

CAMPAIGN SETTING ONE

DP9-035

THE NEW BREED

ACTIVISION GAME COMPANION



BATTLE BEFORE THE STORM



DREAM POD 9

IN 1904, THE 67TH GEAR REGIMENT HARVEST WIND
OV... BALANCE. IN 1904 MAJOR GRANT CAP
UBLES FOR THE KHAN CLASS. IN 1913, T
HARVEST WIND ASSIGNED TO VIGILANCE. T
BECOMES SENIOR RANGER. IN 1926 VANDING FOR THE KH
VIGILANCE. IN 1930, JENNIFER BROCKTON ASSIGNED TO
COMMANDANT-MURDER-TAKES CHARGE OF THE DRACO. IN
1933 JENNIFER BROCKTON AKA DURING A BADLANDS OPER
CHRISTENING OF THE VIGILANCE. IN 1904 FIRST
AGE OF THE VIGILANCE. IN 1912 SOUS-AMIRAL
ED TO SOUS-COMMANDANT. IN 1920 67TH GEAR
F L'ADVENTURE RE. IN 1925 EDWARD SCOTT
1926 CAPTAIN ANSHAR TAKES COMMAND OF THE
931 CHRISTENING OF THE DRACO. IN 1931
RTAKES SPECIAL UNDERCOVER MISSION. IN
AT TANEY HANBERG GOES MIA

HEAVY SOURCEBOOK

GEAR®



CAMPAIGN SETTING ONE

THE NEW BREED

BATTLE BEFORE THE STORM

"Sir! They've made it into the bays!"

Sous-Commandant Sabourin cursed loudly. He strode up to the security console and assessed the situation. The Northern infantry had made it into the Eagle Star's vehicle hangars. The red blips marking the enemy on the monitors were moving out and spreading like viruses. Sabourin knew the situation was hopeless. All that was left to do now was to either fight to the death or surrender.

Sabourin turned to Sevigny, his executive officer. "Evacuate all stations before the Norheads get to them. I don't want any more casualties than we've already suffered. There's probably another way out of this mess."

Minutes later, the Northern infantry burst onto the bridge. The fight must have taken a lot out of them. Several soldiers were badly bruised, some were bleeding, a few were noticeably injured. They were high on adrenalin, as if they expected the bridge to be defended by a dozen Gears. Sabourin cleared his throat and stepped forward.

"What can we do for you, ladies and gentlemen?"

Based on the Heavy Gear computer game by Activision®. The New Breed: Battle Before the Storm focuses on the two landships from the game. More than a simple background book, it is a prelude inspired by the characters and situations at the center of the computer game. Furthermore, this book contains a complete campaign and provides beginner Heavy Gear Gamemasters with everything they need to start their own series of adventures aboard a landship. The GMs and PCs may opt for a Northern or a Southern campaign, depending on their preferences - this book covers both options.

- Complete history and background for the Vigilance and the Draco
- Detailed personalities and Non-Player Characters
- Army Listings for both Northern and Southern forces aboard the landships
- Color section: New Breed Perfect Memory
- Vehicle descriptions for the Northern and Southern complements
- Sixteen RPG scenarios (8 North and 8 South)
- Eight tactical scenarios (4 North and 4 South)
- Complete and integrated RPG/wargame campaigns
- Detailed deck plans for the Vigilance and the Draco

HEAVY GEAR®

7934

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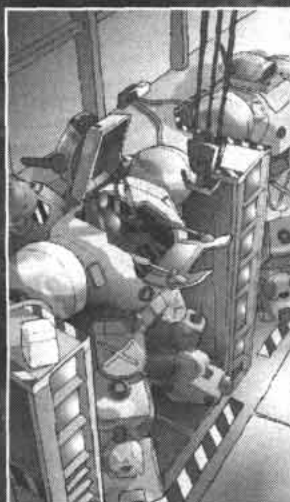
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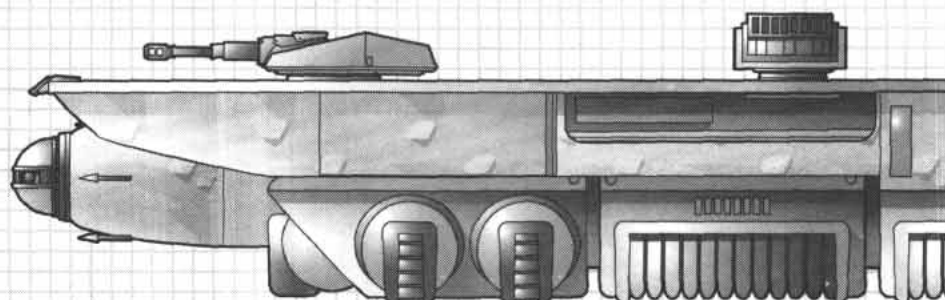
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HEAVY GEAR®



The New Breed — Special Thanks

We normally use this column to pontificate on concepts and motivations behind the production of a given book. Today, we make an exception. Considering the incredible opportunity which our collaboration with Activision represents, we feel compelled to express here, in no particular order, our thanks to the good folks from the Heavy Gear computer game team.

To Chris Hewish, who believed in Heavy Gear long before everybody else and campaigned in our favor; to Brian Kelly, for calling us up one morning with an offer that made us spill more coffee than any deadline crunch before; to Bobbi Hotick, who had enough vision to take the chance on a small game with tremendous potential; to Henk Hartong, for spending the time and resources to make the life-sized Gear a reality (much to the delight of hundreds of fans); to Frank Evers, who gave us his vote of confidence and who sank his teeth into the whole project; to Dustin Browder, for doing all his homework, and for coming up with great characters and a powerful storyline for the computer game; to Jack Mamais, who has demonstrated a no-holds-barred enthusiasm for Heavy Gear and its storyline; to Charlie Hill, for taking on the challenge of selling Heavy Gear: The New Breed to people who think it's just a clone of that "other game" (it's NOT!); to Barbara Matias, whose support and patience have been invaluable from the very beginning; to Tim Morten, for answering our editors' last-second questions and for making sure no one goes crazy; to Chacko Sonny, who has undoubtedly burned enough midnight oil to contribute to the recent increases in gas price; to Ashton Szabo, for spending countless hours dealing with demanding Heavy Gear fans and making sure the designers get the proper feedback; to Fredrik Malmberg, Fred Fierst, Nils Gulliksson and Bob Watts, the great guys at Target Games, who believed in Heavy Gear before anybody else did.

To all of you, and to all those who work with you and whose name we cannot list here, we wish to express our most sincere and profound gratitude. Your efforts keep us going when the days get long and the nights get short.

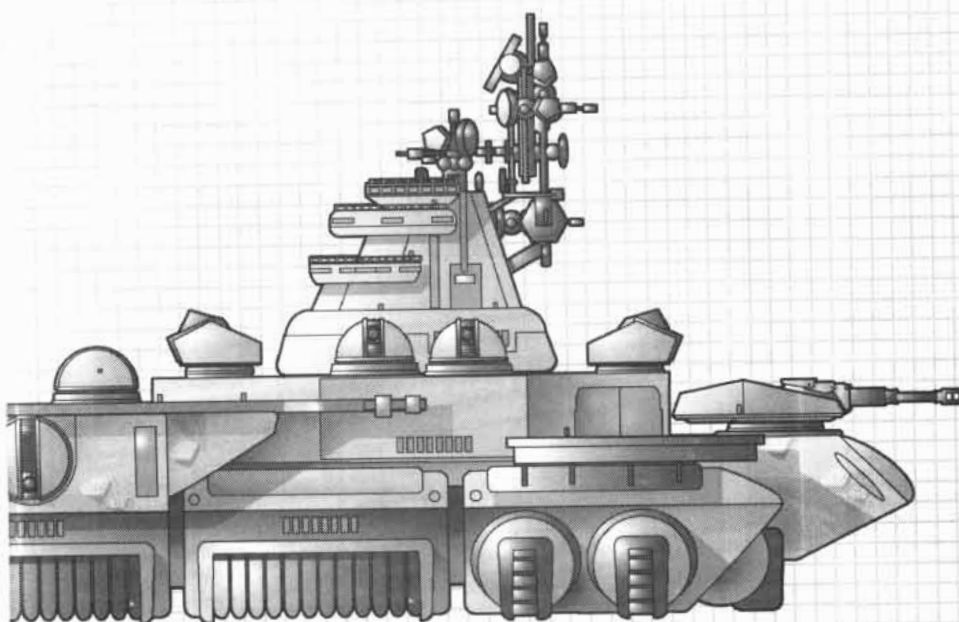
BATTLE BEFORE THE STORM



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HE WHO LAUGHS LAST...

Dayvid Curumbu and three of his friends sat at a table in a corner of the tavern. Three southern Gear pilots had just walked in, their backs to the sun, their shadows stretching across the worn wooden floor. Some tables went quiet, observing the newcomers through the tobacco smoke which filled the room; some other tables simply ignored the Southerners and kept on arguing, smoking, drinking, playing chobba with marked decks or rolling loaded dice around the carpa table. The strangers walked straight to the bar and ordered the most expensive drinks they could find, hoping to ingratiate themselves with the bartender — Dayvid knew it never worked, but they did not.

"Your turn," grumbled Maria, shifting uncomfortably in a chair which was obviously too small for someone of her size. "We don't got all day, y'know."

Dayvid nodded and smiled, careful to keep his eyes on Maria and off her lovely sister Mandie. He returned his attention to his cards, making a quick mental calculation. "No more cards," he announced "I'm set."

The Southern soldiers at the counter were already getting into trouble. One was showing off his wallet by offering drinks to strangers around him. Another was trying to hit on one of the waitresses. A third was seemingly trying to worm some information out of the bartender, who just couldn't care less about this type of customer. It was bound to explode, sooner or later...

Edgar handed everyone the cards they needed. Dayvid took advantage of Maria's distraction and winked at Mandie, who blushed and looked in the direction of the Southern troops. Finally, Maria noticed her sister's embarrassment.

"What's going on?" she asked.

Dayvid chuckled. "Looks like Mandie here likes the uniforms on those Southerners..." he commented candidly, returning his attention to the game and ignoring Mandie's half-hearted protest.

Maria got up abruptly, throwing her cards on the table and pushing back her chair. She strode with determination towards the closest Southern soldier, scowling. "Hey, you!" she called out. "Whatcha lookin' at?"

One of the Southerners, a young caporal, turned around, genuinely puzzled. "Me? I... Nothing, why?" He then noticed Mandie at Dayvid's table, and his eyes lit up.

Maria was fuming. "So! You LIKE my sister? Think you're good enough for her!?"

The caporal shook his head vehemently, sensing he was getting into slippery terrain. No sense getting into trouble with the locals. "No, not at all!" he exclaimed, ignoring his buddies' snickers behind him.

Maria grabbed the soldier by the throat. "So! You DON'T like my sister? Think she's not good enough for you!?"

The caporal was young, but not stupid. This was leading to a fight, no matter what he did, and he might as well get the first punch. He swung at Maria with all his strength. She took it on the chin and looked back at him, her eyes dark, her knuckles cracking and itching for action. "My turn, soldja boy," she muttered.

From his vantage point, Dayvid leaned his chair against the wall and smiled. "Damn, but this is a good Summer..."



1.1 ABOUT THIS BOOK

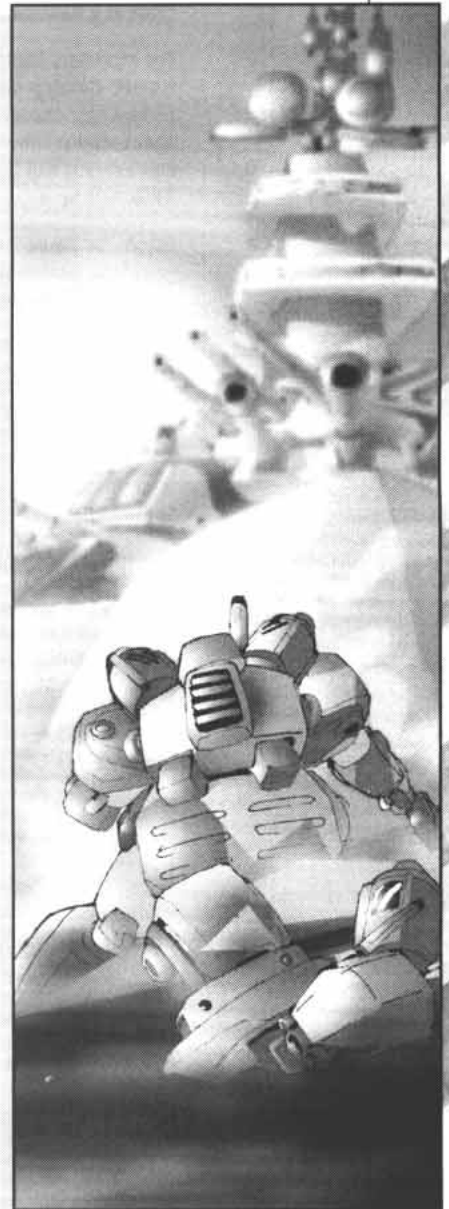
This book serves several purposes. Unlike most of our other products, which have very specific and specialized goals, the *Activision Game Sourcebook* — as we call it in-house — aims at fulfilling several expectations which our customers repeatedly voiced to us. The first goal is to provide background information for those people who enjoyed the **Heavy Gear** computer game and would like to learn more about the various individuals involved. Several Activision people have been working hand in hand with our own staffers to ensure continuity between both products, and to guarantee that the transition between the paper game and the computer game would be seamless. As a result, if you have played (or are planning to play) **Heavy Gear** on your computer, you will find within these pages more background details on the characters you have learned to love (or hate), as well as a wealth of information on the ships involved in both sides of the struggle. You will learn, among other things, that the *Vigilance* and the *Draco* have already met, and that the results of the battle were inconclusive. The computer game picks up two cycles later and brings the events to their conclusion.

The present manuscript also serves another purpose. For months now, several customers have swamped our mailboxes with request for proper “in the trenches” campaign support. While we have made every effort in the past to include scenario and campaign seeds in our products, they still required the Gamemaster to do quite a bit of the work, including creating NPCs, detailing specific events, setting up tactical scenarios, etc. This book goes one step further and provides you with 16 RPG scenarios and eight tactical scenarios (half for a Northern campaign, half for a Southern campaign). The scenarios alternate between RPG and tactical, offering a perfect balance between both and allowing gamers to do an all-RPG campaign, an all-tactical campaign, or a hybrid version that caters to both clienteles. Furthermore, the scenarios from the North are connected to those from the South, so that a clever (and dedicated) Gamemaster could run almost everything at once and watch the story unfold as a well-crafted movie.

This product, aside from being a prelude to the events in the computer game, is also the perfect tool for a beginning Gamemaster to start a **Heavy Gear** campaign. The environment aboard the landships, whether North or South, is perfect to keep moderate control over the Player Characters’ movements, and provides the GM with the perfect excuse to take the heroes where the story happens. For many Gamemasters and Players, this is the best book to purchase after the rule-book and *Life on Terra Nova*.

Lastly, this book was written to finally give our customers what they have been demanding from us during the last two years: landships. While we could not include landship creation rules due to space considerations, this is a taste of things to come. There will be official landship books in the future which will detail at length all that anyone needs to know to create a landship and to use them in RPG or tactical campaigns.

Readers may notice that the approach and the writing style in this book is very different from our usual material. You will find that we talk directly to the reader, use contractions and in general have adopted a more “directive” attitude. This is in part due to the fact that this is an introductory book aimed to satisfy two different groups of clientele. We hope it will serve its purpose well, and will encourage computer gamers to look at the paper game, and vice versa. For that reason, we felt compelled to modify our writing style significantly.



1.1.1 THE MAKING OF

Doing a book such as this one requires a degree of attention and organization which had never been necessary for our previous books. To our knowledge, there has never been a book in this industry published as a prelude to a computer game, and which required two teams to be in such constant communication on an almost-daily basis.

Officially, Dream Pod 9 is the custodian of the existing **Heavy Gear** universe storyline. On the other hand, we didn't want Activision to feel overly constrained in doing the computer game, aware as we were that the latter and the paper RPG/tactical games have specific requirements and restrictions which are often unavoidable. We did our best to give Activision as much breathing space as they needed, and to nonetheless incorporate the new material they created into our own universe. There were a few meetings where we bounced ideas around, until we collectively agreed that the coming Interpolar War was probably the best time frame to set the computer game.

Activision and Dream Pod 9 have great plans for the computer game, including moving some of the storyline forward (at last!) and introducing recurring heroes whose adventures fans will enjoy following from one game to the other.

DUTY FAVORS FAITH

"This is a Revisionist chapel, babe. Jerusalemites aren't welcome here. You know that."

The rejection. That was the part Elina hated the most. The irony of it bit her like a hungry dawg. Born in Boudoir, a small farming community near Lake Clearwater, she had always despised her own people for their disdain of technology, enough so that she rejected them upon her sixteenth birthday and moved to Kenema to learn more about science. Once she had candidly admitted her faith to her classmates, however, it seemed that everyone in the Confederacy had learned about it. Revisionism was the norm, and Jerusalemism was mocked and reviled. That's when hell began.

"Look, Da Marco," she said with a heavy sigh, "I'm here to repair a fuse box. That's my job, nothing personal. Do you really want to worship the Prophet in the dark anyway? I don't think you've memorized the Khodaverdia yet, so you gotta see to read the words..."

Not surprisingly, Da Marco wasn't moved. She never was, either by words or by punches. Elina considered her options for a moment. She could call in security to help her in, but that was something crybabies did, and she was made of better stuff than that. Besides, by the time anyone got here, Da Marco would have gotten out of the way and Chief Merrik would have her skin for the bother. She sighed again. No way out. She stealthily closed her fingers around a wrench strapped at her thigh. Of all the choices, this was probably the more satisfying one. She was going to get the pounding of her life, but she just might get a blow or two in, and that would give her some satisfaction. She could at least walk away with her head high.

"What's going on here?" asked a hard voice behind Elina.

Elina turned around. Senior Ranger Scott, the regiment's Duelist, looked down at her. She could never get over how tall the man was, and not bad looking to boot. His frown was not a pleasant sight, however. She didn't hesitate. She may not like Da Marco, but you didn't get someone in trouble with the Duelist. "We're just talking, sir. I was about to go in to repair a busted fuse box, sir, but I wanted to wait until the service was over."

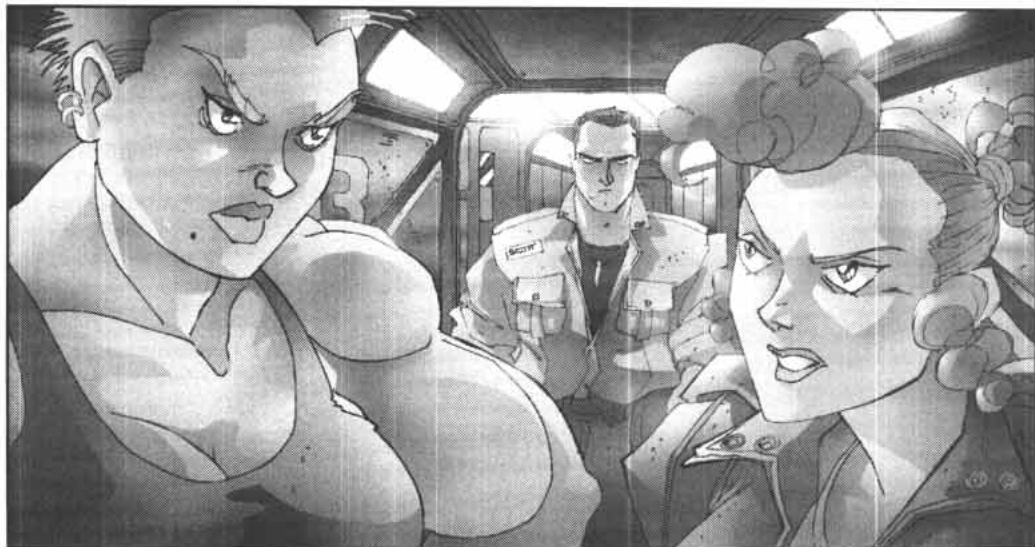
Scott nodded gravely. "All right, then. In any case, forget about that fuse box and get back to the docks. Last patrol's come in and there's some repairs to be made on their Gears. I can handle that fuse box myself..."

Elina saluted, hiding her relief. "Yes, sir!" She walked away quickly, absent-mindedly adjusting her tool belt and checking her uniform.

Edward Scott dismissed Da Marco, then walked to the nearest intercom and asked to be patched to Chief Technician Boyle. "Chief? Look, I've got Tomson on her way back to the hangars. She was in a bit of hot water with a grunt and I told her she was needed back at the bay. Make sure to find her some work, okay? She's got her pride and I don't want her thinking I'm doing her favors. Thanks."

He straightened the collar of his uniform and walked towards the defective fuse box.

A Duelist's job was never done...



2.1 COLONEL JANUS' LOG

37 Summer 1934 — After the events which just occurred, I feel compelled to add in my private log what could not be included in the official records of my report. These events may have some relevance in the future — it's a strange world we live in, after all — but I cannot fathom their consequences now. Perhaps these logs will some day fall into the hands of a historian or some ambitious politician who'll be able to properly correlate this data. Truth is the daughter of Time, they say. I just hope she is born during my life.

I find it an unlikely coincidence that my own son Henry would be assigned to the *Vigilance*. My affection for my son is no secret and I strongly suspect that his presence on board could be the result of some political machination possibly meant to influence my decisions in the battles which occurred as well as those that are yet to come. I wonder if perhaps his troubling relationship with that Jerusalemite woman is also due to chance or if I should see some higher plan behind it. In light of the recent events, it certainly could affect his career and future promotions. We have not had the opportunity to discuss these matters since her departure, but I will be certain to bring it up as soon as possible.

We have just been recalled from our mission — which was never clearly explained to me in the first place — and are heading north to Ashington. Once there, we are to go on shore leave for two weeks while the ship is being repaired and re-supplied with everything that was missing. That will give the crew some much-needed time away from the ship and will allow me to get re-acquainted with several old friends who may be able to help me figure out what just happened. My regiment has always been loyal and efficient, and this recent burst of chaos which plagued our last mission certainly bears investigating. Snakes in our midst, perhaps? Captain Anshar thinks not. I believe otherwise.

I commit the following thoughts to paper, in no particular order. I should return to look over them on a regular basis, perhaps to sort them out in light of newer events.

- We encountered several supply problems during our trip. I first suspected they might have something to do with Major Ceritto, but it turns out they had begun prior to her arrival. Major Ceritto even brought it up with me, certain that I would suspect her, and cleverly redirected my attention to Elina Tomson, the Jerusalemite technician my son is infatuated with. I was reassured by Tomson's superior officer and by Lieutenant Surridge that her work was usually exemplary and those mistakes could be easily explained by the tight deadlines under which she was working. Nevertheless, it bears further investigation after we're docked.
- Corporal Alvarez had managed to establish a discreet drug-dealing operation aboard the *Vigilance*. It burns my soul to think one of us would tarnish the image of a ship such as ours by selling illegal drugs on board. The *Vigilance* has always been loyal to us, and I am appalled that someone would fail to return that loyalty and respect. Fortunately, thanks to the intervention of Senior Ranger Scott and some newer recruits, this is no longer a problem. I am informed that the ring can be traced back to the Forzi cartel in Wounded Knee — when will the government address that problem?
- The crew has been muttering, lately. While I cannot trace it back to any particular individual, I suspect it may have to do with the attitude of our Duelist, Edward Scott. Much like his predecessor, Tanee Hanberg, he has a mind of his own, but seems less willing to compromise or bend. His skill is undeniable, however, and his attitude and unswerving loyalty have been a great boon for crew morale. Still, he is rebellious beneath the surface and I would not be surprised if that had an adverse effect on crewmembers.
- Toma Merrik, our chief of security, assures me that everything seems to be back to normal now. I cannot help but suspect that some seed has been planted which will come back to haunt us later. What was Dolores Ceritto really here for? Was she really here only to find and retrieve ex-Duelist Tanee Hanberg, or was there something else, darker perhaps?

Plans. Schemes. Conspiracies. Is it just me, or are we turning into the Southern snakes we despise?

► Father Jozuah Sammial



Colonel Janus' mentor within the secretive Prophet's Shield, Father Jozuah is a Revisionist cleric without a fixed parish. Born in Petropolis in TN 1855, Jozuah gravitated toward the church and was part of the Revisionist revival in the city spearheaded by Thor Hutchison. When Hutchison founded his Prophet's Shield — a semi-secret group dedicated to bringing the faith back into Norlight society — Jozuah was among the first recruits.

Jozuah joined the Norlight Armed Forces as a chaplain in the TN 1890s and became an advisor to several important senior officers. He was also careful to help groom the careers of skilled and faithful young officers to ensure the future of "Mamoud's Army." One of his most promising was Arthur Janus. From TN 1920 to TN 1927, Jozuah served as the Norlight Armed Forces mentor, the head of the chaplain service and religious advisor to the Marshal of the NAF. The public explanation for his retirement was a calling to return to preaching to average Norlighters — in fact he left due to strong disagreements with Marshal Pietr Paulk.

Jozuah now wanders the North preaching to the faithful in various churches and serving as a second-tier member of the Shield. He maintains influence in military circles and is keeping a close eye on Janus, whom he hopes to make a brigadier soon.



