through their daily lives, hoping to avoid the attentions of their masters. Most of them are very passive, preferring to vent their frustrations through bloodsports.

◀ HUMANIST ALLIANCE

Humanist society also divides into three main groups. Preceptors take the role of benevolent father and mother figures. They are pensive and diplomatic, but capable of swift action when time is short. Preceptors prefer diplomatic solutions to problems set before them.

Protectors are perceived as strong elder brothers and sisters. They are naturally emotional, but display firm self-control in times of crisis. Protectors are very physical when expressing anger or affection, and are generally uncomfortable when forced to rely upon language alone.

Commoners are often referred to as younger brothers and sisters, the ones who need to be cared for by other, more responsible members of the society. Humanist commoners tend to follow this ideology, sometimes acting much like oversized children. They are both emotional and physical, but are socially conditioned to dislike violence.