2.2 HISTORY OF THE NCS-19 VIGILANCE

17 Spring 1934 — While she's not old by age, the *Vigilance* has seen more than her share of combat. She was christened in TN 1897 at the LandNaval dockyards in Zagazig. She was the third ship of her class and was incorporated into the Third CNCS Border Fleet as a replacement to the *Audacious* — beautiful, reliable old girl. Today, the *Vigilance* is the oldest active Vortex-class landship in existence. The *Virtuous* was destroyed during the Battle of Baja, and the *Dauntless* was crippled and de-commissioned after the War of the Alliance — it's become a monument that can be visited near Ashington.

The *Vigilance's* first commander, Colonel Klara Delgado, was a great inspiration to her crew — I met her in 1928 and she struck me as a stern idealist — but her political and tactical abilities could have been better. She took part in few conflicts, but had to make some difficult decisions in the matters of the Wounded Knee Guerilla attacks in 1902. I've studied the battle reports, and while her tactics were textbook doctrine, she put too much value on the life of the crew members and hesitated several times in crucial occasions. This forced her to back off from Wounded Knee and wait for repairs and reinforcements, giving the Kolson Cartel enough time to firmly establish itself in the streets of the city. By the time the ship was repaired and ready to return, Chief Justice Lucius Lapp was pressured into moving CNCS forces out of Wounded Knee. The *Vigilance* was recalled to base for a complete overhaul and Colonel Delgado was transferred to another (less prestigious) border unit. Several loyal crewmembers asked to be transferred under her new command.

During Summer 1904, the *Vigilance* was put under the firm grip of Major Grant Carruthers, a young and brilliant strategist who more than deserved his own command. He ran a tight ship and tolerated no dissension from his crew. He played the game by the book and built flawless files against those within the ranks who were not deserving of the CNCS's uniform. Within a cycle, he had cleaned up the whole ship and the *Vigilance* was performing like never before. He excelled in every wargame and passed every inspection from the Grand Marshal with flying colors. His crew responded with the unshakable calm and precision that comes from complete confidence in your leader. I was a lieutenant, then, and did a tour of duty aboard the *Vigilance* between Winter 1907 and Autumn 1908. Major Carruthers took notice of me and pushed me more than anyone else, it seemed. He knew even before I did that I had great potential, and exhorted me to excel. His untimely departure in 1915 was tragic news to me.

Major Carruthers did not die aboard the *Vigilance*, however. He was transferred to a bigger ship early during the War of the Alliance and was replaced by the no-less competent Brigadier Dyanne Santoli-Haronoja. The *Vigilance* was by then a rather prestigious ship, and the Brigadier was seeking political prestige by being associated with her. She picked her battles carefully and ensured that she would overwhelm her enemy every time. While none of the *Vigilance's* victories were of any importance, they were much publicized through the media to help maintain morale. It is little known by the population in general that the ship stayed mostly far north and away from all hot spots. I heard rumors from old hands on board that on its way to the Battle of Baja, the *Vigilance* was "unfortunately" slowed down by mechanical problems, and arrived too late on the battlefield to make a difference. Some say that the problems weren't just bad luck...

On the day after the Treaty of Westphalia was signed, Brigadier Santoli-Haronoja relinquished command of the *Vigilance* when she was promoted to the position of general. She was replaced by Colonel Brittany Nero, a war hero who had survived the destruction of her previous ship, the *Fortitude* in the final battle at Barrington Basin. At about the same time, I was transferred to the 75th combined regiment, the *Moon Dawgs* as the new captain for its Alpha Company. I remember the strong impression Nero made on me back then, unlike her quiet and discreet Executive Officer, Lieutenant Anshar. Little did I suspect the latter's keen tactical mind and unshakable cool under fire — indeed, it is entirely possible that he was the genius behind several of Nero's victories. When the *Moon Dawgs* were relocated in early 1919, I had already fallen in love with the *Vigilance* and asked to be transferred to the newly assigned 67th *Harvest Wind*.

In 1928, after a long career aboard the *Vigilance*, Colonel Nero announced that she was stepping down and recommended Anshar as her successor. He had since been promoted to captain and given his own command. He runs the ship, I handle military operations. We have clearly defined roles, and while I outrank him, I have never needed to overrule his decisions.

Aim High! ◀



Aim High is the onboard newsletter of the *NCS-19 Vigilance* and is published every week by the administrative office of the landship. Usually 32 pages long, it contains several interesting tidbits from life aboard and a selection of current affairs news culled from mainstream newspapers and electronic media. The highlight of any issue is the advice column in which "Sergeant Gal Stacey" (in fact a certain Lieutenant Jon Simmsen-Doogal from Colonel Janus' staff) answers the (usually) anonymous mail from sailors and soldiers. Humorous and highly sarcastic, Stacey tells soldiers how to survive maintenance duty, where in the Badlands to get the best cigarettes for the best prices, what brands of chew-bacco are more popular with the girls, and the secrets of success for onboard romance. The Colonel has been known to scold his staff for the lack of decorum in the column, but the benefits to ship morale outweigh his concerns, and the officers have kept the printers rolling for it so far. Captain Anshar is known to be a big fan of the column by everyone on board and has sent a few joking messages of his own to Stacey. He usually signs these message in order to build the confidence of the crew. While it is not the only newsletter of its type in the Northern Guard's fleets, it is considered to be one of the better-organized ones.

2.3 LIFE ON BOARD

19 Spring 1934 — The *Vigilance* has a complement of 64 officers, 476 enlisted personnel and 798 support crew. During non-combat operations, the bridge crew is kept to a minimum: one navigator, one engineer, one systems operator, one sensors officer, one tactical officer, the captain and myself. In combat situations, most of the crew is doubled and all stations are manned. Furthermore, two technicians stand by to perform repairs immediately if needed. This isn't standard procedure aboard most ships, but Anshar and I have found that prompt bridge repairs make a radical difference in battle.

Captain Anshar handles the general operations of the ship. By force of tradition and discipline, he is the highest authority on board, after the Prophet. He acts as fair judge, jury and executioner in case of disputes and conflicts, naval law giving him necessary latitude to ensure the safety of the *Vigilance* above all. He also prefers to personally monitor bridge drills and ensure that the crew is always in top shape. They must live up to the legacy of performance and competence of the crews before them.

My role on the ship is to command the 67th regiment *Harvest Wind*. Whenever the *Vigilance* is sent on some mission, Captain Anshar's duty is to take us there and back to base when it's over. My responsibility is to oversee the preparations for the mission and handle the general tactics which should be employed. I brief and debrief the officers under my command, and generally handle any problem of a military nature that may come up during the course of our operations.

Soldiers aboard the ship work in 8-hour shifts during routine (Code Green) missions. When the mission involves a risk for combat situations (Code Yellow), they work in 12-hour shifts. Actual combat (Code Red) requires all of them to work at least 16 hours a day (often more) and remain on standby in case their expertise is required at a moment's notice. They are all on duty seven days a week, but may get leave time if recommended by our ship doctor. I have let him know that I strongly disapprove of that — men who get leave tend to also become soft and neglectful.

Anshar and I expect everyone on board to adhere religiously to the rules of appropriate behavior. I myself have little tolerance for mavericks and hotheads. They break the rules whenever they feel it's convenient for their ego, and endanger their fellow soldiers in the process. I have had some difficulty with the 67th's new Duelist, Edward Scott, who is definitely having a hard time adjusting to the pressure of his position. Others are starting to pick up on his bad "heroic" habits, and I worry that their officers may not have the stomach to discipline them properly. This is something I hope to solve during this trip. It's not impossible that some of the older, wiser members of the 67th will make him understand that before I have to intervene, though. The regiment has had such problems before and usually has ways to deal with them.

In fact, if memory serves, Scott's predecessor (Tanee Hanberg) had a similar attitude. She was arrogant with men, self-important and talked back to officers in a tone that bordered insubordination. I heard that one night she was "accompanied" outside in her underwear to perform dusting duty on all the laser turrets of the *Vigilance*. Considering the ship wasn't too far from the Great White Desert, some of the sand was slightly corrosive. Hanberg was never a problem after that. I wonder what the men will come up with for Scott...

Military traditions have always struck me as the best way to cement the members of a unit. When the enlisted personnel work out their problems themselves, the officers don't have to get involved and the solutions are usually of a more permanent nature. Upon my assignment on the *Vigilance*, Anshar told me of some of our ship's traditions. I thought they were interesting and colorful. Apparently, new recruits are expected to tie a blue ribbon to the ECM tower during their first night aboard the ship (some lunatics even do it during combat missions). Cooks must taste their food in front of the men before serving it (which explains why we have many fat cooks). Officers who swear must buy a round of drinks for all officers who witnessed it. Gear technicians insist on having their personal tools blessed by one of the ship's chaplains. I'm sure there are more initiations and traditions than I'm aware of, but they have to remain appropriate and mostly harmless. The *Vigilance* travels in the name of the Prophet, after all.

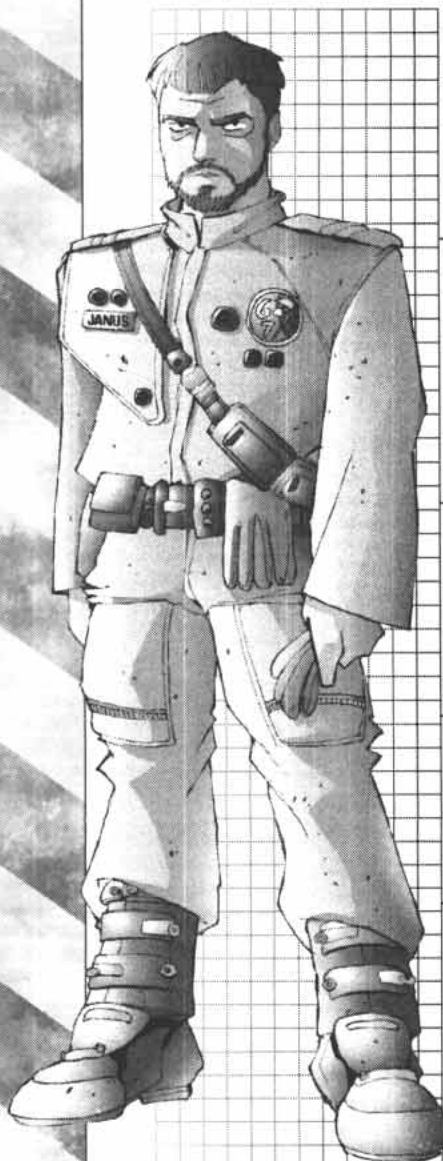
► Tanee Hanberg

Tanee Hanberg was a teenager during the War of the Alliance and decided she wanted to be a soldier. She joined the Northern Guard soon after her twentieth birthday and excelled during her training, earning a spot in the Gear training program. Graduating near the top of her class in TN 1926, she was stationed with the *Harvest Wind* at her own request. Her martial prowess impressed both her commanders and her peers and she rose through the ranks to senior ranger by TN 1929. That same cycle, she announced her desire to become Duelist for the regiment when her predecessor decided to step down. She was elected by the crew after defeating all comers in one-on-one combat. Despite her skill, however, Hanberg had many problems because of a strong arrogant streak. To get her mind straightened out, the crew was forced to remind her in no uncertain terms that she represented them, not ruled them. From that point on she took the crew very seriously, so much so that it may have gotten her killed. In TN 1933, Gear pilot Jennifer Brockton went missing during an operation in the Badlands. Hanberg insisted that the regiment launch operations to try and find her, but Janus simply wrote her off as a casualty. Hanberg refused to give up and sought out contacts who might be able to find Brockton. Last season, these contacts paid off and she heard the Brockton was held in the Badlands city of Azov. Hanberg disobeyed orders and went after her fallen comrade; she never came back and Janus has covered it up.





COLONEL ARTHUR JANUS



Arthur Janus was born on 7 Autumn 1866 in Petropolis. His parents were low-income workers for Northern Petrochem with little hope for their future. During the wind of change brought by Reverend Hutchison, the young Janus was awed and inspired by the fiery preacher's charisma. His parents, who were devout Revisionists, volunteered much of their spare time in helping the Church and Arthur Janus followed their lead. Showing great potential, he obtained a grant from the Prophet's Shield and went to college to study urban industrialization. Once there, however, he participated in militant student movements for change, and realized his true calling was active military service. He enlisted in TN 1892 and graduated as an officer in 1896. He is generally considered a devout man in his scarce spare time.

Profession ◀

Upon his graduation in 1896, Janus was assigned bureaucratic duties in a border outpost. He expressed an interest in tactics and strategy simulations, and was noted by his officer, Major Patrik Creedmoor, for his keen intuition. In 1909, he applied for a transfer aboard the *Indomitable*, the ship where he had done most of his training, and joined the 12th Gear regiment *Crimson Claws* as section commander. The following 10 cycles were a rapid succession of promotions and decorations, particularly during the War of the Alliance. In 1919, he left the 75th regiment *Moon Dawgs* in order to remain on the *Vigilance*, and was given command of the 67th *Harvest Wind*, newly stationed aboard.

Attitudes ◀

Colonel Janus is a severe man. He was strongly inspired by charismatic leaders such as Reverend Thor Hutchison and strong military commanders such as Major Grant Carruthers after the turn of the century. He is zealously dedicated to the Norlight ideal and firmly believes it is worth every sacrifice. He expects the same devotion from the soldiers under his command, and seems to have idealized their standards beyond what they actually are. As a result, he treats them as if they were highly demanding of themselves, often to their disgruntlement.

Combat Reactions ◀

Colonel Janus is not afraid of injury and remains calm. If faced with hand-to-hand combat, he will react defensively and try to defuse the situation with psychology. In military actions he is willing to sacrifice complete sections as bait to the enemy, assuming the soldiers are willing to die for their league. He believes in "acceptable losses," an attitude which makes him less than popular with the crew.

Contacts ◀

Ezekiel Ibraman (age 49, specialties: navy tactics & engineering), captain of the *Finesse* and a trusted confidant; Claudia Loxley (age 57, specialties: economics & sociology), his thirty-cycle wife with whom he expects to celebrate their union soon; Colonel Brittany Nero (age 87, specialties: tactics & logistics), former commander of the *Vigilance* and part-time mentor; Father Jozuah Sammal (age 71, specialties: theology & psychology), second-tier member of the Prophet's Shield and Janus' contact with the organization.

Vital Statistics ◀

Age:	67 cycles	Height:	1.69 meters	Weight:	80 kilograms	Hair Color:	lt. Brown	Eye Color:	Blue
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Attributes ◀

AGI	0	APP	0	BUI	0	CRE	1	FIT	0
INF	1	KNO	1	PER	1	PSY	0	WIL	2
STR	0	HEA	0	STA	25	UD	3	AD	3

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	1	HG Pilot	2	0	Leadership	3	1	Social Sciences	1	1
Combat Sense	1	1	Gunnery (HG)	2	1	Literature	1	1	Survival	1	1
Comm.	1	1	Investigation	1	1	Notice	2	1	Tactics	2	1
Dodge	1	0	Law	2	1	Small Arms	1	0	Universal French	2	1



CAPTAIN VICTOR ANSHAR

Born in 1886, Anshar has a mixed heritage. His mother's parents were originally from Fort James and moved to the NLC in 1849, immediately after finishing their military service. Anshar's mother became a career Gear pilot in the Norlight army. His father, a Mercantile from Djakarta Point, married her in 1884 and they moved to Kossuth. As a youth, Anshar benefitted from cultural diversity that contributed to his open-mindedness. He was taught to love the North in all its forms and to dislike the South for its immorality and belligerence. Upon graduation from high school, he enlisted in the military. Against his own expectations, he liked the sense of belonging and camaraderie that pervaded the armed forces, and chose to make a career out of it.

► Profession

On 7 Summer 1913, one mere week before Anshar graduated from military academy, the Colonial Expeditionary Forces from Earth landed on Terra Nova. He immediately applied for service on one of the Northern Landships. His marks were excellent and he landed a tour of duty as ensign aboard the *Vigilance*. He was wounded in late 1916 and sent back to Valeria. After he had recovered, he was promoted to the rank of lieutenant and became Colonel Nero's executive officer on the bridge. He was promoted again in 1925, and was put in command of the *Vigilance* when Nero retired in 1928.

► Attitudes

Captain Anshar is a perfect counterpoint to Colonel Janus. His unswerving public support of the Colonel contrasts sharply the private arguments with his fellow officer, whom he nonetheless respects. He puts much stock in the value of the soldiers under his command and dislikes the thought of "wasting" them on suicide missions — possibly a result of his Mercantile heritage. He is faithful in his practice of Sorrento Revisionism, but has recently been exposed to Massadan ideologies and begun warming up to them. When interacting with the crew, he is usually very relaxed and casual, and seldom follows protocol to the letter.

► Combat Reactions

In personal combat, Anshar prefers to neutralize his opponent and interrogate him. He carries a standard issue 9 mm pistol and does not hesitate to use it if he feels his life is threatened. In Gear combat — a rare event nowadays — he prefers to evade his opponent and force him to waste ammo, then lead him into a trap. His rationale is that if anyone is going to play bait, it should be a commanding officer who's not afraid to do what he expects of his men. This reflects his approach to tactical combat, where he applies defensive tactics.

► Contacts

Tani Prinz (age 62, specialties: medicine & sociology), his ex-wife with whom he is still in love; Kyrt Anshar (age 29, specialties: philosophy & sociology), his anti-military son who blames Victor for his parents' divorce; Chad Primawan (age 43, specialties: religion & persuasion), a young missionary whose life he saved and who introduced Anshar to Massadan Revisionism; Luk Chowa (age 59, specialties: jury rig & repairs), a technician aboard the *Vigilance* whom he often calls upon for customization of his Gear.

► Vital Statistics

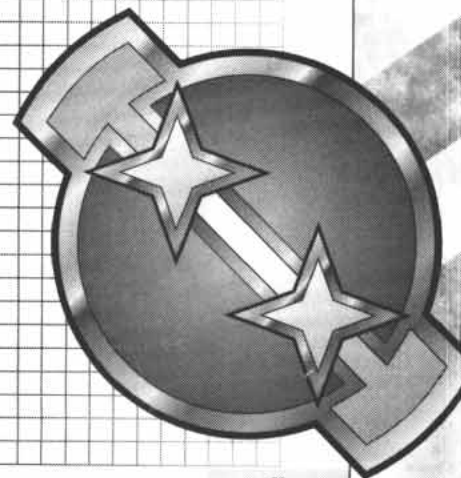
Age:	48 cycles	Height:	1.86 meters	Weight:	81 kilograms	Hair Color:	Brown	Eye Color:	Brown
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► Attributes

AGI	0	APP	0	BUI	0	CRE	1	FIT	0
INF	2	KNO	1	PER	1	PSY	1	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	3

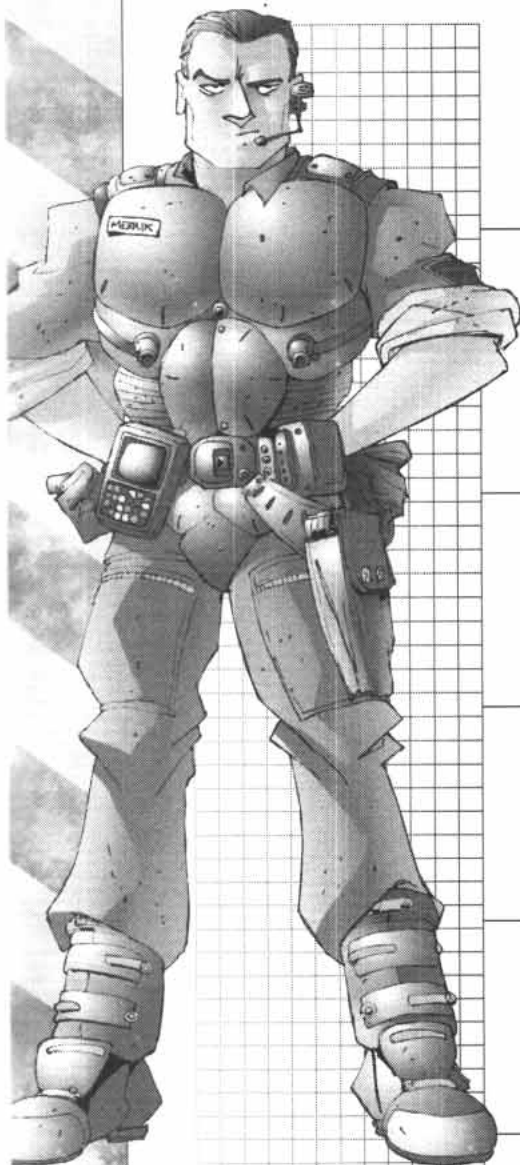
► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	1	Dodge	1	0	Gunnery (Ground)	2	1	Notice	1	1
Business	1	1	Drive	1	0	Hand-to-Hand	1	0	Small Arms	1	0
Combat Sense	1	1	Elect. Warfare	1	1	HG Pilot	1	0	Tactics	3	1
Communications	2	1	Etiquette	1	2	Leadership	2	2	Universal French	1	1





SECURITY CHIEF LT. TOMA MERRIK



Toma Merrik was born in Yele in 1878, the sole child of upper-class parents. Born into privilege, he was raised in an atmosphere of abundance. At the age of 13, however, his father committed suicide and his mother discovered that they were ruined. From rich to destitute in a day, both Toma and his mother worked hard to survive. Toma spent much of his youth helping his mother make ends meet by smuggling pleasure drugs he obtained from overly creative students at medical facilities. Unbeknownst to him, his mother was purchasing those same drugs from one of his contacts and died from an overdose in 1898. He was barely 20 cycles old at the time, and was devastated by his mother's passing. With no family to turn to, he enlisted in the military.

Profession ◀

Merrik began as a simple infantry soldier and worked hard. The armed forces asked few questions about his past and promoted him from private to corporal in 1904. He proved himself by maintaining an exemplary record and demonstrating exceptional leadership with his fellow soldiers. When the War of the Alliance began, he was promoted to senior corporal. His platoon took part in difficult battles, and despite the casualties, he maintained high morale. In 1915, a field promotion to the rank of ranger was granted by his superiors. Five cycles later, after the end of the War, he applied to military college to become an officer and was accepted. He graduated in 1924 and was stationed aboard the *Vigilance*, where he acts as Chief of Security to this day.

Attitudes ◀

Toma Merrik is an exceptional individual with a promising career. He is strong willed and tenacious, yet flexible enough to listen to the needs of his men. He can listen to them and help them, or motivate them to excel when the time comes. Over the cycles, he has earned the loyalty of every security officer on board. Merrik is a keen observer of human nature and pays attention to minute details in his investigations. He also keeps an open mind and never believes one single answer to be the right one.

Combat Reactions ◀

Merrik's training demands that he always be ready for combat. His martial training has honed his reflexes to a great degree and he reacts coolly in combat, always going for the highest threat first. If a hostage is involved, he does not negotiate, but neither does he endanger the hostage's life. Rather, he follows as many "harmless" instructions as he can until an opportunity shows itself. He always wears kevlar protection while on duty and is not afraid to jump in the way if a low-caliber bullet is shot at a harmless bystander.

Contacts ◀

Colonel Arthur Janus (age 68, specialties: leadership & tactics), his commanding officer and a man he respects; Jen Nara-Gustavia (age 46, specialties: streetwise & pharmaceuticals), an old friend from his earlier days who keeps him up to date on the latest drugs; Serj Vijan (age 50, specialties: writing & theatrics), a flashy news reporter who asks for as much political information as he gives; Senior Ranger Edward Scott (age 43, specialties: Piloting & Gunnery), the 67th Regiment Duelist with whom he occasionally spars for practice.

Vital Statistics ◀

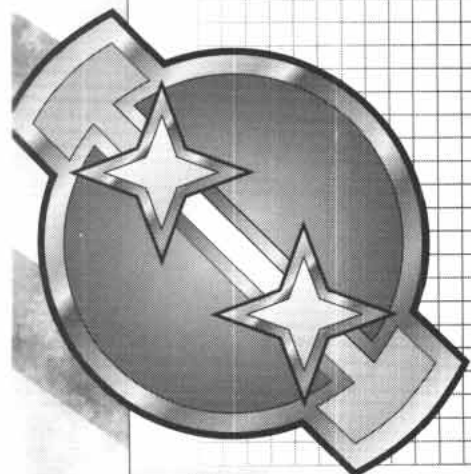
Age:	56 cycles	Height:	1.82 meters	Weight:	84 kilograms	Hair Color:	Red	Eye Color:	Brown
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Attributes ◀

AGI	1	APP	0	BLD	1	CRE	0	FIT	1
INF	2	KNO	1	PER	2	PSY	0	WIL	0
STR	1	HEA	0	STA	30	UD	8	AD	7

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	2	1	Etiquette	1	2	Investigation	2	0	Notice	2	0
Bureaucracy	1	1	First Aid	1	1	Law	1	1	Small Arms	2	1
Combat Sense	2	0	Forgery	1	0	Leadership	2	2	Stealth	1	1
Dodge	2	1	Hand-to-Hand	3	1	Melee	2	1	Streetwise	2	2



CHIEF ENGINEER LT. SETH SURRIDGE

Born in 1888 in Sesshu, Seth Surridge was the son of an architect mother and a painter father. Like most Sesshites, he was introduced to various forms of art at an early age. Not having the soul of an artist, Surridge's parents soon discovered that their son cared little for artistic concerns and was more of a builder. His fascination, however, was for war machines, not elegant statues. He managed to hide his preference from everyone and excelled in technical art to please both his parents. He was 24 when the War of the Alliance erupted, and chose to enroll in the Academy of Fine Arts and Architecture, where he applied his intelligence and talent to surpass his classmates. At the age of 29, he received a sizable sponsorship for his excellent design work. He surprised everyone when he took his money and moved to Port Aurora to study engineering.

► Profession

Upon his graduation in 1922, he joined the military and was assigned to the *Stalwart*, a small ship decommissioned in 1927. He worked there under the demanding stare of Chief Engineer Dougall McBride, known for breaking incompetent engineers. McBride, however, was satisfied with Surridge and often made gruff, half-serious comments about that "dang talented little upstart." Surridge's excellent work was rewarded when he was assigned to the *Inflexible*, a ship with a reputation for sloppiness in the engine room. Acting as Assistant Chief Engineer aboard the ship, Surridge demonstrated a capacity for leadership and helped reform the station. He was transferred again in 1931, this time to the *Vigilance*, where he is still Chief Engineer.

► Attitudes

Surridge has a strong preference for machinery over human relationships, although he is quite capable of dealing with personnel problems when the need arises. He dedicates most of his spare time to perfecting his knowledge of engineering and frequently holds meetings with engineering room technicians to ensure that they are well trained. He is a man of few words and prefers to take care of problems himself rather than delegate, an attitude which causes him a high level of stress. He smokes a lot (except in the engine room), drinks cawfee (only in the engine room) and puts in long hours.

► Combat Reactions

Seth Surridge is no fighter and has no desire to become one. If faced with a dangerous situation while in the engine room, he will call for reinforcements if he can. He will never fire a weapon in the engineering section, or allow someone else to do so — it could damage a fusion core, with catastrophic results. When faced with danger at any other time, he will comply with instructions he is given and won't attempt any "silly heroics." He feels that by giving his assailant what he wants, his odds of survival are much improved.

► Contacts

Dougall McBride (age 68, specialties: engineering & repairs), his former mentor; Bali Varem (age 44, specialties: physics & astrology), a scientist back in Kossuth whom he is slowly falling in love with; Lyn Cho-Huno (age 54, specialties: communications & leadership), a communications officer on the bridge of the *Vigilance* who is pursuing him with her affections.

► Vital Statistics

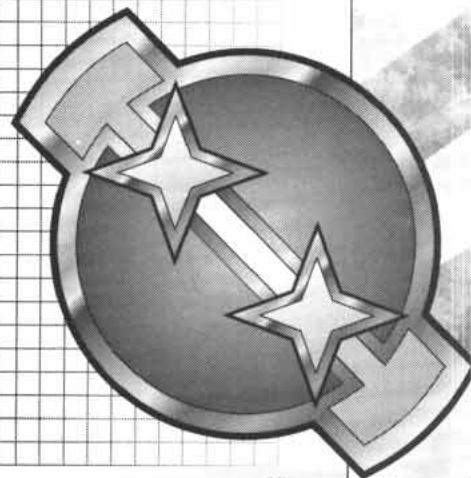
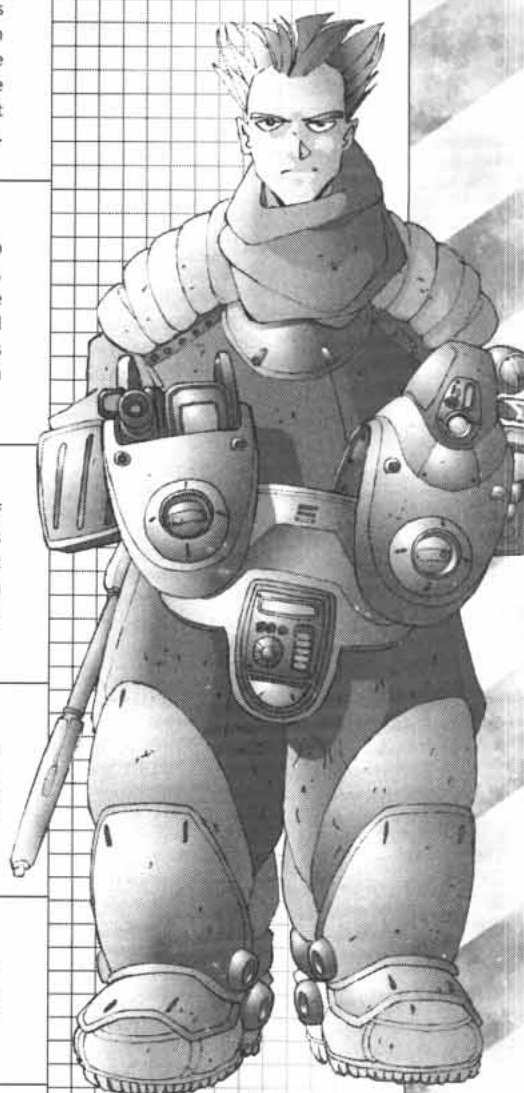
Age:	46 cycles	Height:	1.69 meters	Weight:	72 kilograms	Hair Color:	Blond	Eye Color:	Gray
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► Attributes

AGI	0	APP	1	BUI	-1	CRE	2	FIT	-1
INF	1	KNO	2	PER	0	PSY	0	WIL	0
STR	-1	HEA	0	STA	20	UD	1	AD	1

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	2	Drive	1	0	Mechanics	2	2	Small Arms	1	0
Communications	1	2	Electronics	2	2	Notice	2	0	Teaching	1	2
Computer	2	2	Leadership	1	1	Physical Sciences	1	2	Tinker	3	2





PRIVATE REEVES ETHAN

Reeves Ethan's career path was set when he was only 4 cycles old. In TN 1914, he saw his uncle Reeves Tomas fight to the end in a *Bear Gear* to protect the family as they fled the Earth invasion force. Ethan spent his entire childhood and adolescence dreaming about becoming a Gear pilot. He was focused to the point of obsession and had a tendency to explode in fury or sulk for days when things did not go his way. These flaws cost him dearly in TN 1931, when he finally applied to the Gear pilot program of the WFP Army. An outburst with another student got him expelled and the recruiter recommending that he "learn discipline" as an infantryman first. Ethan stormed out, defeated. He spent the next few cycles in an aimless search for another calling, ending up as a small-time Gear racer in Innsbruck. After a near-fatal crash on the circuit, Ethan realized his dreams were still on the battlefield.

Profession ◀

Ethan walked to a Northern Guard recruiting office in Innsbruck and signed up on the spot. He refused to apply for the Gear pilot service. Instead, he took the Western officer's comment to heart and applied to the infantry. He completed his basic training in TN 1933 and was stationed at a base near Ashington. After a cycle of service that featured only a few border skirmishes against rover bandits, Reeves requested a transfer to the *Vigilance* and was accepted. He has recently arrived on board and taken his position in Platoon B. Reeves hopes that life on board a carrier like the *Vigilance* will allow him to prove himself as a Gear pilot.

Attitudes ◀

Despite his renewed focus, Reeves still has to fight the character flaws that plagued him in his youth. Highly enthusiastic, he has a tendency toward hero worship and currently most admires Edward Scott, the *Vigilance's* Duelist — a position he dreams of. Reeves is also quick to judge those he thinks have done wrong. His sergeant has had to scold him twice for berating other recruits. Whereas he might have fled from such criticism in the past, however, Reeves now takes these comments to heart and is truly trying to better himself.

Combat Reactions ◀

Reeves is very aggressive in combat, always driving toward the goal and employing firepower liberally. He is ready to run into enemy fire if that is what is necessary. Some have called him foolhardy, however, because he is not always open to less glamorous, but more sound, tactical choices. Reeves not only lives with the bold, aggressive Western model of a soldier, but is also anxious to impress his superiors in and out of combat.

Contacts ◀

Lt. Oleg Kolesnikov (age 44, specialties: tactics & infantry warfare): his highly disciplined commander, an example he follows; Corporal Henry Janus (age: 27, specialties: Gear piloting & art): the Colonel's son, a friend and a possible path to promotion; Sergeant Joani Wilsen (age: 32, specialties: engineering & mechanics): a member of the Bravo Company's maintenance crew, who sometimes allows him behind the controls of a Gear.

Vital Statistics ◀

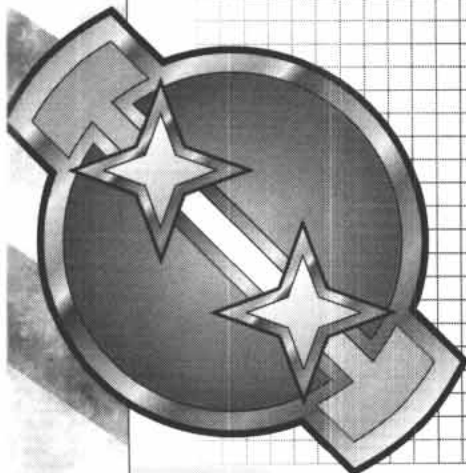
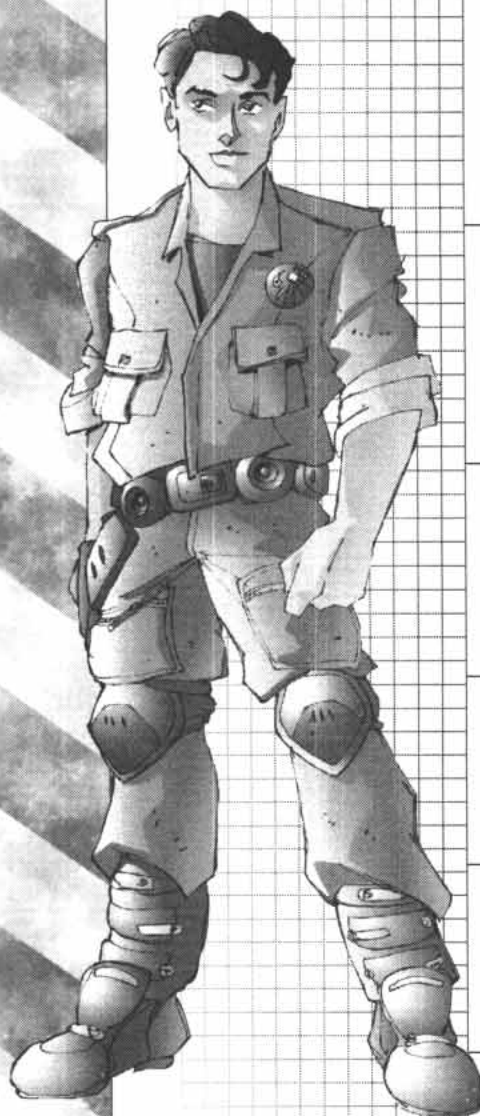
Age: 24 cycles Height: 1.74 meters Weight: 71 kilograms Hair Color: Dk. Brown Eye Color: Brown

Attributes ◀

AGI	2	APP	0	BUI	0	CRE	0	FIT	1
INF	0	KNO	0	PER	1	PSY	0	WIL	1
STR	0	HEA	0	STA	25	UD	5	AD	5

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	1	Drive	2	2	HG Pilot	2	2	Small Arms	2	2
Camouflage	1	0	First Aid	1	0	Melee	2	2	Survival	2	0
Combat Sense	2	1	Gunnery: HG	1	1	Navigation	1	0	Tactics	1	0
Communications	1	0	Hand-to-Hand	2	2	Notice	1	1	Throwing	2	2
Dodge	2	2									



SENIOR RANGER EDWARD SCOTT — DUELIST

Born in Marathon in 1891, Edward Scott was raised in the United Mercantile Federation until he was six. His father, a foreman working for Abaline Research, was promoted to assistant executive manager at one of Abaline's production plants in Livingstone and moved there with his family. At an early age, Edward was introduced to NNets and developed an all-consuming interest for Gears. When he was twelve, Edward received a Gear sim for his birthday and displayed an uncanny aptitude for piloting them. Upon reaching seventeen cycles and in parallel to his technical studies, he enrolled in the Northern Armed Forces Cadets. He graduated from Northco Technical Institute in 1912, right before the beginning of the War of the Alliance. He did not enroll just then, however, choosing to spend three more cycles in military college to hone his fighting skills. In 1915, inspired by the sacrifice of the *Maüler Khans*, he joined the regular forces as a Gear pilot.

► Profession

In 1916, right in the middle of the War of the Alliance and just in time to greet the returning colonial forces, he was promoted to Ranger and assigned to the *Savage Guard*, the replacements to the *Maüler Khans* in Livingstone. He excelled at Gear piloting, but had a difficult time obeying orders he disagreed with. His rank did not improve until nine cycles later. He was then promoted to Senior Ranger and once more excelled at his work. In 1929, due to problems with the regiment's Duelist, he was sent away aboard the *Vigilance*. Just recently, Taneë Hanberg has been listed MIA and Scott has been promoted to regiment Duelist.

► Attitudes

Edward Scott is known for his rough, no-nonsense attitude and his loyalty to the men of his regiment. He is not afraid of putting himself at risk if it means saving the lives of others and he has difficulty fathoming the long-term consequences of his actions. He has difficulty obeying orders that don't make sense to him and has been known to make use of traditional Duelist authority to initiate actions which his commanders do not approve of. All in all, he is the epitome of the Northern idealist, and does not mind that image one bit.

► Vital Statistics

Age:	43 cycles	Height:	1.85 meters	Weight:	86 kilograms	Hair Color:	Blond	Eye Color:	Blue
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► Attributes

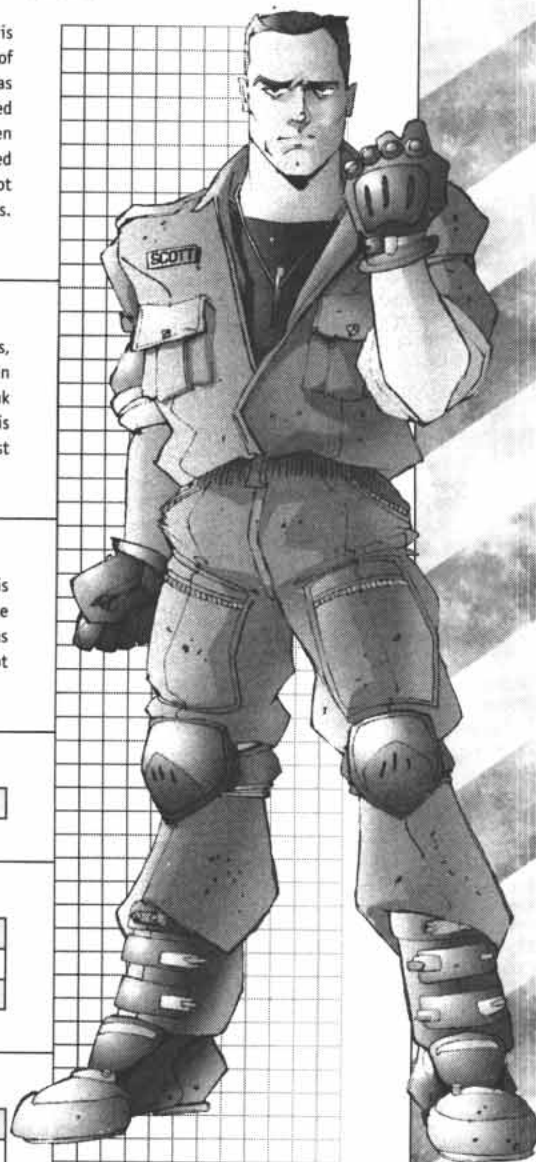
AGI	2	APP	1	BUI	1	CRE	1	FIT	0
INF	1	KNO	0	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	30	UD	6	AD	5

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	1	Elect. Warfare	2	1	Intimidate	1	1	Small Arms	2	2
Communications	2	0	HG Dueling	3	2	Leadership	2	1	Stealth	1	2
Computer	1	0	HG Pilot	3	2	Mechanics	2	0	Streetwise	1	1
Dodge	2	2	Gunnery (Gears)	3	1	Melee	1	2	Tactics	1	1
Drive	2	2	Hand-to-Hand	2	2	Notice	2	1			

► Macro Moves

Macromove Name	+/-Acc	+/-Def	+/-1Dam	Note	Requirements
Block	-1	+2	Nil	(Combo to Strike)	SKL 2
Combo	-1	-1	-1	Combo 2 Moves	SKL 2
Burst Fire	+2	-1	+0	(Saturation Fire)	SKL 3, HARD: ROF Weapon
Fast Punch	+2	0	-1	-	SKL 2, HARD: Punch, Arms
Punch Through	0	0	+2	AP	SKL 4, HARD: Mainp. Arms
Spray Fire	+1	-1	+1	(Saturation Fire)	SKL 2, HARD: ROF Weapon
Strike	0	0	-1	(Combo)	-
Vibrostab	-1	0	-1	(Combo), AP	SKL 2, HARD: Vibroweapon



CORPORAL HENRY JANUS

The son of Claudia Loxley and Arthur Janus, Henry Janus was born in 1905 in Sorrento. His father, a military man, was hardly present at home and he was mostly raised by his mother. He grew up admiring his father, however, and hoped to some day resemble him. In 1917, he discovered his mother had a lover to compensate for his father's absence and ran away from home. He was brought back by the police a few weeks later, feeling angry and betrayed. He asked to be sent away from home in exchange for his silence. His mother agreed as soon as she found out that Henry knew of her unfaithfulness, and he entered the military academy at the age of 15. He graduated in 1925 and was assigned to the 41st infantry regiment — *Terror Troopers*. The unit was known during the War of the Alliance for its brilliant exploits.

Profession ◀

Henry Janus did not have an easy time making friends or fitting in with the other members of his regiment. He at first refused the ritual initiation tattoo, which raised the ire of his fellow soldiers. When he gave in, acceptance did not follow easily. Lonely among strangers, he befriended technicians and supply officers more than he did his battle companions. In 1929, having had enough, he applied for a transfer to another unit — any unit — and was sent to the 27th Gear regiment *Gear Grinders* in Smolensk, where he was introduced to Gear piloting. It is only recently that he has learned of a shortage of Gear pilots aboard the *Vigilance*, his father's ship, and has applied for a transfer there.

Attitudes ◀

Henry Janus is no fighter. Unbeknownst to himself, he merely seeks acceptance from his father by doing what he thinks his father expects of him. He is in truth a peaceful boy and treats battle with the casual innocence and candor of someone who has only practiced battle in simulators. He is loyal to his friends and gets very upset when betrayed or when seeing someone who has been betrayed. He is normally very shy and finds it difficult to approach people, especially potential romantic interests. He prefers to keep to himself and interact with others as little as possible.

Combat Reactions ◀

Henry prefers to play it safe and take as few risks as possible. When confronted with unavoidable combat, he will try to negotiate his way out or avoid conflict as much as possible, going so far as to giving away secret information on a military operation. He will only fight when all other options have been exhausted, but demonstrates surprising viciousness in his attacks.

Contacts ◀

Monik Gallaway (age 31, specialties: supplies & logistics), a supply officer in the 41st infantry regiment and a trusted confidante; Elina Tomson (age 28, specialties: repairs & supplies), a Jerusalemite technician he met in the 41st regiment and to whom he grew particularly attached; Arthur Janus (age 68, specialties: leadership & tactics), his father and commanding officer.

Vital Statistics ◀

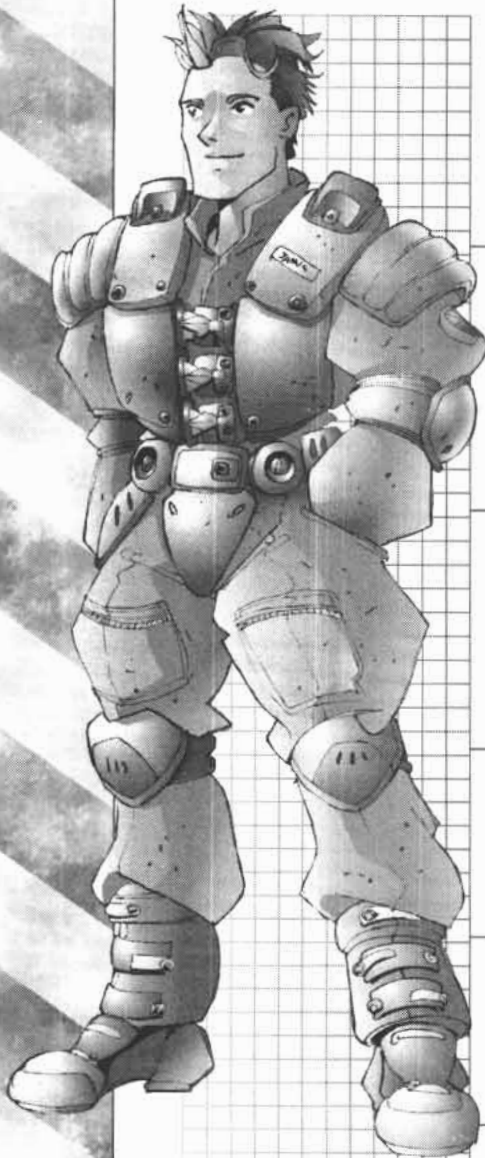
Age:	29 cycles	Height:	1.75 meters	Weight:	67 kilograms	Hair Color:	Brown	Eye Color:	Brown
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Attributes ◀

AGI	1	APP	0	BLD	0	CRE	0	FIT	0
INF	0	KNO	1	PER	0	PSY	1	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	3

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	0	Computer	1	1	Gunnery (Gears)	1	0	Notice	1	0
Bureaucracy	1	1	Dodge	1	1	Hand-to-Hand	1	1	Small Arms	1	1
Combat Sense	1	0	Drive	1	1	HG Pilot	2	1	Visual Arts	2	0
Communications	2	1	Elect. Warfare	1	0						



LIEUTENANT JENNIFER BROCKTON

Jennifer Brockton was born in the United Mercantile Federation in 1893. Her father was an archaeology teacher at the University of Lyonesse and her mother a stern and highly educated housewife who was cumulating degree upon degree in history, literature, sociology, economics and religion. In such an environment, Jennifer was brought up to appreciate civilization and its marvels. She was, however, more a fighter than a thinker, and felt that she had to be prepared to fight to defend what she held dear. She studied computer science during her regular academic years, participating in para-military youth movements all the while, under the disapproving eyes of her pacifist parents. Upon her eighteenth birthday, soon after the War of the Alliance broke out, she chose to turn to a purely military career. She graduated as an officer cadet two cycles later at the top of her class.

► Profession

Brockton worked for several cycles in a border outpost as a regular commanding officer for a Gear section in the 81st Gear regiment *Sudden Death*. In 1927, she was decorated for saving the lives of her section during a Badlands skirmish against supposedly renegade Southern forces. She turned down three promotions (1928, 1929, 1931) and refused one medal of valor (1927), stating with stern idealism that she "didn't fight for medals, but for the well-being of all Northern citizens." She was assigned to the *Vigilance* in 1930 and was put in charge of Bravo Company, but vanished in late Autumn 1933 during a mysterious Badlands operation.

► Attitudes

A peace-lover by nature, Brockton nonetheless believes in protecting peace with a fist. She has an inquisitive nature, however, and constantly questions the motives behind any aggressive actions, be they her own or that of the military in general. Her loyalty to the Northern Guard is unswerving, however, and none of her teammates have any doubt that she would gladly put her life on the line if it meant saving others.

► Combat Reactions

In Gear combat and various tactical situations, Brockton much prefers to spearhead attacks over staying in the back. She is not reckless or foolish, however, and always makes sure the attack is well planned and that she is properly backed up by reliable, competent pilots — preferably volunteers if the mission is highly risky. She favors destroying her opponent's movement system, acting on the principle that on the modern battlefield, the only thing keeping you alive is speed. When outnumbered three to one or more, she becomes very defensive and seeks reinforcements. She always puts the safety of her pilots above her own.

► Contacts

Senior Ranger Edward Scott (age 43, specialties: Gear piloting & gunnery), a trusted companion-in-arms, perhaps more; Colonel Arthur Janus (age 68, specialties: leadership & tactics), her commanding officer aboard the *Vigilance* whom she trusts implicitly; Major Dolores Ceritto (age 46, specialties: politics & disinformation), a contact at NGIS.

► Vital Statistics

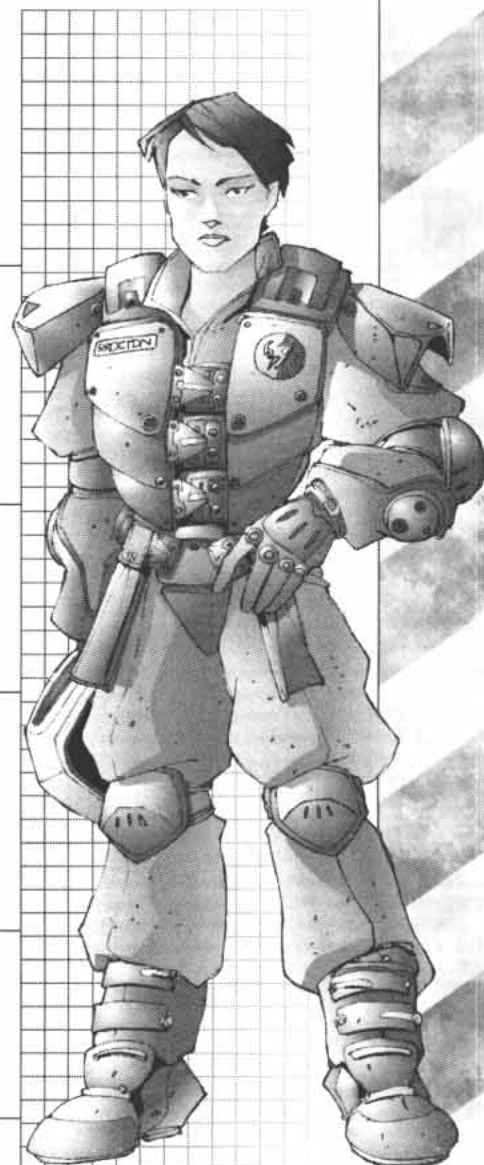
Age:	41 cycles	Height:	1.70 meters	Weight:	60 kilograms	Hair Color:	Brown	Eye Color:	Blue
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► Attributes

AGI	1	APP	1	BUI	0	CRE	1	FIT	0
INF	0	KNO	1	PER	2	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	3

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	0	Electronics	1	1	Hand-to-Hand	1	1	Survival	1	1
Combat Sense	2	2	HG Pilot	3	1	Notice	1	2	Swimming	1	0
Computer	2	1	Gunnery (HG)	2	2	Small Arms	1	1	Throwing	1	1
Dodge	2	1									





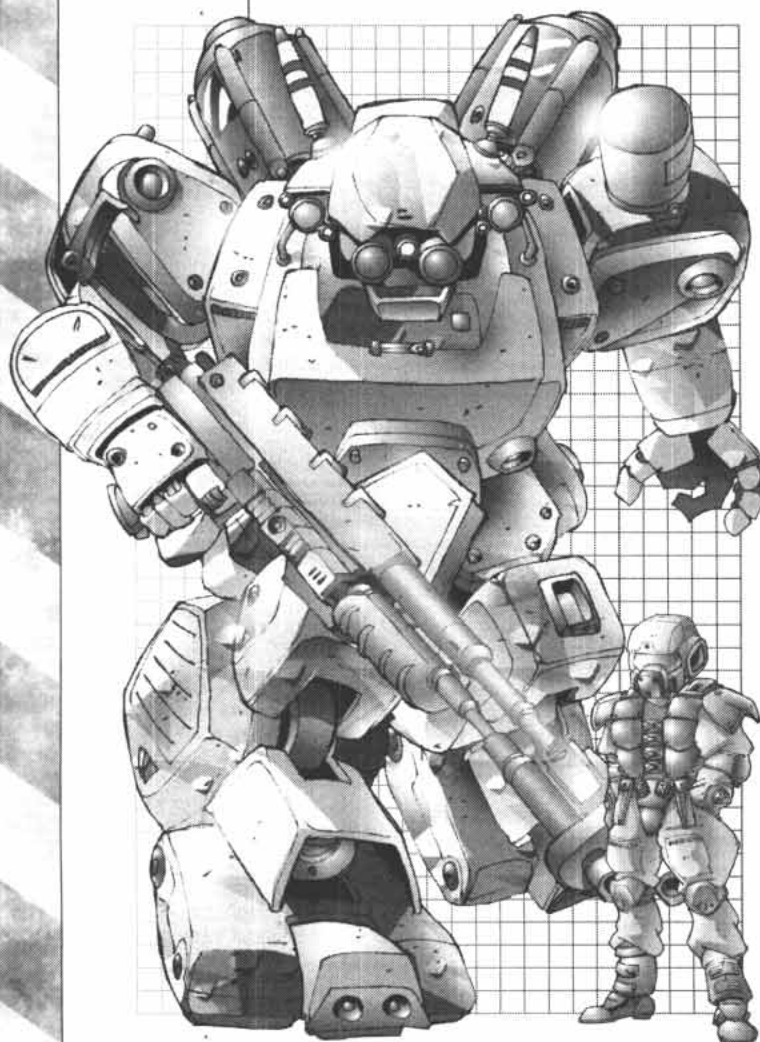
2.5 67TH GEAR REGIMENT - HARVEST WIND

8 Summer 1934 — The 67th Gear regiment was formed in TN 1833 during the Military Reorganization which followed the nomination of Yuri-Sergei Kaczmarck to the position of Grand Marshall of the CNCS. He instigated a series of sweeping controversial reforms at the Northern Guard. Nearly half the regiments were disbanded or merged into streamlined, more efficient units. The Guard, which had been formed almost a century before, had grown top heavy with extraneous officers and support personnel. One of the first regiments to be formed under the new regime was the 67th. It was given its name to honor the changes which swept over the CNCS military. In time, the meaning changed and became a symbol of rightful retribution and spiritual purity.

During the War of the Alliance, the 67th regiment *Harvest Wind* was nearly decimated, and Northern high command decided to keep it as a small-sized regiment. The fifty or so Gears which remained were consolidated into one company (Bravo Company) and brought up to sixty units. To increase the flexibility of the *Harvest Wind*, high command assigned two additional companies — Tango and Zulu — to the regiment. Tango Company was composed of strictly infantry while Zulu was a combination of various aircraft and heavy artillery vehicles often attached to either Bravo or Tango units.

Since the *Vigilance* was not a large enough ship to host a full-sized regiment, it was decided in 1920 that the *Harvest Wind* would be permanently stationed aboard the landship. It pleased most of the members of the 67th, whose unit's prestige could only be reinforced by its association with the *Vigilance*. It should be noted that unlike many regiments and ships, both the *Vigilance* and the *Harvest Wind* regiment are mostly composed of Norlight citizens. Few of the newer Guard units feature such a high percentage of citizens from one specific league, but those which do are kept intact to offer an alternative to problem cases and ultra-patriots who just cannot cope with soldiers from another league.

Regiment Composition ◀



Gear Regiment	Company Included
67th Regiment <i>Harvest Wind</i>	Bravo Company x 1 Tango Company x1 Zulu Company x1 Support Company Command Section
Gear Company	Sections Included
Bravo (TV = 42,368)	Recon x 2 Commando x 1 Artillery x 1
Gear Section Types	Squadrons Included
Recon (TV = 8,464)	Recon x 2 Assault x 1
Commando (TV = 12,192)	Assault x 3
Artillery (TV = 13,248)	Assault x 1 Artillery x 2
Infantry Company	Platoons Included
Tango (TV = 1,388)	Recon x 2 Shock Assault x 2
Platoon Types	Sections Included
Recon (TV = 306)	Light Scout x 1 Heavy Scout x 1
Shock Assault (TV = 388)	Assault x 2
Section Types	Squads Included
Light Scout (TV = 150)	Light Patrol x 1 Standard Infantry x 1
Heavy Scout (TV = 156)	Heavy Patrol x 1 Standard Infantry x 1
Assault (TV = 194)	Standard Infantry x 1 Heavy Weapons x 1
Combined Arms Company	Sections Included
Zulu (TV = 428,330)	Airborne x 1 Armored x 1
Section Types	Flights/Squadrons Included
Airborne (TV = 393,188)	Air Recon x 1 Air Strike x 2
Armored (TV = 35,142)	Artillery x 3

BRAVO COMPANY

11 Summer 1934 — Bravo Company is essentially composed of Gear pilots and various support personnel required for vehicle maintenance. It is led by Captain Robin Marcy, a veteran of the War of the Alliance. By default, this is the company of the regimental Duelist, Senior Ranger Edward Scott.

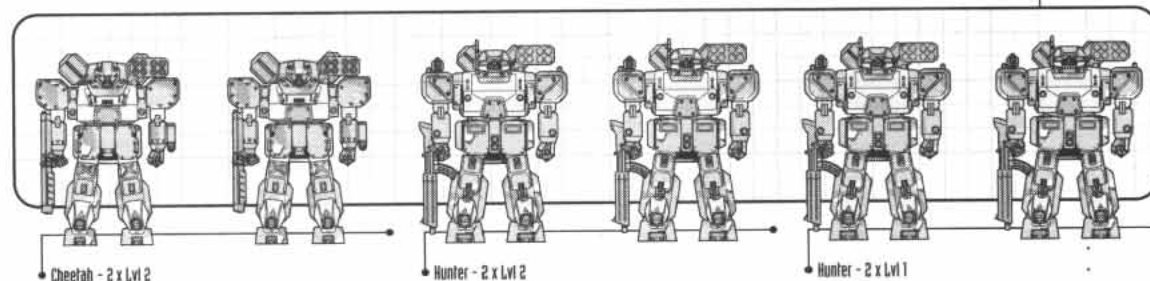
Sections A and B are most often used for reconnaissance. They are usually composed of rookie Gear pilots who are accompanied by older, more experienced veterans. Those two sections are led by Rangers Joana Robart and Kyle Dakota. Their traditional reconnaissance tactic is to send ahead two squadrons side by side, separated by about 200 meters, backed up by one assault squadron a hundred meters behind. This reverse triangle allows them to cover more ground and ensures that rookie pilots in the recon units can receive quick support from the assault team behind them.

Section C specializes in commando tactics and heavy assault. Most of the veteran and ace pilots in the regiment eventually find their way there. This section has a more glamorous status and gets the toughest assignments. Section C is led by Lieutenant Joyce Healey, who has reportedly had a difficult time keeping Duelist Scott in line. The man's panache and influence on his teammates has made her job more difficult than she wishes.

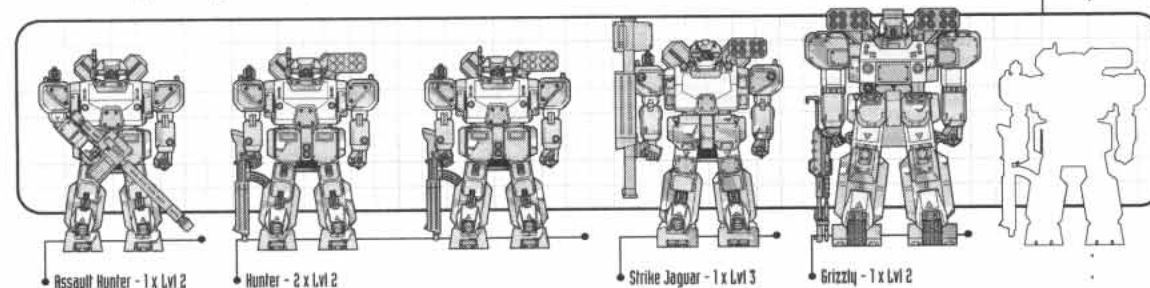
Section D handles aircraft and artillery Gear vehicles and is the one to which artillery vehicles from Zulu company are the most often attached. It is headed by Lieutenant Niklaus Cromwell, a temperamental ex-tanker who enthusiastically subscribes to the philosophy that where all else fails, overkilling gets the job done. As has been traditional with section D, the hybrid nature of the company makes it difficult for a non-neutral commander to satisfy everyone.

BRAVO COMPANY GEAR SQUADRONS

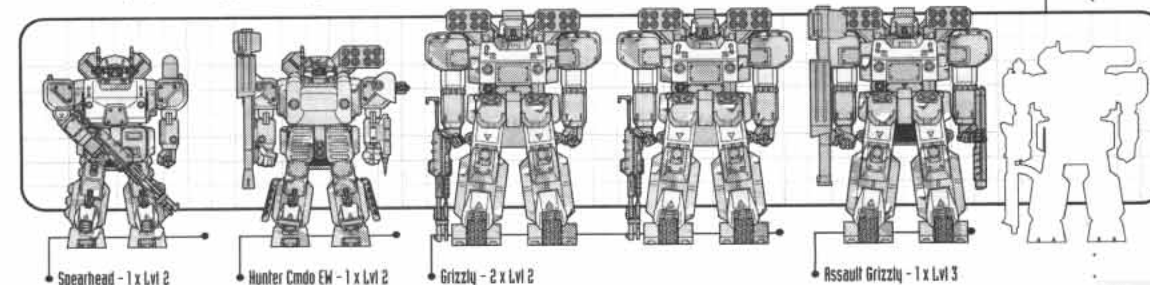
► Recon Squadron (TV: 2,200)



► Assault Squadron (TV: 4,064)



► Artillery Squadron (TV: 4,592)



TANGO COMPANY

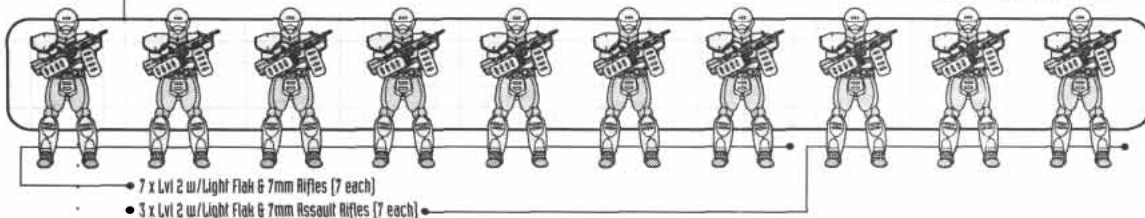
12 Summer 1934 — Tango company is composed of a little over 160 soldiers. Captain Ramirez Gorton commands the unit. Gorton's relaxed attitude and unorthodox (sometimes even slightly sacrilegious) humor have met with some resistance among his fellow officers as well as within the ranks, but his strong political connections and absolute loyalty to our beliefs cannot be denied.

Platoons A and B are specialized in reconnaissance and guerilla tactics. The two other platoons, C and D, are traditionally more involved in direct confrontations and operations which require more brute force than subtlety. Lieutenants Pol Quinlen, Oleg Kolesnikov, Kevin Petrie and Erina Schleifer are the respective commanders of those sections. Petrie in particular has been extremely aggressive in the training of his platoon and the results have been excellent, although the morale of platoon C has been on the decline lately.

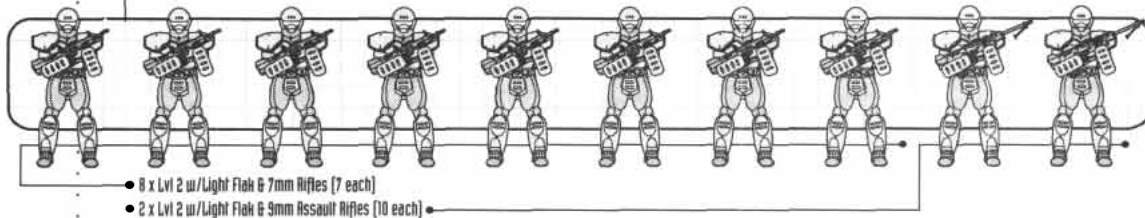
Most of the new recruits are assigned to platoon B for "initiation." Kolesnikov's exemplary calm and disciplined attitude sets the right example to follow and is as "delicate" an introduction to military life on board a landship as a soldier could hope for. Once they have been well trained, many recruits get transferred to platoon A or C depending on their aptitudes and preferences.

TANGO COMPANY INFANTRY SQUADS

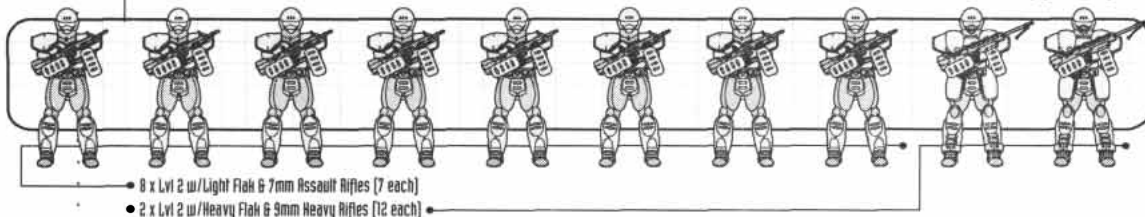
Light Patrol (TV: 70) ◀



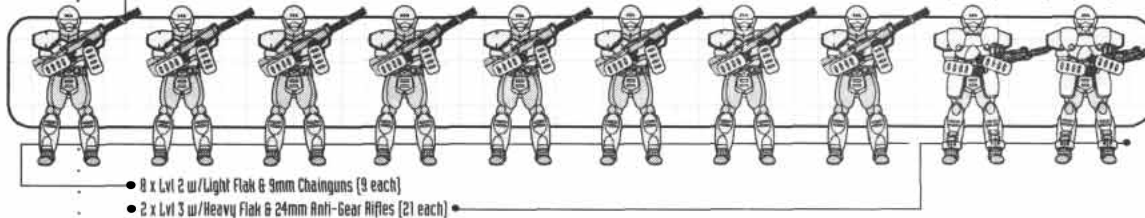
Heavy Patrol (TV: 76) ◀



Standard Infantry (TV: 80) ◀



Heavy Weapons (TV: 114) ◀



ZULU COMPANY

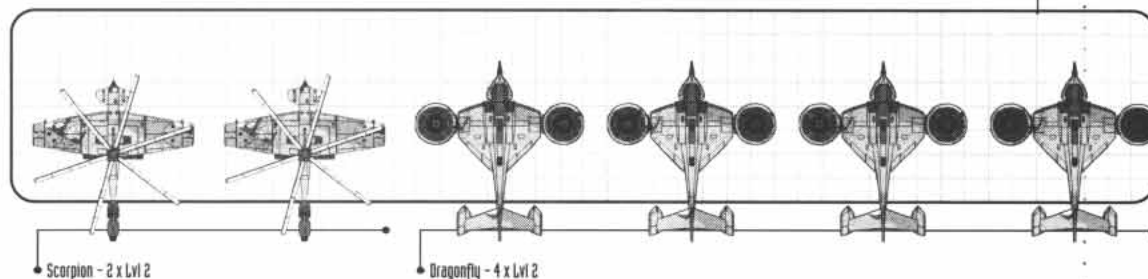
12 Summer 1934 — Rounding out the combined arms 67th regiment, Zulu Company incorporates armored vehicles and aircraft. Often dubbed the “reject” company because of its unusual combination of machines, Zulu Company is nonetheless the most valuable asset of the *Vigilance*. The Zulu soldiers and pilots perform support and strike functions which complement those of Gears and infantry. Without them, the *Vigilance* would find itself nearly blind and defenseless in any serious combat situation.

The sad truth, however, is that Zulu Company is at odds with itself. While Bravo and Tango compete with each other for various bragging rights, Zulu competes internally. Armor and aircraft pilots constantly quibble over their respective importance and prestige within the ship. Despite her long experience in the Guard, Captain Nuela M'Btani is hard pressed to keep Lieutenant Mallory O'Neill (Air Branch) and Lieutenant Piotr Matheson (Armored Branch) away from each other's throats. Fortunately, they have the good sense to keep their antagonism from spreading to their men and apart from the occasional brawl, Zulu Company's performance is beyond reproach.

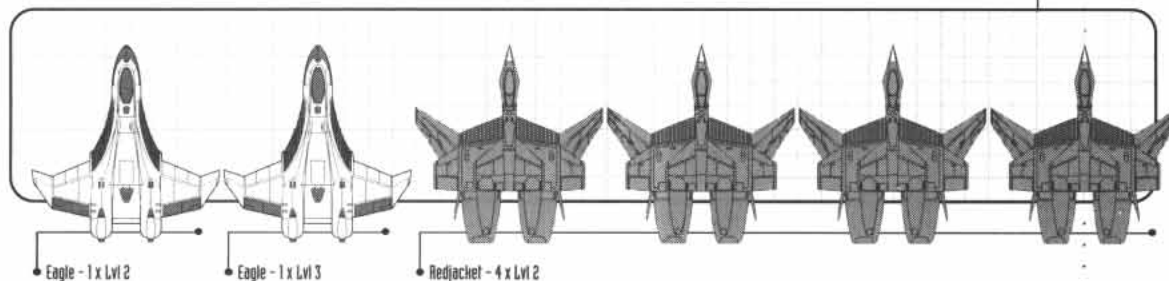
Zulu's airborne section is composed of four flights, evenly split between reconnaissance and strike units. The artillery section is more streamlined and features three identical squadrons combining a *Mammoth*, two *Allers* and two *Klemm* battle tanks. In ground warfare situations, air recon flights are sent ahead to pinpoint and weaken the enemy forces, often protected by an air strike flight, while an artillery squadron follows one or two Gear squadrons and an infantry squad to mop up their opposition.

ZULU COMPANY FLIGHTS & SQUADRONS

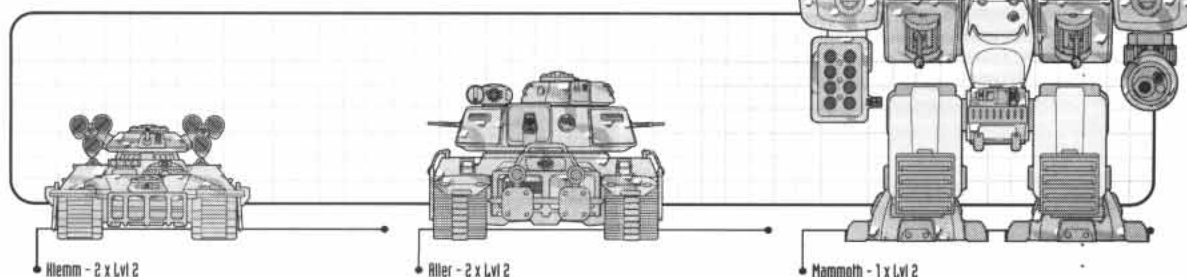
► Air Recon (TV: 46,790)



► Air Strike (TV: 173,199)



► Artillery (TV: 11,714)



2.6 NORTHERN CAMPAIGN

As mentioned earlier, the campaigns included in this book have a dual nature. You can play them as roleplaying campaigns, tactical/wargaming campaigns, or both. In this particular campaign, the adventures start with two RPG scenarios followed by a tactical one, and this combination is repeated four times, ending the campaign with a tactical scenario. Furthermore, the Northern campaign is tightly connected to the Southern campaign, and both merge to create a complete story. We have taken great pains to introduce as much variety in the campaign as possible. We felt it was important to give a general feel to the adventures so that Gamemasters could find something for any type of player — action, romance, mystery, puzzles, intrigue, survival, death, etc. The world of Terra Nova is rich in story potential, and the scenarios which follow should help demonstrate that.

The general background of the mission is: The *Vigilance*, stationed in Ashington, is sent on a discreet and sensitive mission in the vicinity of Azov, accompanied by one *Victory*-class escort. The ship, while under the control of Captain Victor Anshar, benefits from the protection of a complete regiment, the 67th regiment *Harvest Wind*. The latter is under the command of Colonel Arthur Janus. The Player Characters should start as members of the regiment, most likely as Gear pilots — this is what the campaign assumes, at any rate, although it's entirely possible to play another type of character if everyone agrees on it. In that case, the campaign provided herein can serve as backdrop for some other events of the GM's creation.

In the Northern campaign, the GM should strive to emphasize the amount of religious fervor that the soldiers on the *Vigilance*, and the whole population of the North for that matter, feel. There are many unresolved disputes between the Revisionists and minority religions and between the Revisionist church and several secular authorities including some members of the military and some members of the Northern political and judicial systems.

2.6.1 ROLEPLAYING CAMPAIGN

Upon coming on board, the heroes are greeted by their new comrades and assigned duties. Since the *Vigilance* is a medium-sized landship and only has a limited number of personnel, even Gear pilots must perform non-piloting duties (painting, cleaning, assisting with repairs, etc.). They encounter several unusual crewmembers and may get in trouble with Colonel Janus on some occasions. As the story progresses, they become acquainted with Elina Tomson, a Jerusalemite technician, who is suspected of not doing her job right. They also meet Major Dolores Ceritto, a special agent from the Northern Guard Intelligence Service. Finally, the heroes get to go out on a mission against a stranded Southern landship, the *Eagle Star*. Once there, they discover two prisoners: Lieutenant Jennifer Brockton and ex-Duelist Tanee Hanberg. They are volunteered by Ceritto to stay behind and make it back to the *Vigilance* on their own since the vehicles they have do not have enough room to bring them back. Fortunately, the heroes are resourceful and eventually return to where the *Vigilance* should be, only to find nothing — except Duelist Scott and Lieutenant Brockton, who insisted on staying behind to wait for them. Back aboard the ship, there is a great deal of grumbling about leaving soldiers behind, even if it is to save the regiment's ex-Duelist. There are also rumors of a spy being on board, and Ceritto, convinced that Tomson is the culprit, shoots her before being recalled by NGIS.

The roleplaying scenarios are structured in three general sections: a synopsis of the story, four or five milestones, and a list of the NPCs for the scenario. Milestones represent certain events which the Gamemaster can include somewhere during the adventure, most of the time in sequential order. The Gamemaster should feel free to add more milestones than those provided, and to ensure that all players are the focus of two to three milestones during the adventure. This will help to ensure that everyone feels that they contributed something to the game, and that each player enjoys the scenario.

Scenario Listing ◀

Adventure Name	Type	Focus	Page
Welcome Aboard	RPG	Socializing	24
Quiet Before the Storm	RPG	General	25
Morning Battle	Tactical	Seek & Destroy	26
Clouds Gathering	RPG	Information Gathering	28
Snake Ahoy!	RPG	Investigation	29
Raptor Assault	Tactical	Assault/Infiltration	30
Belly of the Beast	RPG	Raid	32
Belly of the Beast II	RPG	Rescue/Demolition	33
Duelist Rescue	Tactical	Escort/Defense	34
Stranded	RPG	Survival	36
Where Loyalties Lie	RPG	Drama	37
Last Dance	Tactical	Direct Assault	38



2.6.2 TACTICAL CAMPAIGN

After hearing a distress call from the Badlands county of Plateau, Duelist Edward Scott is sent with a scouting party to investigate the problem. In the morning, the party is attacked by Southern opposition, from which the Northern forces should emerge victorious. Unfortunately, Colonel Janus is afraid that there are more forces lying in wait, and recalls the party to the ship. Some time after, the *Vigilance* locates the enemy landships and determines that one of them, the *Eagle Star*, is grounded a few hundred kilometers north of the main battle group. Major Ceritto, from the NGIS, takes the heroes and two infantry squads with her, and heads for battle against the stranded landship. Once the *Eagle Star* has been raided and the two prisoners rescued, a *Badger* is fitted with medical equipment and accompanied off the battlefield. Before they get too far, however, Southern reinforcements show up to give chase, and because of the wounded's critical condition, the *Badger* cannot exceed a certain speed. Back aboard the *Vigilance*, the wounded receive proper medical attention. After a small tempest, the landship realizes the *Draco* is approaching and sends forces to counter the incoming Southern Gears. This last battle concludes the Northern campaign — if defeated, the Southerners turn away and head back home.

The tactical scenarios follow an old recipe. A quick synopsis of the situation should help players from both sides better understand the story behind the battle and why certain objectives have been included in the missions. A detailed missions objective section outlines how to achieve complete or partial victory for each side. It is not impossible for the opposing forces to each achieve a partial victory, since their respective objectives are not always contradictory. More often than not, however, there will be a winner and a loser. Further down, a description of each force provides more details as to who does what and where the forces start on the battlefield. In order to facilitate the setting up of a tactical scenario, we also include some typical maps which the players can use for the battle. Lastly, we provide potential complications that can help balance a scenario if one of the two players has more experience. Gamemasters are strongly encouraged to come up with their own complications to spice up the game according to their own preferences.

2.6.3 WHAT NEXT?

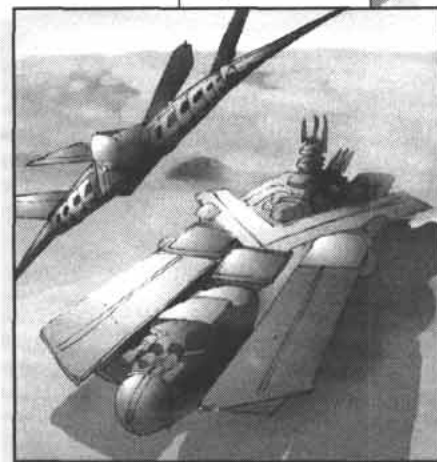
This campaign only brushes over several aspects of life aboard a landship. Players get to enjoy relationships with several individuals — some of them with a clearly defined role, some others with shadier motivations. Such a ship, however, has several more personalities which would lead to challenging adventures. Furthermore, a landship such as the *Vigilance* seldom travels without an escort (several more ships), and that in itself can provide enough vehicles for very large scale assaults and long-term tactical campaigns. With the breakdown of inter-league relationships and the imminence of Interpol War, the *Vigilance* is the ideal setup for a lasting campaign. It should be noted, however, that the computer game is going to introduce several changes into the landship, and Gamemasters may want to refer to the game to ensure continuity in their campaign.

If the group wishes to continue the campaign based on the *Vigilance*, there are plenty of future exploits to keep the crew busy. The background shown in the other sourcebooks and the computer game should provide many ideas for the Gamemaster. For instance, the upcoming war is sure to see the *Vigilance* and her crew involved in the thick of the action. The characters are also likely to have issues that they will want to see resolved. These are likely to include disputes between family and friends over whether the North and South should be in the war, and religious issues — especially if the character is non-Revisionist are sure to show up.

► Continuing Hooks

We include here several questions and potential hooks which we hope will help GMs expand upon this campaign to create their own:

•	Was Elina Tomson really guilty? How does Henry Janus react to her death?
•	What exactly was Major Ceritto's mission aboard the <i>Vigilance</i> ? Could she be the spy that caused so much trouble for the crew?
•	What was the initial mission of the <i>Vigilance</i> near Azov? Will it be sent back to finish it?
•	How will Northern Guard leaders react to the presence of a ship such as the <i>Draco</i> so far north?
•	Drew Alvarez, the drug dealer, never makes it to prison and escapes the military. He may return later to harass the heroes and exact his revenge upon them.
•	Do any of the other Jerusalemite personnel on board feel that Elina Tomson's death was due to her faith? If so, what are their reactions to the incident?
•	Do the Players have their own suspicions about the identity of the spy?
•	Do the Players have doubts about their commanding officers?
•	When in a neutral Badlands town, the Characters see some of the Southern plots that were attached to the <i>Draco</i> 's forces. How do they react?
•	Some southern forces have returned to Plateau to establish a small base there, to the displeasure of the locals. The <i>Vigilance</i> may have to return to clean the area of "snakes."



2.6.4 ROLEPLAYING SCENARIO 1: WELCOME ABOARD

The Player Characters are new recruits who have just been assigned to the *Vigilance*. They have heard of the excellent reputation of the landship and should look forward to the assignment — the vessel has a reputation for receiving challenging assignments and for having one of the best crews in the CNCS. As they board the *Vigilance*, they are welcomed by Colonel Janus. Senior Ranger Edward Scott, the ship's new duelist, is also present and takes them to their quarters.

As the beginning of the Characters' careers aboard the *Vigilance*, they should be looking to impress the other individuals on the ship — especially their superior officers. The Gamemaster should ensure that the characters that are instrumental to the development of the campaign are introduced here in the appropriate light.

• SUGGESTED MILESTONES

Milestones are scenes which should be used one after another at any point during the session. They are especially important in this first scenario since they give the Player Characters some hooks to play with that should recur throughout the campaign. Milestones also give PCs a feel for life on board the *Vigilance*. Gamemasters should note that at this point in time, Corporal Henry Janus and Lieutenant Jennifer Brockton are not yet on board the ship and should not be featured in scenarios until they do show up.

Jerusalemite Girl ◀

Some Gear pilots eating in the cafeteria are pointing fingers at one of the techs (Elina Tomson) who's eating alone at a table. The soldiers are making rude comments about her faith — she happens to be a Jerusalemite and carries the stigma of her religious belief — and she tries her best to ignore them. Upon seeing the new recruits (read: Player Characters) enter the scene, she tries to turn to them to make new friends.

Get Ready! ◀

There's a scramble drill! Check for KNO, AGI and WIL, and total the results; add +1 for every time the character's done that drill before; anyone with a total less than 10 fails the test. New recruits who fail lose face in front of the other soldiers and are expected make a midnight raid inside the engine room to scribble their names on the powerplant (hopefully without getting caught). Unfortunately, it's impossible to get close to the powerplant without protective suits, and the latter are locked up for security reasons.

Vigilance Undercover ◀

Drew "Jester" Alvarez, a *Heavy Infantry* soldier, has this little operation aboard the ship where he smuggles illegal designer drugs for some of the "less honorable" soldiers. Seeing as the characters are new to the ship and likely to be offered something, Duelist Edward Scott tries to enlist the players' help to flush him out. Ultimately, the players' investigation may lead them to discover that Alvarez owed some big money to the Forzi cartel in Wounded Knee.

Bottoms Up! ◀

When finally off-duty, the players get together for a drink where they keep to themselves and don't try to stir any trouble (hopefully). Unfortunately, Elina Tomson shows up and politely asks to sit at their table. Before they answer either way (or regardless of the answer), a large drunk woman (Ingrid Tryon) gets up from a nearby table and shoves Elina away, telling her "to leave these folks alone, they don't want anything to do with a stinkin' Jerusalemite." Tryon's looking to pick a fight and she's going to get one.

Word of Advice ◀

After a week aboard the ship, Colonel Janus has the new recruits come to his office together. He likes to get to know his men personally, and explains what kind of conduct he expects of them. While he doesn't say that he's aware of anything the players might be up to, he hints that he "runs a clean ship" and will not tolerate chaos on board.

Non-Player Characters Statistics ◀

Name	Quirks	Archetype	Modifications to Archetype
Elina Tomson	harmless	Technician, p. 45	CRE +2, Survival 2/2, Tinker 2/2
Drew Alvarez	sleazy	Heavy Infantry, p. 44	BUI +2, HTH 3/1, Streetwise 1/0
Ingrid Tryon	intolerant	Landsailor, p. 44	none



2.6.5 ROLEPLAYING SCENARIO 2: QUIET BEFORE THE STORM

The *Vigilance* departed from Ashington a week ago and rumor has it that the ship is en route towards Azov for some sensitive reconnaissance mission. Halfway there, the ship receives a distress call from a nearby settlement — the county of Plateau. Colonel Janus orders a patrol to go investigate the matter. The players are ordered to work with the techs to prepare the scouting party. This gives them an opportunity to meet the tech crew and realize that something may be going on. Life goes on aboard the *Vigilance*, and the heroes get to practice Gear combat just a bit.

• SUGGESTED MILESTONES

The characters should be aware that they're going to sit this patrol out. Senior Ranger Scott and three aces are going out to investigate the distress call. Most of this scenario is a red herring to make the players believe that there's something wrong going on aboard the *Vigilance*, which isn't true. The problems are legitimate.

► Supervision

The PCs meet the various techs who work on the Gears: Joani Wilsen, Charl Brinkley, Howard Haven and Elina Tomson. They also meet some other rookie Gear pilots: Luk Benson, Mira Dugan, Jeffrey Drake and Shanna Cannaday, all eager to do their duty for the CNCs. The scouts will be gone for about two days, so they must make sure, among other things, that there will be enough spare fuel for the duration of the trip.

► Defective Crane

In the hangar bay, Elina Tomson calls out to the PCs and asks them if they're doing anything tonight. Suddenly, a crane above drops a crate on where the players would have been in a moment. The crates explodes, sending splinters everywhere (everyone must make a Dodge roll vs a x8 attack). Elina receives a Light Wound unless someone covers her and takes the damage for her. After some investigating, it appears that it was an ordinary malfunction, although not all technicians are convinced.

► Mass Duty

Players Characters are notorious for shirking from their spiritual duties. The Gamemaster could perhaps award 1 XP for this scenario for any player who voluntarily goes to mass without prompting. Either way, the head chaplain of the ship, Lt Yong Ataki, visits them personally and asks they show up for the morning mass tomorrow. While Ataki believes that faith should be something voluntary, he will make a note in the PCs' files should they fail to show up. Chaplain Ataki turns out to be a stimulating preacher, exhorting the men and women to look into their own souls for guidance and salvation, and never to hate the enemy.

► SNAFU

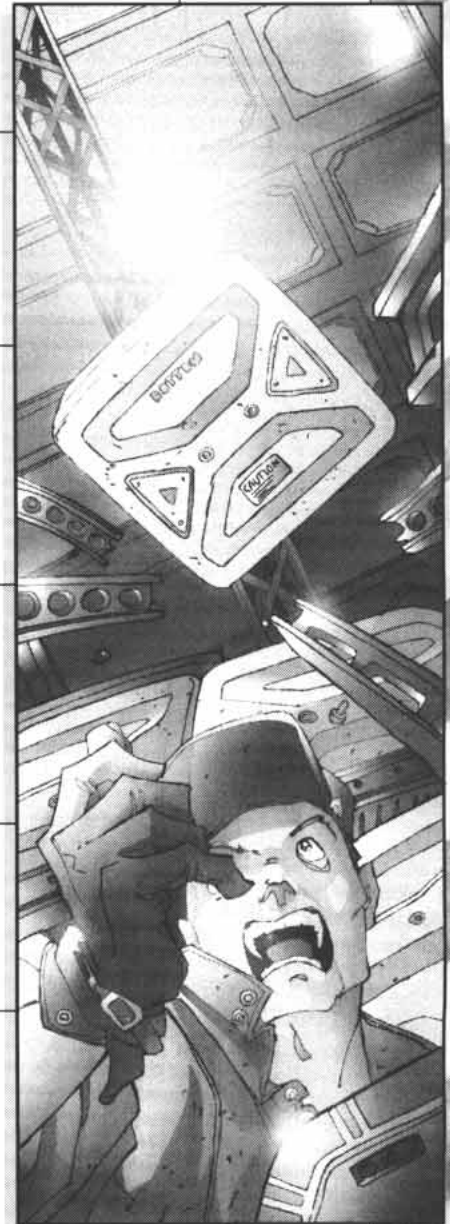
Whether the characters have befriended Elina Tomson or not, rumor is that they're fraternizing with her. One morning, one of the characters finds a short note accompanied by a supplies order. The note says, "Your friend did this!" The supplies order is signed by Elina herself and is slightly irregular — the supplies for the crane pieces came from Interleague Hardware, not North Hinges & Screws. If confronted, Elina argues that the necessary pieces just weren't available at Hinges & Screws, and she had to get them from Interleague at the last second. Unfortunately, the ship is under radio silence and it's impossible to verify the information.

► Sim Practice

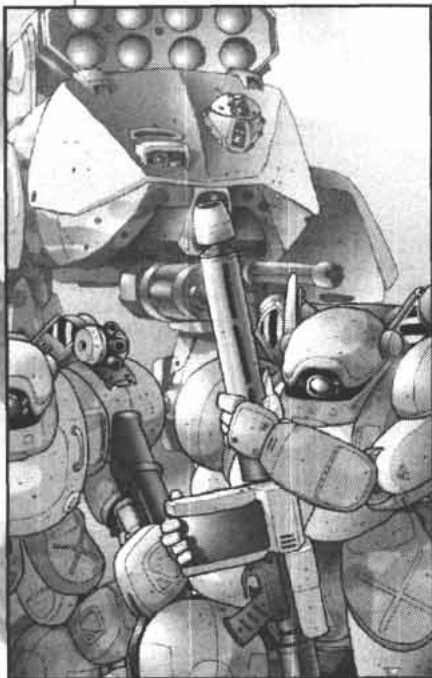
Characters are slotted for simulator practice — play with *Hunters*, using standard rules without range and movement. The players form one side and fight against five other pilots. To make matters worse, Slawner and Da Marco traded blows with the PCs during the bar brawl. They are looking forward to getting revenge. They brag and challenge the PCs to accept a bet: The losers must get the winner's a full kilo of rare cherry tobacco.

► Non-Player Characters Statistics

Name	Quirks	Archetype	Modifications to Archetype
Vik Dary	eager	Rookie Gear Pilot, p. 45	Pilot: HG 2/1, Tactics 2/0
Lissa Da Marco	unforgiving	Escort Gear Pilot, p. 43	PSY 0, Dodge 2/2
Edgar Slawner	reckless	Escort Gear Pilot, p. 43	PSY 0, WIL -1, HTH 3/2
Sarto Brittain	forthright	Rookie Gear Pilot, p. 45	CRE +1, Music 2/1, Notice 1/1
Lara Serpenti	inquisitive	Rookie Gear Pilot, p. 45	Pilot: HG 2/1, Gunnery: HG 2/1



2.6.6 TACTICAL SCENARIO 1: MORNING BATTLE



The Northern Guard forces, Senior Ranger Edward Scott and the scouting party, are closing in on the outskirts of Plateau. They have stopped for the night and have established camp. During the night, two Gears stood guard, but nothing happened. In the morning, the party strikes camp when they are suddenly attacked by an enemy squadron. Infantry and Gear pilots scramble to suit up and intercept the attacking force.

The Southern MILICIA forces occupying the county of Plateau have received satellite reports that a Northern landship convoy, headed by the *Vigilance* has been hailed by a rebel radio station. The distress call has since been terminated and forces have been dispatched to intercept any Northern help that might be on its way. Some advance scouts running on *Jackrabbit* bikes have spotted the Northern encampment and have called in the Southern forces for a lightning offensive, hoping to catch their enemy by surprise.

Mission Conditions

Scale:	Tactical — Treat Woodland hexes as Rough terrain
Weather:	Clear
Time of Day:	Morning

Mission Objectives

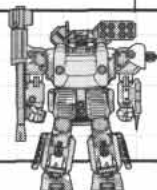
Northern units can reach a partial victory if they can protect the *Badger* APC and manage to leave the battlefield with more than half of their vehicles still mobile. Southern forces must destroy every vehicle and infantry to achieve a total victory. They can also achieve a partial victory if they destroy two Gears and the *Badger* APC.

Northern Guard Forces

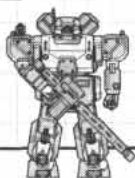


The Northern forces start the battle at a distinct disadvantage. On the first turn, there are only two *Assault Hunters* ready to fight. On the second turn, Duelist Edward Scott (*Hunter Commando*) joins in the fight. On the third turn, the third *Assault Hunter* enters the battle. On the fourth turn, the infantry and the *Badger* can be activated. All Northern forces start on point 1.

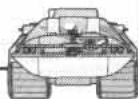
Total Threat Value: 2,710



Hunter Commando - 1 x Lvl 3



Assault Hunter - 3 x Lvl 2



Badger APC - 1 x Lvl 2



Rec Infantry Squad - 1 x Lvl 2



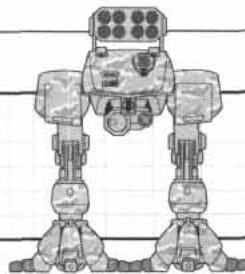
Std Infantry Squad - 1 x Lvl 2

Enemy Forces

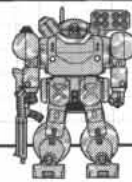


The Southern forces attack by surprise and have a better morale as a result (modify their morale thresholds by -1 for the duration of the fight). They enter the field of battle through points 2, 3 and/or 4 (Southern player's choice). Their standard infantry squad is equipped with *Jackrabbit* bikes and is therefore very mobile. The *Sagittarius* strider starts on point 5 and is stationary.

Total Threat Value: 3,238



Sagittarius - 1 x Lvl 2

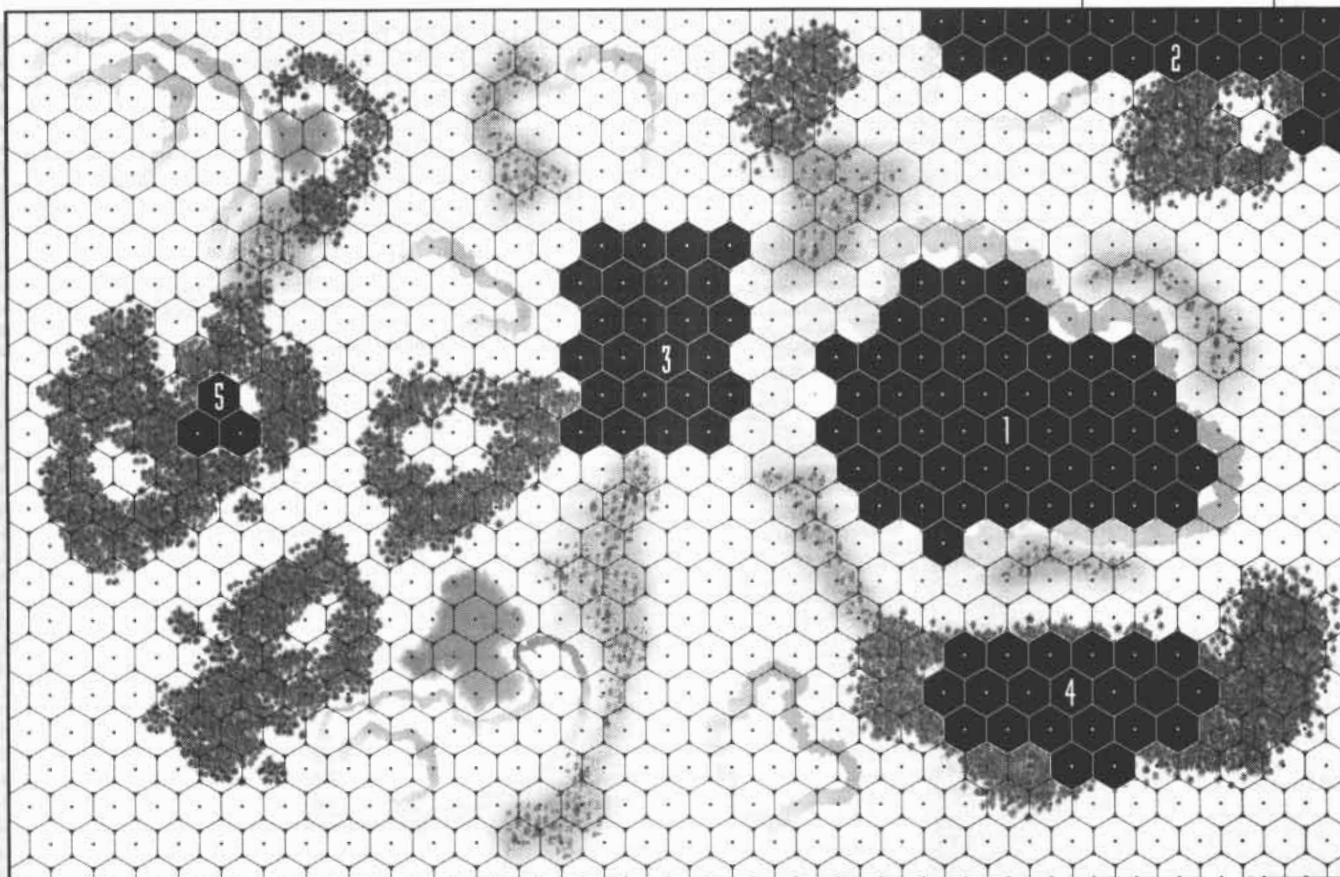


Jäger - 3 x Lvl 2



Std Infantry Escouade - 1 x Lvl 2

► Mission Map



● COMPLICATIONS AND VARIATIONS

The following options can be used to add variety to the scenario and can be mixed and matched as desired. If this scenario is the first time that the Players have used the tactical scenario, it is suggested that the Gamemaster keep things simple for the first run and only use these variations to benefit of the Players.

● POWER OF THE FAITH

If the morale rules are being used, a chaplain (Leadership 2/1) has accompanied the Northern party and will attempt to rally the troops during the first few turns of combat. He will continue doing so every turn through a portable radio. This makes him detectable with an active sensor sweep and southern forces may attempt to kill him. This would automatically cause a permanent +1 to the morale threshold of every Northern soldier for the remainder of the fight. No attempt at rallying the troops can cancel that penalty.

● MORNING FOG

It's been an exceptionally chilly night in the desert and the morning dew is evaporating at an unusual rate, causing a light fog to rise over the battlefield and conceal all those in it. Every 5 hexes cause a +1 Obscurement penalty. This gives the Northern forces less time to react. Southern forces should be positioned two hexes closer to the Northern camp from their initial entry points.

● SOUTHERN ACES

The Southern forces are highly skilled veterans from the War of the Alliance and are a force to be reckoned with. All of the Southern Gear pilots become Lvl 3. The Northern troops, anticipating heavy opposition, have come prepared with two field artillery carriages manned by qualified (Lvl 2) crews. The total TV for the North becomes 3,378 and the TV for the South climbs to 3,808.

2.6.7 ROLEPLAYING SCENARIO 3: CLOUDS GATHERING

Player Characters hear that the scouting party is returning. It seems to have been engaged by low-deployment forces on its way to Plateau and Colonel Janus strongly suspects that there might be a Southern landship or some secret base within a 400 km radius from the skirmish point. Major Ceritto, from the intelligence services, arrives on the *Vigilance* with peculiar orders and a lot of leeway to execute them — including harassing some of the local Gear pilots. The scouting party returns to the ship and the PCs get to meet them, perhaps to ask how the mission went. Duelist Scott, however, doesn't like his fights to be turned into heroic adventures and chews out anyone who thinks it's a picnic out there.

• SUGGESTED MILESTONES

This is the first adventure where the Player Characters finally get involved with what is going on. They should get to meet Major Dolores Ceritto, recently sent from Timmins by Colonel Sonya Gerti, head of Badlands operations for the Northern Guard Intelligence Service. Her presence here indicates possibilities of espionage or counter-espionage. The players also meet with the scouting party, which has been recalled from its mission before reaching Plateau.

The Spy From the Cold

While the *Vigilance* is standing still in a discreet ravine, a *Redjacket* fighter delivers Major Dolores Ceritto to the landship. The NGIS operative comes in with specific orders for Colonel Janus and is to be given all necessary freedom and support in her operations. She is soon joined by several special NGIS troops, along with additional Gear pilots which Janus himself requested. The Colonel decides to provide her with two PCs to accompany her and "act as her aides in anything she might need." Obviously, he wants to keep an eye on her and she's not duped. She takes it out on her escort by making them run simple, unpleasant errands.

Scouting Party Returns

Senior Ranger Scott and the survivors from the encounter (see *Morning Battle* tactical scenario, p. 26) have been recalled by Colonel Janus and are none the happier for it. They feel their mission was a failure and a waste of time and resources to return to ship before having accomplished their objectives. In the ship's cantina, they discuss the matter among themselves loudly enough to be overheard by the Player Characters, and are immediately chastised by Scott: "Orders are orders, and you're expected to abide by them even if you don't like them, or don't understand them." Anyone with PSY +1 or better who succeeds a Notice roll against Threshold 6 can conclude from Scott's body language that he isn't particularly happy with the recall order.

Sluggo Slawner

The same evening after Ceritto has arrived on board, several crewmembers get together in the mess hall and have cawfee together. Ceritto is present but keeps to herself in a corner, not wishing to be disturbed. Senior Corporal Slawner, having had a little too much to drink, moves in to pick her up with some choice lines, only to be met with cold rebuttal. As he insists and sits down at her table, she asks for her "errand boys" to get rid of him (if they are available) or tells Slawner that he's way out of line and should leave now before it gets ugly. Unfortunately, Slawner won't listen to reason and wants to pick a fight — again! It's not likely that Ceritto has the skill to win, however, but either way, fighting Slawner should endear her to the PCs.

Reinforcements

A day later, a *Goliath* troop transport lands on the *Vigilance* and delivers a new squadron of Gear pilots as well as two platoons of heavy infantry squads. One of the Gear pilots is Corporal Henry Janus, Colonel Janus' son, who is assigned to Edgar Slawner's squadron. Player Characters who seek to meet him may find him highly underconfident, and will quickly realize that he lives in the shadow of his father, whom he reveres more than he loves. He will try to befriend the PCs, seeking acceptance, and will listen carefully to any advice they give him. The PCs are also introduced to the two new platoon leaders, Senior Rangers Joann Hawkes and Duncan Fletcher, who are to be put under the direct and exclusive orders of Major Ceritto.

Non-Player Characters Statistics

Name	Quirks	Archetype	Modifications to Archetype
Edgar Slawner	reckless	Escort Gear Pilot, p. 43	PSY 0, WIL -1, HTH 3/2
Dolores Ceritto	unfriendly	Military Operative*, p. 40	APP 1, INF 0, PSY -1
Joann Hawkes	rash	Heavy Infantry, p. 44	INF 1, Leadership 2/1
Duncan Fletcher	cautious	Heavy Infantry, p. 44	INF 2, Leadership 2/2 Stealth 2/1

* See *Heavy Gear Rulebook* for archetype description



Major Dolores Ceritto

2.6.8 ROLEPLAYING SCENARIO 4: SNAKE HOY!

The *Vigilance's* long-range recon drones have finally reported the location of the main southern landship. It is unfortunately too far for an artillery assault, but one of its escorts, a Raptor-class frigate, seems to have been immobilized 200 km to the northeast. The *Vigilance* is to follow the ravine and discreetly head southeast in the direction of the seemingly crippled Southern landship. The ship goes into Code Yellow and everyone must stay ready for combat at any time. After analyzing the signature of both southern ships, it is concluded that the frigate is the *Eagle Star* and the main ship is the *Draco*, which has been recently commissioned from the dockyards.

● SUGGESTED MILESTONES

The Player Characters discover that while they are on standby for combat, they are not on the roster of pilots who get to go outside and patrol around the *Vigilance* for potential traps. The goal of this scenario is to get them to volunteer for the upcoming mission. Besides, they should be itching for an opportunity to go on the battlefield by now.

► Why Them?!

Captain Marcy briefs all Gear pilots and assigns the various squadrons their scheduled patrol times outside the ship. The Player Characters' squadron remains on standby. They may cheer or cry outrage, but either way the Captain silences them with a sharp comment. "You have your orders, soldiers. Dismissed!" The heroes realize that even the scouting party, despite being assigned half-repaired Gears, gets to go out on patrol while they themselves have to stay. Needless to say, Slawner is only too happy to rub their noses in it.

► Even the Rookie

During the evening, the PCs meet up with an exhausted Henry Janus, who is just back from a quiet patrol. He doesn't complain, but will answer that working under Senior Corporal Slawner is hard work if asked. He doesn't mind, though — military life isn't a walk in the park. He excuses himself leaves the PCs. Later in the evening, someone may notice him from a distance as he heads towards the Gear hangars. If anyone investigates, he will find out that Henry Janus and Elina Tomson have known each other for a while and happen to be more than just friends. If one of the PCs had feelings toward Elina, it can lead to an interesting love triangle.

► All Dressed Up, Nowhere to Go

The next morning, the PCs learn through one of the techs that their Gears are all prepped up and ready to go, but they're just not cleared for departure yet. If they ask around, they're going to attract the attention of Lieutenant Toma Merrik, the chief of security, who'll discreetly meet with them and tell them to stay quiet about anything unusual, and to report everything to him. He's got a hunch that something fishy is going on, and hopes to enlist their help in finding out what it is.

► Norlight Agent

The truth of the matters is that Major Ceritto has 'volunteered' the PCs for her upcoming mission, and informed Captain Anshar of her selection. He himself has informed Colonel Janus of this unorthodox procedure, but Janus simply nodded, saying his hands were tied. If PCs ask Elina Tomson if she knows anything about the orders regarding their Gears, but she's obviously afraid to answer and claims she knows nothing (a lie). As it turns out, Ceritto impressed upon her the consequences for her and her family should she fail to obey orders.

► Identify Friend-Foe

If the players haven't figured out Ceritto's interference by now, she'll have them brought to her quarters. She will inform them that they are to undergo a special mission with her and must remain absolutely discreet about it. She will not hesitate to threaten or blackmail them to ensure their complete cooperation. National security is at stake and there is crucial tactical data that she must recuperate for the CNCS. Any security leak could prove fatal. She must insist that the Player Characters do not confide the upcoming mission to anyone.

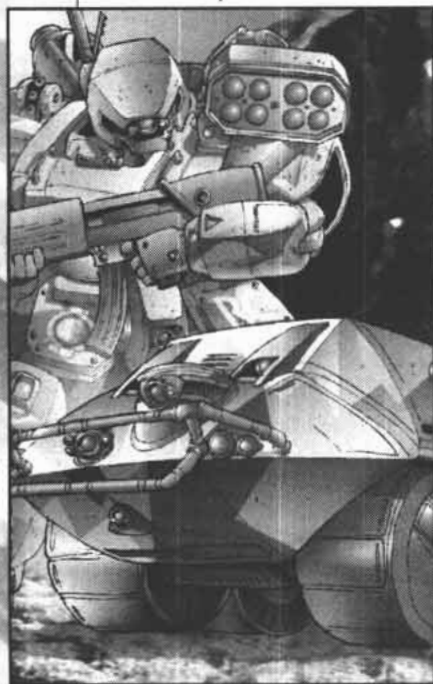
► Non-Player Characters Statistics

Name	Quirks	Archetype	Modifications to Archetype
Edgar Slawner	reckless	Escort Gear Pilot, p. 43	PSY 0, WIL -1, HTH 3/2
Dolores Ceritto	unfriendly	Military Operative*, p. 40	APP 1, INF 0, PSY -1

* See **Heavy Gear Rulebook** for archetype description



2.6.9 TACTICAL SCENARIO 2: RAPTOR ASSAULT



The Southern Raptor-class frigate has been rendered helpless due to some form of internal malfunction, and cannot rejoin the *Draco*. As soon as the attacking Gears come into sensor range, however, the *Eagle Star* sends a distress call to the main ship and prepares for combat. The engineers inside are working as quickly as they can to try and repair the powerplant so that they can at least have minimal maneuvering, but at the beginning of the scenario, they have not succeeded so far.

Major Ceritto and a team of Gear pilots (the Player Characters if the tactical scenarios are being integrated with the Role-Playing scenarios) are to accompany the force attacking the *Eagle Star*. Their goal is to infiltrate the ship unharmed and take care of any resistance inside. To that effect, some of the Northern forces stay in the back and must not be damaged. They are to enter combat only if the remaining Northern forces are about to be pushed back.

Mission Conditions ◀

Scale:	Tactical — Treat Woodland hexes as Rough terrain
Weather:	Clear
Time of Day:	Night

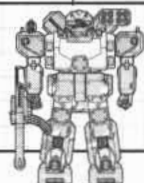
Mission Objectives ◀

Northerners get a partial victory for defeating the first wave of defenders. If two or more of the "backliner" vehicles get destroyed, the Northern forces cannot get more than a partial victory. The Southerners get a partial victory if they manage to destroy one of the "backliner" units.

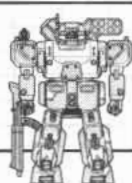
Northern Guard Forces ◀

The Northern forces are split into two groups: the "frontliners" (entry point 1) whose job it is to take down any defenses the *Eagle Star* might throw at them, and the "backliners" (Major Ceritto's infiltration team, entry point 2). The frontliners have 2 *Jaguars*, 4 *Hunters* and one standard infantry squad. The backliners have one *Jaguar*, 3 *Hunters* and the *Badger* which contains one heavy infantry squad.

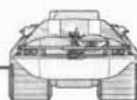
Total Threat Value: 4.952 ◀



Jaguar - 3 x Lvl 2



Hunter - 7 x Lvl 2



Badger APC - 1 x Lvl 2



Heavy Weapons Squad - 1 x Lvl 2

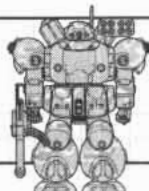


Standard Infantry Squad - 1 x Lvl 2

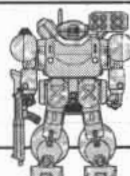
Enemy Forces ◀

Wave One of the defenders is composed of 3 *Jägers* and 2 *Iguanas*. They will be followed six (6) turns later by the remainder of the *Eagle Star*'s available defensive troops: 2 more *Jägers*, a *Black Mamba* and 3 standard infantry escouades. The first wave can start on any point 3. The reinforcements will come in through point 4, which is where the *Eagle Star* lies.

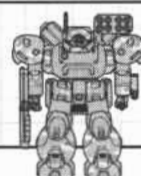
Total Threat Value: 4.296 ◀



Black Mamba - 1 x Lvl 3

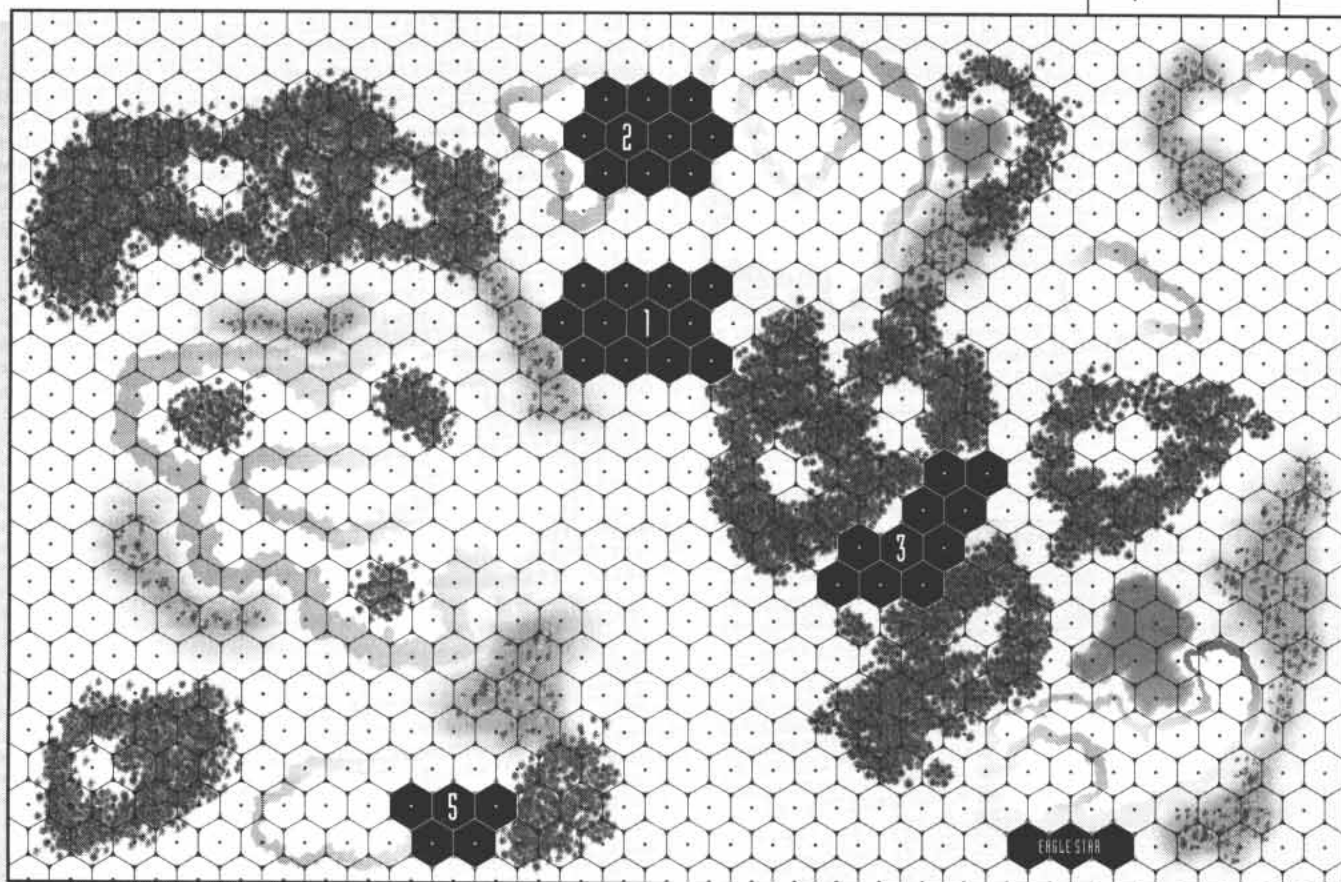


Jäger - 5 x Lvl 2



Iguana - 2 x Lvl 2 Standard Infantry Escouade - 3 x Lvl

► Mission Map



● COMPLICATIONS AND VARIATIONS

The following options can be used to add variety to the scenario and can be mixed and matched as desired. These complications can be expanded upon by Players if they so desire. The use of the landslip as both the target, and potentially a participant in the battle presents myriad variations, some are suggested below.

● WARRIOR EX MACHINA

Out of the blue, on Turn 4, an unmarked *Warrior* Gear enters the battle through point 5 and sides with the Northern forces. The pilot is an elite (Piloting 4/1, Gunnery 4/2) and will stay into the fight for two full turns before leaving the way it came. Any attempts to pursue the *Warrior* will be met with force — this is someone who wishes to remain anonymous and will die to preserve his secrecy. This technically brings the northern forces TV to 6,604.

● IT'S A TRAP!

The *Eagle Star* is actually in perfect combat conditions and has staged a trap for the Northern forces (this option is not recommended if you are playing the roleplaying adventures as a campaign, but is more fair for the Southern forces). On Turn 2, three more *Jägers* and a standard infantry escouade enter the battlefield through point 5. The Southern forces' Threat Value climbs to 5,510. Due to the close range that the Northern Gears have been allowed to reach to spring the ambush, the *Eagle Star* cannot use any of its artillery weapons in the battle.

● PLATEAU STRIKES BACK

Homesteaders from Plateau have organized themselves into a small attack force with which they hope to retaliate against the South for their brutality in their county. When they see that Northern forces are taking on the *Eagle Star*, they rush in and join the fray. There are thirty of them (3 squads of 10), all Qualified fighters equipped with 7mm rifles and light flak armor. They bring the Northern TV to 5,162.

2.6.10 ROLEPLAYING SCENARIO 5: BELLY OF THE BEAST

Assuming that the characters survived the tactical scenario above (if both sets of scenarios are being run), they make it into the *Eagle Star*. They are met with armed resistance from the ship's remaining marines and security forces, however, and have to go on foot through the corridors of the landship, following Ceritto's orders. She sends two squads led by Duncan Fletcher and Joann Hawkes to take control of the engineering section and of the vehicle bays respectively. She takes the PCs as escorts and goes straight for the bridge to terminate all communications with the *Draco*. They have at most 30 minutes before the Southern reinforcements are within combat range.

• SUGGESTED MILESTONES

This scenario should be very fast-paced and the Milestones should be played concurrently, not sequentially. In other words, the players should put away their character sheets and play one or two squad members from the team going to the engineering section, then play members from the team going to the vehicle bays, then play their own characters as they make their way to the bridge. This is a strongly combat-oriented scenario, one in which the characters can make use of their personal weapons and combat skills without fear or remorse — almost.

Engineering ◀

Fletcher's squad, on its way to engineering, will encounter moderate resistance. Half a dozen marines (see archetype, p. 111) will first block their way. Then, engineers and technicians will attempt to remote control some security doors to stop the advance of the invading infantry. Fletcher has one of his squad members use some plastique to blow up the doors (threshold 6, +1 per extra minute taken, max +3 bonus). The next obstacle is going to be a group of three marines armed with 4 concussion grenades and an 11mm submachinegun (2 reload clips) each. They have their back to the last security door and have some form of coverage (+1 to defensive rolls). One of the three can be overheard saying something in a microphone: "Yes, yes sir! They're here and we're keeping them busy. Yes sir, understood!" There are no reinforcements coming in to rescue the Southern marines, but they're trying to trick the Northerners into believing so. Once they're out of the way, it's a simple matter of blasting the last security door and taking control of the engine room.

Vehicle Bay ◀

Hawkes' squad is having a very, very difficult time. As their scene starts, they find themselves caught in a crossfire in the middle of a "T" corridor, with two marines at each end. It's a very lethal situation and players have to come up with their own escape route (forget about traveling through ventilation ducts or under the floor tiles — everything is bolted tight). The solution has to be creative or brutal. Once they manage to clear one of the paths, the squad members will make it quickly to the vehicle bay, some Southern marines hot on their heels. Once in the vehicle bay, however, they realize their troubles are not over. Half a dozen marines are there waiting for them, armed with 9mm submachineguns and wearing heavy flak suits. There is also one marine piloting a *Stone Mason Logger* in the back of the marines, moving forward as they do. When the northern infantry have defeated these opponents, they can take control of the vehicle bay.

Bridge ◀

The Player Characters make it unhindered to the communication tower. Once there, they find that the staircases have been sealed shut, the elevators have been forcefully put out of commission and the power supply has been cut off. The players must either find a way to reactivate the elevators or blast their way up the staircase to the bridge floor. On the way there, they encounter three marines who are escorting someone to the brig (the man is wearing a Southern uniform and seems to be a prisoner). The characters may opt to take him with them or let him go, but Major Ceritto will insist that they get to the bridge as soon as possible to neutralize the crew there. The prisoner — Caporal Edmond Méliès — asks them to take him back to the *Vigilance* with them. He seeks political asylum. It will be up to the players to decide whether they want to take him back. Ceritto doesn't care either way as long as he doesn't slow the group down. Once they make it to the bridge proper, it should be routine work to take out the crew there.

Non-Player Characters Statistics ◀

Name	Quirks	Archetype	Modifications to Archetype
Dolores Ceritto	unfriendly	Military Operative*, p. 40	APP 1, INF 0, PSY -1
Joann Hawkes	rash	Heavy Infantry, p. 44	INF 1, Leadership 2/1
Duncan Fletcher	cautious	Heavy Infantry, p. 44	INF 2, Leadership 2/2 Stealth 2/1
Edmond Méliès	cynical	Electronic Warfare Officer, p. 109	none

* See *Heavy Gear Rulebook* for archetype description



2.6.11 ROLEPLAYING SCENARIO 6: BELLY OF THE BEAST II

This is a continuation of the previous scenario. Now that the characters have taken control of the critical areas aboard the *Eagle Star*, they receive new orders from Major Ceritto: to round up all prisoners from the brig and prepare to take them back to the *Vigilance*. There are only 10-20 minutes before reinforcements from the *Draco* arrive on the scene, so there is no time to lose. This is another action-packed, urgent scenario that gives the heroes little time to breathe. The more they hurry and the less they argue, the better their chances of making it out alive.

● SUGGESTED MILESTONES

In this scenario, the players will switch between their characters and some NPCs who are taking actions elsewhere inside the ship, following Ceritto's orders. While the PCs remain the center of the story, this gives more flavor to the scenario and allows for a better pacing.

► Fletcher's Squad

Major Ceritto sends Fletcher's squad to sabotage the ship's engines so that it will explode as soon as it is reactivated, or in an hour from now, whichever comes first. They must create some kind of discreet device which the engineers will not find, or will not have time to defuse if they find it. Halfway through Moreno's work, two Southern marines who have infiltrated the engineering section by discreetly crawling on top of the engines drop in on the infantry and try to kill Moreno before he finishes his work.

► Hawkes' Squad

Hawkes' squad has secured the vehicle bay and receive orders from Major Ceritto to disable all vehicles to avoid pursuit when they leave. The players should be given as much freedom as they want in destroying or simply disabling the vehicles in the bay, unaware that they will need them to escape later.

► From Bridge to Brig

Major Ceritto orders the PCs to get to the brig on the double and see if there are any Northern prisoners on board. She's going to stay here and gather as much information from the *Eagle Star* computers as she can. The characters must go through the security section to get to the brig, where two remaining Southern marines in turtleshell armor have barricaded themselves. They have moved the furniture to give themselves as much cover as possible (+2 on all Dodge rolls). There are six Northern prisoners in the brig. One of them is Lieutenant Jennifer Brockton, reported MIA a full cycle ago in this sector. Another is Senior Ranger Taneé Hanberg, also reported missing in action. Both have been beaten and Hanberg has been tortured. She is unconscious.

► Meanwhile, Outside...

The remaining Gears from the second tactical scenario (see *Raptor Assault*, p. 30) have parked themselves right outside the Southern landship and are ready to leave at a moment's notice. As the deadline draws near, they pick up signs of incoming Southern reinforcements. They call in Major Ceritto, who tells them to get ready on the double and to find some medical vehicle to take care of a badly injured prisoner. The southern forces are mere minutes away and the characters act fast to find a *Nightingale* MASH vehicle hidden in the bay — unfortunately, it's in an horrible state of disrepair and there might not be enough time to get it to work.

► Everyone On Board, Except You

Because of the voluminous medical equipment installed on board the APC, there is not enough room for everyone to come back in. Major Ceritto asks for volunteers who are willing to find their own way back to the ship, "for the sake of the ex-Duelist of your own regiment." If no one volunteers, she will be forced to select the PCs and ask them to sacrifice themselves. The *Vigilance* will wait for them for four days.

► Non-Player Characters Statistics

Name	Quirks	Archetype	Modifications to Archetype
Dolores Ceritto	unfriendly	Military Operative, p. 40	APP 1, INF 0, PSY -1
Joann Hawkes	rash	Heavy Infantry, p. 44	INF 1, Leadership 2/1
Duncan Fletcher	cautious	Heavy Infantry, p. 44	INF 2, Leadership 2/2 Stealth 2/1
Raul Moreno	extroverted	Heavy Infantry, p. 44	KNO +1, Demolitions 3/1

• See **Heavy Gear Rulebook** for archetype description



2.6.12 TACTICAL SCENARIO 3: DUELIST RESCUE



The Northern forces which have invaded the Southern landship *Eagle Star* must first set up medical equipment inside their APC to bring back one of the prisoners alive, so the APC cannot start moving immediately. This prisoner is the former 67th regiment Duelist who was missing in action and it is important for everyone to bring her back alive. The Duelist has already suffered a flesh wound and a deep wound. If the APC takes a light damage, she takes an additional light wound; if it takes a heavy damage, she takes an additional deep wound. Her System Shock is 6.

Southern forces were sent two hours ago to provide reinforcements to the *Eagle Star* and are arriving just in time to attack the Northerners before they have time to leave. Southerners are furious at having one of their landships "invaded" by Northern soldiers and plan on leaving no one alive.

Mission Conditions ◀

Scale:	Tactical — Treat Woodland hexes as Rough terrain
Weather:	Clear
Time of Day:	Night

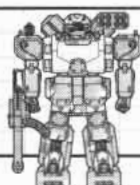
Mission Objectives ◀

Regardless of the forces they lose, the North achieves a complete victory if the APC leaves the battlefield and the Duelist is alive. The Southern forces have a much simpler task: they must eliminate the Northern forces to the last. They achieve a partial victory if they eliminate at least the APC before it leaves the battlefield.

Northern Guard Forces ◀

The Northern forces start on point 1, and can move and fight immediately except for the *Badger* APC, which starts moving on Turn 3. The Duelist is not inside the APC until the end of Turn 2, so any damage on the APC until then is not going to affect the Duelist. The APC cannot move at more than 4 hexes per turn (24 kph) to avoid causing additional injuries to the duelist. It must leave through the northern edge of the combat zone.

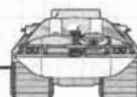
Total Threat Value: 1,682 ◀



Jaguar - 1 x Lvl 2



Hunter - 2 x Lvl 2



Badger APC - 1 x Lvl 2

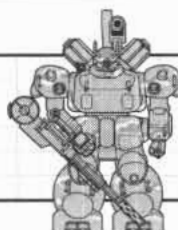


Standard Infantry Squad - 1 x Lvl 2

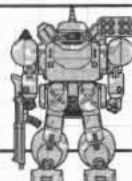
Enemy Forces ◀

The *Draco*, fearing that the North might be around to send forces against the *Eagle Star*, sent reinforcements about two hours ago, and they have finally arrived. The Southern vehicles enter the map on point 2, near the southern edge of the map, and will fight until the APC leaves the battlefield — at which point they are urgently recalled to the *Eagle Star* to help deal with a bomb problem on board.

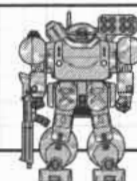
Total Threat Value: 2,244 ◀



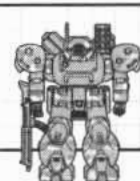
Support Cobra - 1 x Lvl 2



Jäger Command - 1 x Lvl 3

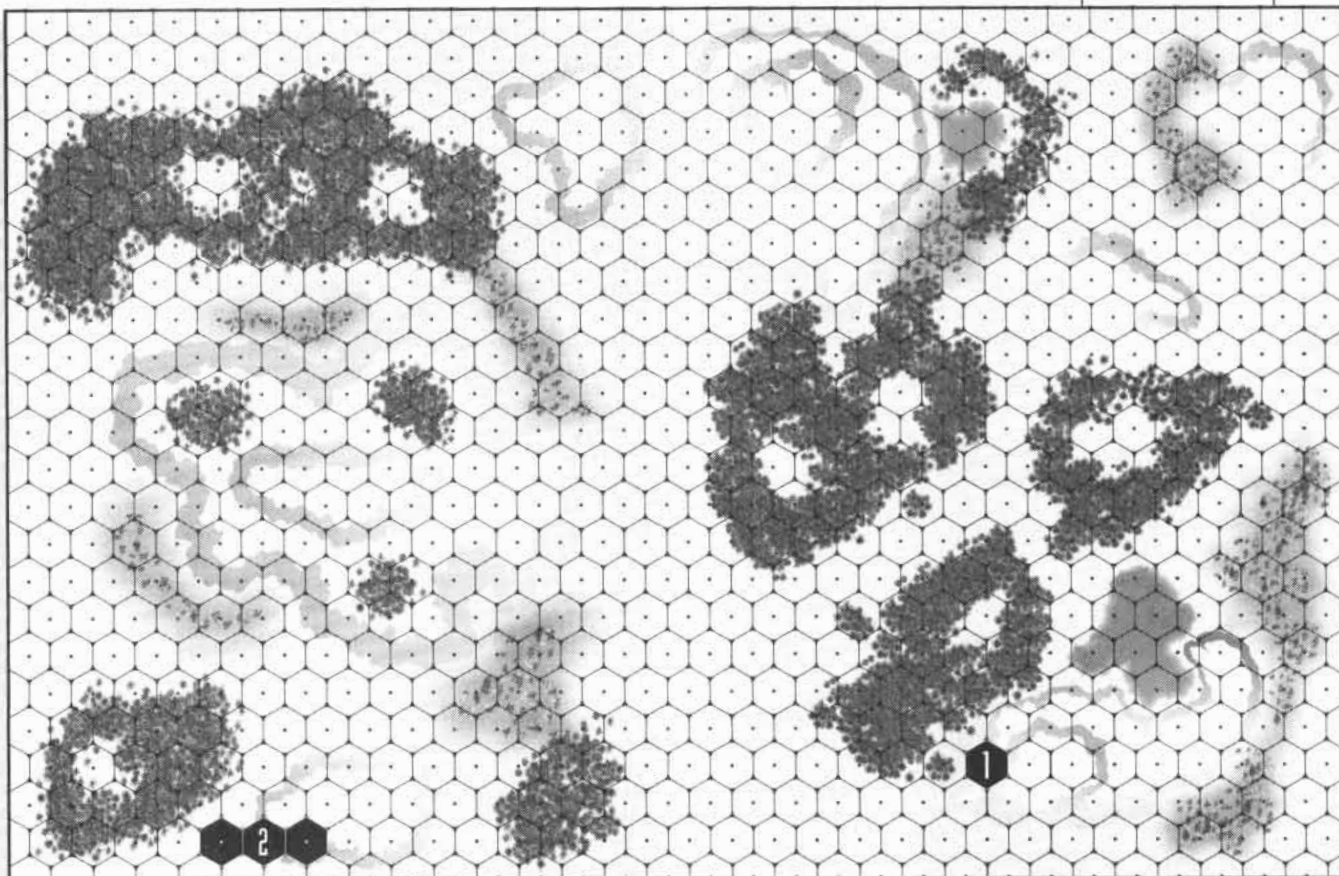


Jäger - 2 x Lvl 2



Blitz Iguana - 1 x Lvl 2

► Mission Map



● COMPLICATIONS AND VARIATIONS

The following options can be used to add variety to the scenario and can be mixed and matched as desired. To add to the tension of this escape, the variations below can be run. If the RPG scenarios are being run in the same campaign, the Player Characters should not take part in this scenario.

● HERE COMES THE CAVALRY

More forces from the *Vigilance* arrive on Turn 2 through the northern edge of the map. Duelist Scott is piloting an *Assault Hunter* and three more pilots come equipped with regular *Hunters*. The three *Hunter* pilots should be considered Lvl 2 and Scott should be considered Lvl 3. They will break off the assault as soon as the APC is safely away from the combat zone. Scott's team brings the total northern TV to 3,801.

● TENACIOUS INTERVENES

The Northern corvette escorting the *Vigilance*, the *Tenacious*, has entered firing range (long range) and can perform artillery bombardment on selected targets if provided with sufficiently accurate information and coordinates. It is using a medium artillery gun (Dam x18, Acc -2, RoF +1, Base Range 30, IF, AE1, MR15) twice per turn. Full rules for the use of artillery can be found on pages 20 to 23 of the **Tactical Field Support** book if the Players wish to add the increased realism these rules provide.

● SOUTHERN REINFORCEMENTS

The *Draco* sent in more reinforcements than scouts reported. Two *Iguanas* with Level 2 pilots circled around the Northern forces near the *Eagle Star* and are coming in through the eastern or western edges of the map, up to six hexes from the northern edge. Their main mission is to take care of the Gears, so they cannot fire on the *Badger* APC until all Gears have been destroyed. Their appearance brings the southern TV to 3,412.

2.6.13 ROLEPLAYING SCENARIO 7: STRANDED

The heroes find themselves stranded about a hundred kilometers from the *Vigilance* and have to somehow make their way back on their own with almost no resources. The difficulties of this trek are compounded by the fact that the "snakes" are patrolling the area around the *Eagle Star* for Northern forces. The characters' resourcefulness is taxed to the limit as they must survive a hostile environment and hostile weather. Fortunately, they are not without friends and allies.

● SUGGESTED MILESTONES

This scenario is one which gives the Player Characters an opportunity to do some out-of-Gear adventuring. The goal is to give them a hard time all the way through so that when the rescuers come to their aid, they feel somewhat grateful towards their benefactors. The following milestones should occur over the next few days (numbered Day 1 to Day 4, when they are rescued). If they haven't had a taste of Terranovan wildlife before, now is the perfect opportunity to show them how difficult it must have been for colonists to survive two thousand cycles ago.

Eluding the Snakes ◀

The Player Characters have to perform several Stealth checks (Threshold of 3) to elude the patrols in the first two kilometers around the *Eagle Star*. Should they fail, they get pursued by a *Jäger* and three marines on *Jackrabbit* bikes. The *Jackrabbits* have enough room for a driver and a passenger, so if they are no more than six and can defeat all of those, they can take the bikes and flee to the north. Unfortunately, the bikes only have enough fuel to go another fifty kilometers, so they can at best get halfway to their destination. The players must also think of foraging or hunting for food, unless they thought of bringing food with them before leaving the *Eagle Star* (that would mean more encumbrance and a -1 penalty on their Stealth rolls).

Wildlife Aplenty ◀

The characters must take sentry rounds during the night and be careful at day. The wildlife in the Badlands is less than friendly. From dawgs to hunter vines, they must walk carefully and survive Day 2. They happen to be on the hunting grounds of a pack of prairie dawgs (see *Northern Lights Sourcebook*, p. 123 or use heavy infantry stats with +2 AGI, HTH 3/2, Dodge 2/2 and a x8 damage bite). Odds of being chased by 2d6 dawgs are very good twice during the day. A PC could also step on a hunter vine hidden under the sand and get entangled by its thorned tubes (see *Into the Badlands*, p. 93). A survival roll against 6 every turn will prevent a victim from panicking and taking a Flesh Wound. Eventually, the hunter vine gives up — A less "environmentally-friendly" way to save the Player is to hack the vines apart with machetes. The rest of the day should be uneventful and the Gamemaster could encourage some character interaction around the campfire.

Koreshe Caravan ◀

On Day 3, around mid-day, the heroes notice a caravan in the distance. Those who are well learned (KNO +1 or better) get a KNO check vs threshold 4. If they succeed, they realize those are Koreshe, also known as Sand Riders, and may consider calling out to them for help. The Koreshe have an unsavory reputation for being thieves and brigands, but have been known to occasionally help a stranger in need — for a price. The caravan is two kilometers away and heading west (towards Khayr ad-Din, if the players ever ask the Koreshe). They will be willing to trade some food or water against baubles which they find interesting or valuable. They will not help the PCs get back to their ship, but will pause an hour to give them assistance.

Vigilance in the Distance ◀

On Day 4, early in the morning, dark clouds have gathered in the sky and hint that a small tempest is coming. The heroes find themselves torn between keeping moving or taking shelter. The *Vigilance* could leave at any time. The tempest lasts over six hours. When it finally clears, they see the ship far in the distance! It is almost ten kilometers away, however, and they are too exhausted to run. They have to somehow get the ship's attention (building a fire, setting up a makeshift distress beacon, etc.). The *Vigilance* leaves nonetheless, but has left behind two Gear pilots and their machines who insisted on waiting for the missing soldiers: Duelist Scott and Lieutenant Brockton.

Non-Player Characters Statistics ◀

Name	Quirks	Archetype	Modifications to Archetype
Dawg	aggressive	<i>Norlight Sourcebook</i> , p. 123	none
Typical Koreshe	mercantile	<i>Badlands Sourcebook</i> , p. 22	none
Hunter Vines	n/a	<i>Badlands Sourcebook</i> , p. 93	none



2.6.14 ROLEPLAYING SCENARIO 8: WHERE LOYALTIES LIE

Back on the *Vigilance*, we learn that Scott and Brockton both insisted on staying behind to wait for the missing soldiers (the PCs) since they had been willing to sacrifice themselves for the sake of someone else. Colonel Janus was reluctant to agree to their request, but gave in in the end. This has caused tension aboard the ship, however, and some crewmembers mutter about the incompetence of officers. Ex-Duelist Tane Hanberg is no longer on board. After realizing the extent of her injuries, the Colonel had her flown back to Yele to receive better medical care than on board the *Vigilance*.

• SUGGESTED MILESTONES

Once back on board the *Vigilance*, the heroes can once more interact with their fellow mates. They're going to discover that they have the sympathy of almost everyone for having been left behind by Ceritto and that most crewmembers are divided over the issue of leadership aboard the *Vigilance*. Some say the officers (especially Major Ceritto) acted wrongfully and deserve to be punished; others trust the Colonel to know what he's doing and do not take mutinous talk lightly. At some point, everyone turns towards the PCs to get their opinions.

► Overheard Comments

In the afternoon, after being released from the medical bay, the Player Characters are wandering in the corridors of the ship. They stumble upon Jennifer Brockton and Lissa Da Marco, who are arguing with two rangers whom they caught making scornful remarks about Colonel Janus and the way he lets that Major Ceritto push him around. Brockton and Da Marco are taking the defense of the colonel and the major, but the soldiers will have none of it. They repeat their comments even after ordered to stand down by Brockton, a higher ranking officer. Da Marco threateningly slams one of them into a wall and a fight ensues. Are the Player Characters taking sides?

► Go to Jail

The military police comes to pacify those involved in the fight and take everyone to the brig for questioning. The increasingly erratic behavior of crewmembers aboard the ship has reached a boiling point and Colonel Janus wants it resolved permanently. Toma Merrik questions everyone individually, asking subtle or leading questions about their views of superior officers and how they got involved in this mess. He appears satisfied by Brockton's answers and lets her go. Is he going to be so lenient with the heroes? After all, weren't they missing in an area infested by Southern "snakes" for four days. Perhaps their unlikely survival hints that they are on friendly terms with the South...

► Major Problems

Later that day, an alarm rings throughout the ship. The players run into (literally) Toma Merrik, who breathlessly explains that Ceritto has taken Tomson hostage and threatened to kill her. He orders the PCs to follow him. When they arrive at Elina's quarters, Henry Janus, who stumbled upon the scene and sounded the alarm, is already there at the door, looking shaken. Inside, Ceritto is holding a gun to Tomson's head and arguing with Henry Janus that he must let her pass. Elina Tomson is a traitor, she argues, and must be taken in. Ceritto will quickly realize that Merrick will not negotiate and let her pass, so she shoots Elina in the head. She then lets herself be taken in, confident that the Southern spy has been dealt with and that the evidence she will present will undoubtedly confirm she was a Southern spy.

► Getting Away

A personal call from Major Ceritto's superior officer, Colonel Sonya Gerti, demands explanations from Merrick. He must admit that the evidence accumulated against Tomson is rather overwhelming and there's little he can do to bring the girl back to life for interrogation. Gerti demands that he let Ceritto go, which he does. Henry Janus, learning of this, gets enraged (in front of the Player Characters) and storms out of the mess hall. If the PCs want, they may try to establish Ceritto's guilt, but they're only going to find an all-too-perfect record establishing her loyalty to the North. At the end of the day, she flies back to Timmins for debriefing.

► Non-Player Characters Statistics

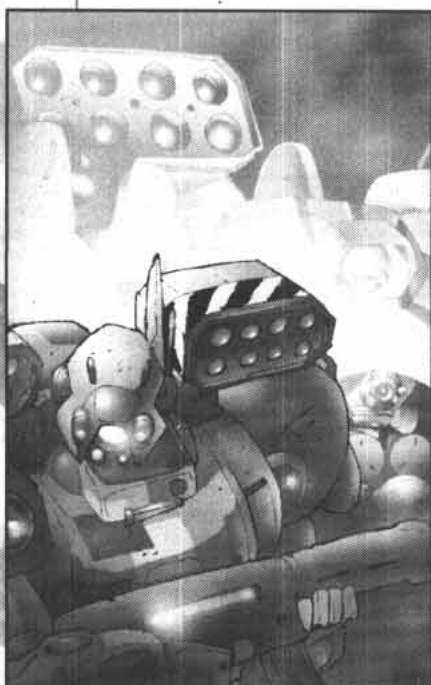
Name	Quirks	Archetype	Modifications to Archetype
Dolores Ceritto	unfriendly	Military Operative*, p. 40	APP 1, INF 0, PSY -1
Lissa Da Marco	unforgiving	Escort Gear Pilot, p. 43	PSY 0, Dodge 2/2

* See **Heavy Gear Rulebook** for archetype description



Corporal Elina Tomson

2.6.15 TACTICAL SCENARIO 4: LAST DANCE



A mere hour after the departure of Major Ceritto from the *Vigilance*, a nasty but short tempest hits the region around the Northern landship, which sustains some damage to its laser communication array. They need to stop at a nearby supplies outpost which is virtually undefended. They need an hour and sensors indicate that the *Draco* and its escorts are giving pursuit. In order to keep the ship from being overrun while it is immobilized for repairs, Colonel Janus leaves some forces behind to stop their advance and heads further north.

The *Draco's* captain doesn't want to let his prey escape, but fears that going too far north may lead him into a trap or allow the Northern forces a chance to send another landship group to cut off his retreat. He slows down and sends a heavy force of vehicles ahead to spearhead his advance. His escort ships follow some distance behind to provide artillery support for the attacking Gears while staying far enough away that they will not be caught in an ambush.

Mission Conditions ◀

Scale:	Tactical — Treat Woodland hexes as Rough terrain
Weather:	Light Sandstorm
Time of Day:	Day

Mission Objectives ◀

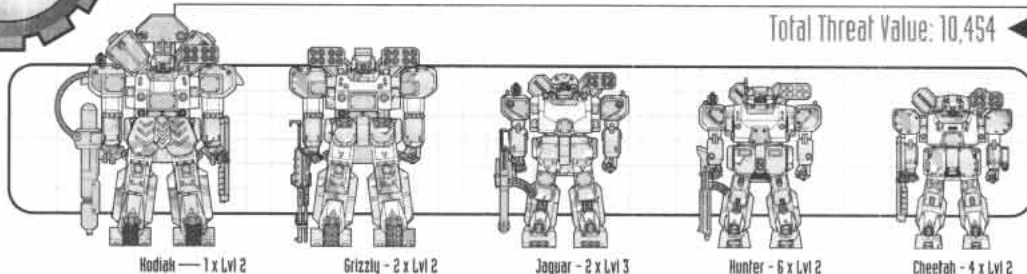
Northern units must stop the advance of the Southern force. Having had enough time to position themselves properly, their morale is good. Southern units are moving at top speed towards the defending force and have orders to eliminate any resistance they encounter. Their morale checks are at -1 because of stress and fatigue.

Northern Guard Forces ◀



Northern units start the battle anywhere they want on the first five hexes on the northern edge of the map. Duelist Edward Scott and Lieutenant Jennifer Brockton pilot the two *Jaguars* and can each perform Rallying checks at level 2/+1. On Turn 4, when Southern ships start their artillery fire against Northern troops, modify morale check thresholds by +1.

Total Threat Value: 10,454 ◀



Hodiak — 1 x Lvl 2

Grizzly — 2 x Lvl 2

Jaguar — 2 x Lvl 3

Hunter — 6 x Lvl 2

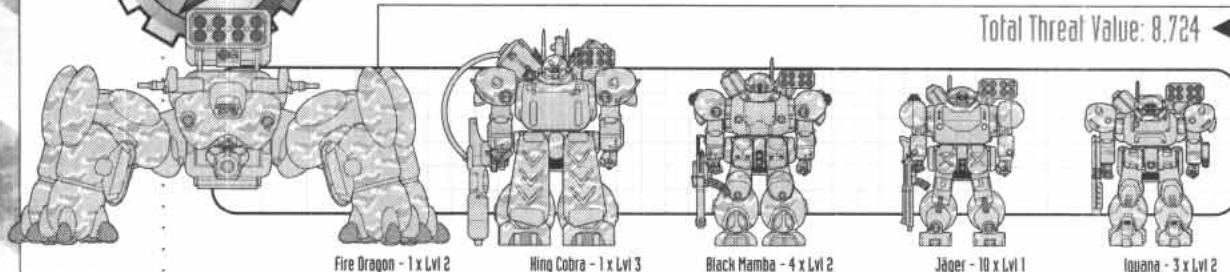
Cheeta — 4 x Lvl 2

Enemy Forces ◀



Southern forces start in the section marked 1 on the southern edge of the battle zone. They all enter the field at top speed and facing north. On Turn 4 of the battle, the Southern landships perform long range artillery fire, guided by the *Iguanas*. The morale for the *Jäger* pilots is lower than for the regular troops, and they are likely to be easily routed.

Total Threat Value: 8,724 ◀



Fire Dragon — 1 x Lvl 2

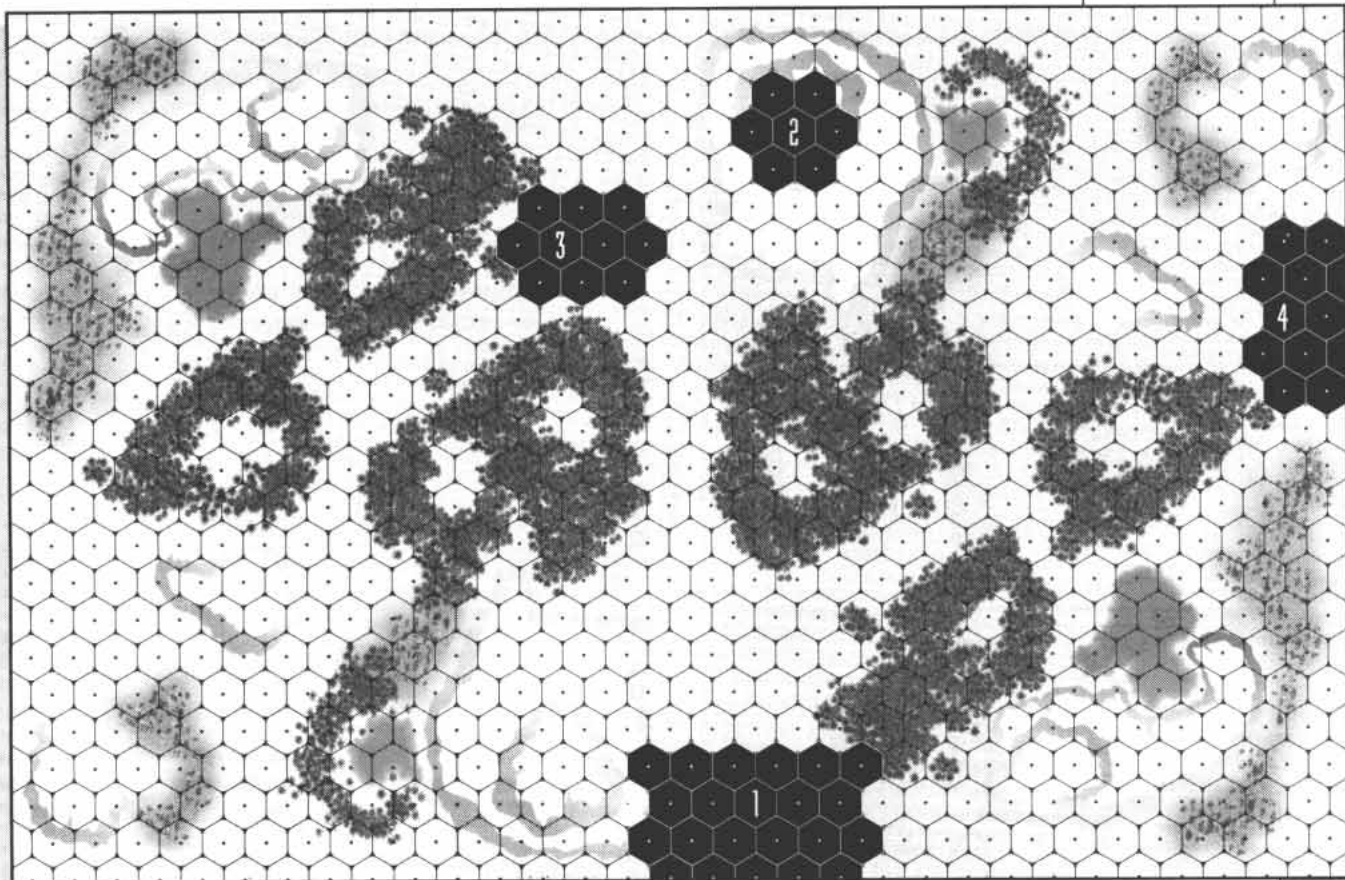
Hing Cobra — 1 x Lvl 3

Black Mamba — 4 x Lvl 2

Jäger — 10 x Lvl 1

Iguana — 3 x Lvl 2

► Mission Map



● COMPLICATIONS AND VARIATIONS

The following options can be used to add variety to the scenario and can be mixed and matched as desired. As the last battle in this meeting between the *Draco* and the *Vigilance*, this should be the climactic battle with as many forces on the field as the Players have time to play through.

● MAMMOTH CRATER

In an attempt to counter the fire support that the Southern ships are sure to provide for the Southern forces, Janus sent an artillery unit of his own to help even the odds a little bit. A *Mammoth* is hidden in a crater within a hill and is providing support fire from its hideout. Treat Area 2, which is where the *Mammoth* begins play, as Level 0 instead of Level 2. The Veteran crew should stay well away from the Southern machines to take advantage of its weapons' advantages, thus bringing the Northern force's TV up to 10,974.

● SOUTHERN SURPRISE

The Southern force that the Northerners initially encounter is comprised only of the described *Jägers*, which are a suicide group meant to get the attention of the Northerners. The actual skilled forces enter through the left side of the map, at the choice of the Southern player, at the beginning of turn three. In addition, the Southern landships provide artillery support for their troops. The Southerners can attempt to call for support from three medium artillery guns.

● PITS AND VALLEYS

In order to slow down the Southern forces even more, Janus left his troops in a series of wind-worn rock formations where they can attack from behind extensive hard cover. The terrain is highly irregular, with crags, hills and valleys riddling the entire area. Treat Clear terrain as Sand, Level 2 elevations as Level 0 and all Woodland hexes as Level 1 elevations. Water hexes become Rough terrain.

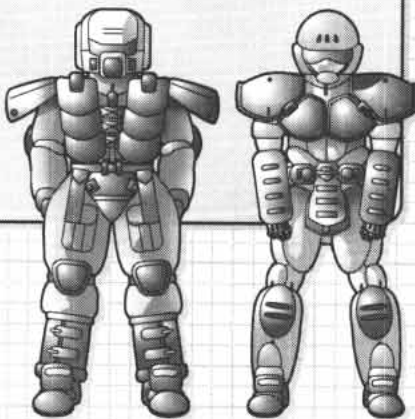
UNIFORMS AND RANKS

Soldiers

Fighting personnel wear a basic beige uniform with various protective covering depending on their missions. Gear pilots, for instance, wear a padded overvest, elettes and a helmet with full virtual and HUD (Heads-Up Display) capabilities. Infantrymen wear light or heavy flak armor. When not on missions, soldiers wear uniforms similar to those of landsailors.

▼ Gear Pilot

▼ Infantryman

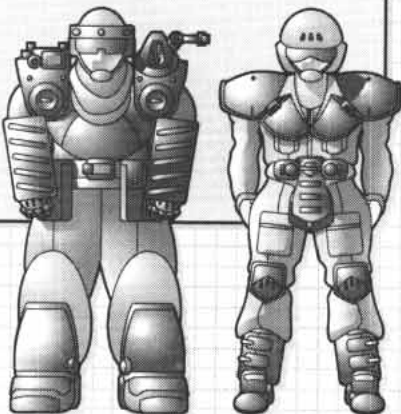


Support Personnel

Engineers wear bright orange uniforms equipped with protective arm pads and a shoulder-worn technical harness designed to tolerate a high level of radiation. The uniform also includes a high-resistance helmet, goggles, an air filter and utility belt pouches. Gun crew tend to wear some protective suit, or at least a vest, over a landsailor uniform.

▼ Engineer

▼ Gun Crew

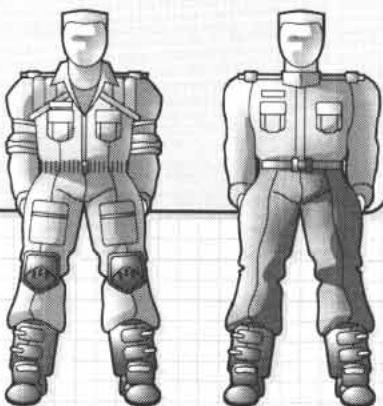


Landsailors

During their regular duties, landsailors wear an informal-looking jumpsuit with several pockets, light padding and, optionally, a cap and gloves. Officers wear a beige shirt with brown pants and boots, occasionally with a cap. Some more formal officers like to wear their dress uniform when on the bridge, but this is the exception, not the norm.

▼ Landsailor

▼ Officer



Ranks

It occasionally occurs on landships in the Northern Guard that the highest ranking officer on board is not the captain of the landship. When the overall group is commanded by a higher officer, it sometimes happens that the two have disagreements resolved by experience and force of will. The general crew are enlisted men, especially among the support and landsailor personnel.

Corporal



Senior Corporal



Ranger



Senior Ranger



Sergeant



Senior Sergeant



Sergeant Major



Lieutenant



Captain



Major



Colonel



Brigadier



Ebon Stone

In the Northern Guard, soldiers are awarded the Ebon Stone. These awards resemble small blue grave markers and have been nicknamed "tombstones." Coffin-shaped markers are often used as substitutes for five tombstones. Thus, a soldier whose jacket shows two coffins and three tombstones has 13 recognized kills.

Ebon Stone(1 Hill)



Ebon Stone(5 Hills)



ACE GEAR PILOT (VETERAN)

The most common pilots on a landship, veteran pilots fall into two general categories. The first is the longtime pilot who has seen action several times before; many of these pilots have seen action during the War of the Alliance and during the recent skirmishes that have taken place against the AST. The other variety of veteran pilot is the younger hot shot who has recently been assigned to the landship. These pilots have logged in plenty of simulator time, but have little experience. Regardless of which category a veteran falls into, he is seen as the workhorse of the group and is expected to perform his duties when the going gets tough. The veterans are frequently higher ranking than the other pilots because their natural abilities that get them noticed by officers when it comes time for promotion.

► Attributes

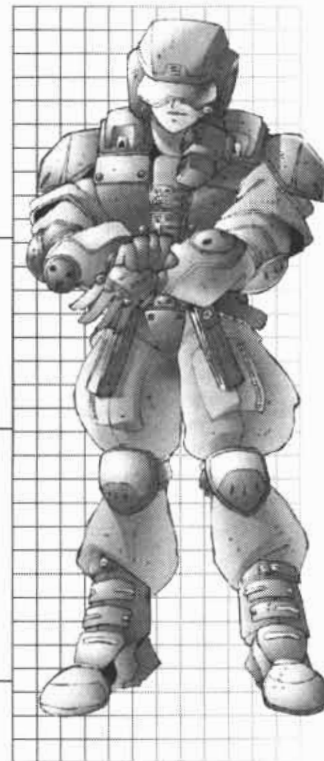
AGI	2	APP	0	BUI	0	CRE	0	FIT	1
INF	0	KNO	0	PER	2	PSY	0	WIL	1
STR	0	HEA	1	STA	30	UD	5	AD	3

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	2	Etiquette	1	0	Leadership	2	0	Soc. Sc.	1	0
Communication	2	0	First Aid	1	0	Pilot : HG	3	2	Survival	1	0
Dodge	2	2	Gunnery: HG	3	2	Small Arms	2	2	Tactics	2	0
Elect. Warfare	2	0	Hand-to-Hand	2	2						

► Typical Equipment

Pilot's suit, dress uniform, sidearm (varies widely according to tastes of individual), Gear pilot helmet.



CHAPLAIN

A lynchpin in the structure of military morale, chaplains, mentors and other religious soldiers serve to keep the unit directed and sane. Part father-figure, part unit psychologist and part motivational expert, a chaplain is a valuable part of the Northern military structure. In some units, chaplains are considered non-fighting personnel and are assigned to a complete regiment. Aboard the *Vigilance*, there are several chaplains since the soldiers are often cut off from their base for long periods at a time and thus need more guidance and counseling. Occasionally, the chaplains fight alongside regular soldiers when morale is low — some are even trained as Gear pilots. Chaplains often act as consultants to unit commanders, for their knowledge of history and wisdom is highly respected.

► Attributes

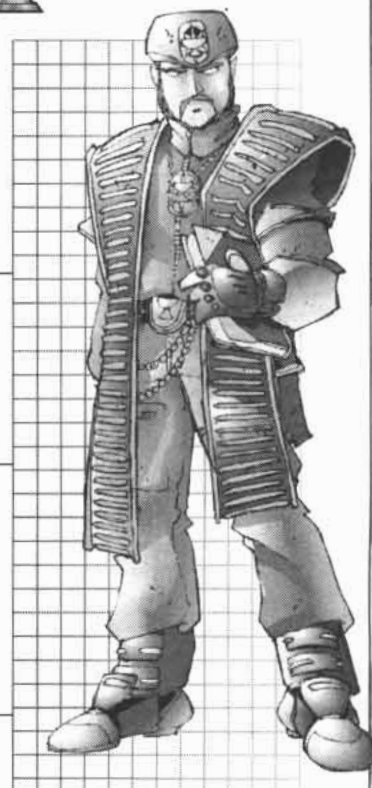
AGI	0	APP	0	BUI	0	CRE	0	FIT	0
INF	1	KNO	1	PER	0	PSY	1	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

► Skills

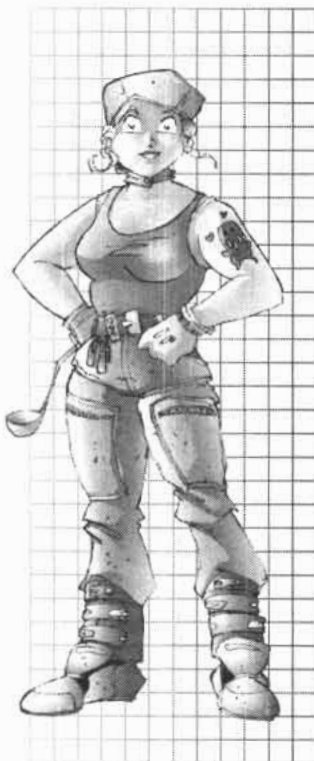
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	1	History	2	1	Psychology	2	1	Streetwise	1	0
Drive	1	0	Leadership	2	1	Soc. Sc. (Theology)*3	1		Teaching	2	0
Etiquette	2	1	Literature	1	1	Small Arms	1	0	*(specialization)		
F. Lang. (Indo-Ar.)	2	1	Notice	1	0						

► Typical Equipment

Khodaverdia, prayer beads, standard uniform and equipment, ID badge.



COOK



The typical landskip cook is a jovial sort. Hired as much for their personability as for their culinary skills, these people mingle freely with the rest of the crew and often act as informal comedians to help keep the ship's morale up. Some cooks also act as informal chaplains to ease the strain on the few commissioned chaplains on board; these cooks can become very influential with the ship's crew, and are often sought out as friends and advisors by the captain and other officers. Cooks also pick up some interesting methods of repairing their equipment since the mechanics are often busy doing more important things; the standard "whack" being a universal favorite. In the event that a serious malfunction occurs in their equipment, they can usually get a technician sent down fairly quickly by serving a poorly cooked meal or two — the officers usually take the hint and have one assigned to the task early the next day.

Attributes

AGI	0	APP	0	BUI	1	CRE	1	FIT	0
INF	1	KNO	0	PER	1	PSY	1	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	4

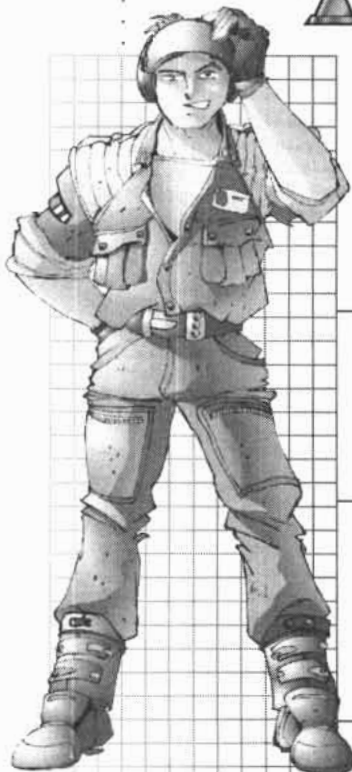
Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	0	First Aid	1	0	Sleight-of-Hand	1	0	Theatrics	1	1
Cooking	2	1	Melee	1	1	Streetwise	1	1	Tinker	1	1
Etiquette	1	1									

Typical Equipment

Working clothes, apron, chopping knife, frying pan.

COMMUNICATIONS OFFICER



These personnel are the people that connect the landskip with the rest of the Northern units in the immediate area and with the communications officers of the other landships in the group. Their position of importance confers prestige to them, and communications officers who are posted to a landskip are recognized as some of the best in the armed forces at what they do. Because of the status conferred upon them, many become arrogant towards other personnel, and the reformation of the communications officer's ways is often the "pet project" of the head chaplain. Because of the special attention they receive from the Religious head of the ship, some enlisted personnel look at them as role-models and emulate their actions. Of course, this draws attention from other chaplains to these protégés. By the time they have been "reformed," the communications officer himself will usually have reformed, or been transferred.

Attributes

AGI	0	APP	1	BUI	0	CRE	1	FIT	0
INF	0	KNO	2	PER	1	PSY	-1	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	3

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	2	Drive	1	0	First Aid	1	2	Leadership	1	0
Combat Sense	1	1	Electronic War	1	1	Hand-to-Hand	1	0	Tactics	1	1
Communication	3	2	Electronics	1	2						

Typical Equipment

Dress Uniform, 6 mm pistol, ID badge.

DECK CREW

The deck crew are the individuals who supervise the egress and ingress of escort vehicles such as Gears and VTOLs from the landship. In the line of fire during combat operations but unarmed, these brave souls direct traffic to avoid collisions of friendly units. The responsibilities that weight on these individuals' shoulders are reflected in the somber personalities and the serious expressions they wear while they work. When off duty, the deck crew are often slightly disorderly and mildly chaotic — they need some relief from the tensions they experience on duty. Deck crew are also the first line of defense in the event that the landship is subjected to a boarding action. To deal with this, they are trained in the use of firearms and in hand-to-hand combat techniques. While not on par with marines or the infantry who are sent out during combat operations, these soldiers are still a force to be reckoned with.

► Attributes

AGI	1	APP	0	BUI	0	CRE	1	FIT	1
INF	0	KNO	1	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	5	AD	3

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	2	1	First Aid	1	1	Navigation	1	1	Small Arms	2	1
Communication	1	1	Hand-to-Hand	2	1	Notice	1	1	Tinker	1	1
Dodge	2	1	Mechanics	1	1						

► Typical Equipment

Desert Suit, light sticks, reflective overcoat, communicator/helmet unit, 9mm pistol.



ESCORT GEAR PILOT [QUALIFIED]

The Gear pilots who are assigned to escort landship groups are known for their dedication to their teammates, their loyalty to the CNCs, and their exceptional skill. Deadly both inside and outside of their machines, escort Gear pilots are usually pilots with cycles of service under their belt, and a kill marker or three painted on their machine. These pilots are often hand picked by one of the ship's senior officers, and are considered to be reliable by all on board. In the line of fire, these pilots are cool and efficient, often working in close cooperation with the fellows from their ship who are either artillery or air-support specialists, and leading the way for pilots from other forces. The typical escort pilot is an experienced soldier, perhaps even with some experience from the War of the Alliance under his belt. Almost all of them have at least seen action against a Rover band or two while earning the privilege of a spot on the landship's complement.

► Attributes

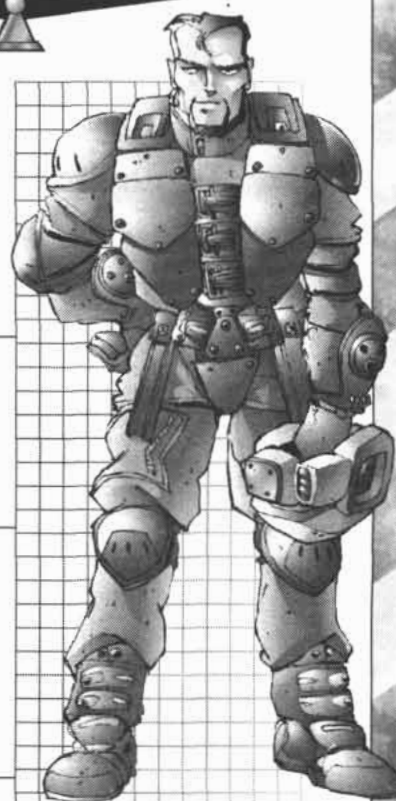
AGI	2	APP	0	BUI	0	CRE	0	FIT	1
INF	0	KNO	0	PER	1	PSY	1	WIL	1
STR	0	HEA	1	STA	30	UD	5	AD	3

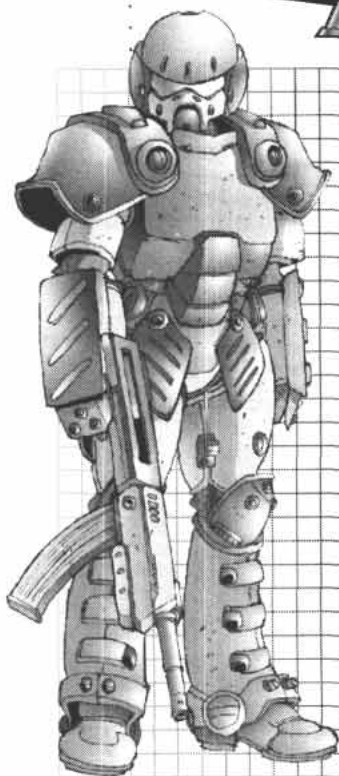
► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	1	Etiquette	1	0	Leadership	2	0	Soc. Sc.	1	0
Communication	2	0	First Aid	1	0	Pilot : HG	2	2	Survival	1	0
Dodge	1	2	Gunnery: HG	2	1	Small Arms	2	2	Tactics	1	0
Elect. Warfare	1	0	Hand-to-Hand	2	2						

► Typical Equipment

Pilot's suit, dress uniform, sidearm (varies widely according to tastes of individual), Gear pilot helmet.





HEAVY INFANTRY

The infantry that ride with each landship are well-trained professionals. Most of the time when a landship is stopped, the infantry will deploy and either train (peacetime) or perform sentry-duty (wartime). This gives these soldiers a chance to stretch their legs outside of the landship's cramped passageways. While not at the level of special forces operatives, the landship infantry is generally well armed and well trained. Due to the lack of armored plates between them and their adversaries, the infantry are often slightly paranoid about searching for cover when not on the move, and constantly scan their surroundings. While on board the ship, they are often found in the company of other combat personnel who they can relate to.

Attributes

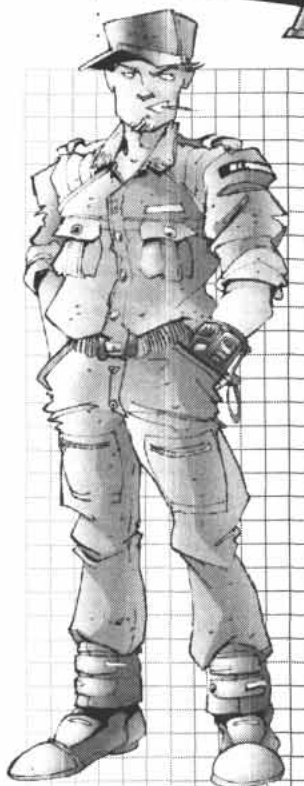
AGI	1	APP	0	BUI	1	CRE	0	FIT	2
INF	0	KNO	0	PER	1	PSY	0	WIL	2
STR	1	HEA	2	STA	40	UD	7	AD	6

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	2	1	Dodge	2	1	Melee	2	1	Survival	2	0
Athletics	2	1	First Aid	1	0	Notice	1	0	Tactics	1	0
Combat Sense	2	0	Hand-to-Hand	2	1	Small Arms	2	1	Throwing	2	1
Demolitions	1	0	Intimidate	1	1	Stealth	1	1			

Typical Equipment

Medium flak suit with helmet, first aid kit, military throat/ear comm set, vibroknife, 3 concussion grenades, 7 mm assault rifle.



LANDSAILOR

Landsailors are the most numerous personnel on board a landship. They perform duties that range from mopping the halls to securing cargo to helping with repairs. Generally considered to be the bottom of the food chain, landsailors are given all of the worst jobs to be done onboard. Nevertheless, they are usually a hardy lot who have recieved basic military training and, all things considered, they rarely grumble. Nortight landsailors are often devout Revisionists who recieved their position both for the skills that they possess and the loyalty that is the norm among those of the faith. The chaplains of the ship must spend a great deal of time helping these men and women overcome their misgivings about contributing to war and strife which are two of Mamoud's greatest foes. It is common for the chaplains to spend long hours explaining the need to protect the faithful of the North from the tyranny and greed of the Southern powers. It is also common for chaplains to explain that by doing this duty, they prevent other faithful from being subjected to it.

Attributes

AGI	0	APP	0	BUI	1	CRE	0	FIT	2
INF	0	KNO	1	PER	0	PSY	0	WIL	0
STR	1	HEA	1	STA	35	UD	7	AD	5

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	0	Drive	1	0	Hand-to-Hand	2	0	Small Arms	1	0
Communication	1	1	First Aid	1	1	Mechanics	2	1	Survival	1	0
Computer	1	1	Gambling	1	0						

Typical Equipment

Dress uniform, ID badge, work overalls.

GEAR PILOT (ROOKIE)

Although it is rare, green pilots are sometimes posted to landship groups in order to quickly give them experience in field operations. These rookies are often given a tough time by their companions and little slack by their superiors. These rookies either quickly learn how to pull their weight or are transferred to another post until they have gained the skills needed to serve in the landship environment. Thrust into a position that carries such responsibilities, these rookies have a chance to quickly catch the attention of their superiors, and gain promotions and decorations. In the event that a rookie is not up to the standards of the unit he has been posted to, the NCO who commands the newbie will take him aside and they will have a long chat. If the rookie can convince the NCO that it won't take him very long to meet the expectations of the group, he will be given a trial period to prove it. If the rookie can't convince him, or fails to live up to the standard, he is shipped out.

► Attributes

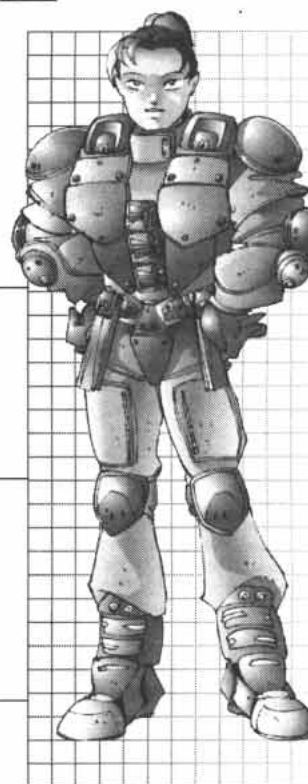
AGI	1	APP	0	BUI	0	CRE	0	FIT	1
INF	0	KNO	0	PER	1	PSY	1	WIL	0
STR	0	HEA	1	STA	30	UD	5	AD	3

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	1	Electronic War	1	0	Hand-to-Hand	2	1	Social Sciences	1	0
Communication	1	0	First Aid	1	0	Pilot : HG	1	1	Survival	1	0
Dodge	1	1	Gunnery: HG	1	1	Small Arms	2	1	Tactics	1	0

► Typical Equipment

Pilot's suit, dress uniform, sidearm (varies widely according to individual preferences), Gear pilot helmet.



TECHNICIAN

Technicians are the support staff who repair and maintain the support vehicles of the landship group such as Gears, striders and VTOLs, and repair many other pieces of equipment, ranging from the toaster oven to an artillery missile launcher's tubes. A fun-loving bunch when off-duty, they become serious and dedicated when working; after all, if a machine fails at the wrong time, the technicians' lives are on the line just like the pilot's. Some technicians are also eternal tinkers and constantly modify "their" machines — with the approval of the pilot involved, of course. This gives some landship escort pilots the opportunity to use heavily modified machines to both surprise and obliterate their enemy. When not working on a piece of equipment somewhere on the ship, they can often be found in the cantina talking with virtually any other type of crew.

► Attributes

AGI	0	APP	0	BUI	1	CRE	1	FIT	1
INF	0	KNO	1	PER	1	PSY	0	WIL	0
STR	1	HEA	0	STA	30	UD	5	AD	5

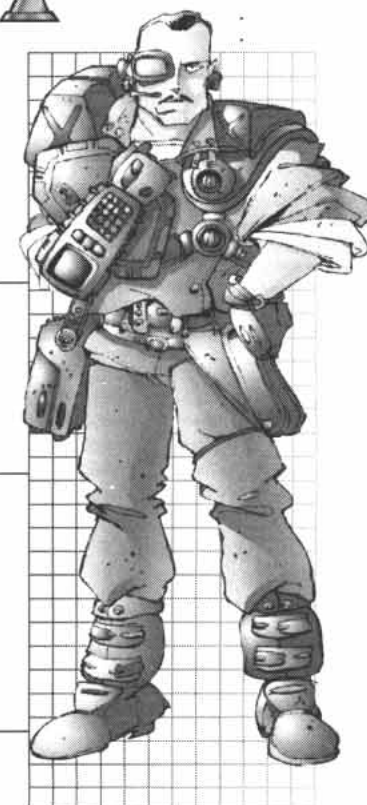
► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	1	Electronics	2	1	Notice	1	1	Survival	1	1
Computer	1	1	Mechanics	2	1	Pilot *	1	0	Tinker	2	1
Dodge	1	1									

* The skill will be appropriate to the type of vehicle most often worked on by the technician.

► Typical Equipment

Dataglove with design specs, tool kit, ID badge, overalls.



CHEETAH



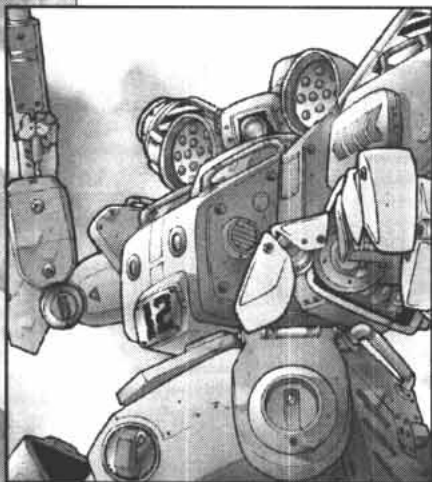
The *Cheetah* is the standard scout Gear of the Northern armies. Used in a number of diverse roles, it is most often found as the scout unit attached to a patrol of heavier Gears. In this capacity, it can use its superior speed and maneuverability to avoid the first salvo of attacks and continue to dodge the enemy's fire while relaying coordinates for the heavier weapons its squad-mates carry. It is also common for groups of *Cheetahs* to be sent on dedicated reconnaissance missions where the vehicle's small size helps prevent it from being seen.

In an alternate capacity that is seldom used, *Cheetahs* are sometimes sent as attack units against lightly guarded targets while the group's heavier machines are sent to eliminate nearby enemy forces. In this role, the *Cheetah's* standard pack gun is often replaced with a heavier weapon such as a light autocannon or a rapid-fire bazooka to increase its ability to cause significant damage.

Vehicle Availability

Availability Threshold:	2
Maximum Number of Units in the Field:	7

GRIZZLY



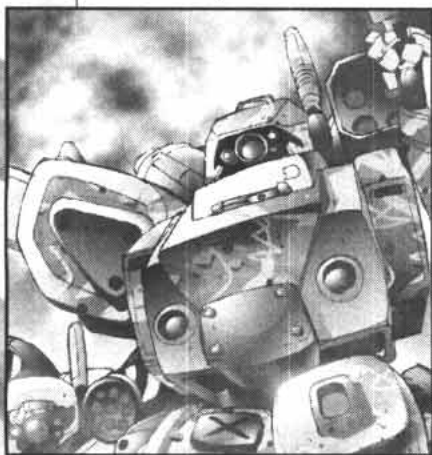
The *Grizzly* is the standard fire-support walker unit found in Northern units. It carries assault weapons such as the heavy autocannon and medium rocket pod as well as a light artillery piece, such as the heavy guided mortar. *Grizzlies* are rarely deployed without an escort of some sort due to the low maneuverability of the machine which makes it an easy kill for fast machines that can run around behind it. A *Grizzly* that is caught alone by an enemy unit is still a dangerous opponent however, simply due to the amount of firepower it can bring to bear at once.

Standard doctrine places the *Grizzly* at the rear of its unit where it can use its mortar to add firepower while staying out of range of the enemy's return fire. To preserve these expensive machines, unit commanders are often assigned one of these in an attempt to both ensure the commander does his job effectively by staying out of combat, and by ensuring that, if the unit is forced to retreat, the Gear is piloted by one of the most skilled pilots in the force.

Vehicle Availability

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

HUNTER



The *Hunter* is the workhorse of the CNCS's armies. Due to its modular design that allows for quick repairs, its low production cost and its varied weapons loadout, the *Hunter* is assigned to nearly all new pilots while they get the feel of using a walker in the field. These machines are fitted with a wide variety of weaponry to suit the task assigned at the time. Many pilots who are given the chance to pilot another Gear refuse to leave the familiarity which they have gained with the controls and thus, veteran pilots can also be found piloting these versatile machines.

The *Hunter* is used as the standard trooper Gear and can be found in almost any operational role for which another, more dedicated, Gear is unavailable. In a standard unit, the *Hunter* is often placed in the center of squadron formations where it can quickly react to the changing face of the battlefield around it, or at the front to take the first hit.

Vehicle Availability

Availability Threshold:	1
Maximum Number of Units in the Field:	28

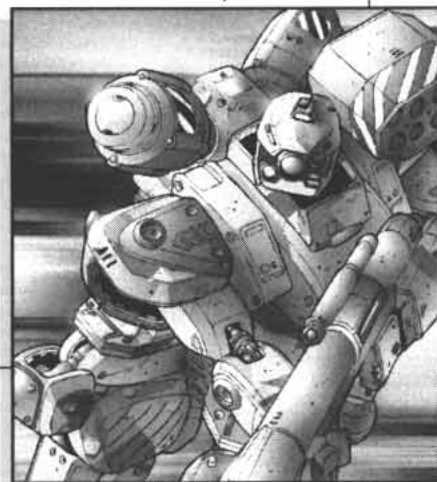
JAGUAR

As the elite trooper Gear of the Northern forces, the *Jaguar* is assigned to pilots and missions that require a superior Gear to the *Hunter*. The pilots that are assigned to *Jaguars* usually have several cycles of experience under their belts and a wide variety of missions completed. The reason for the regular assignment of experienced pilots to these machines is purely fiscal; the Northern Guard cannot afford to lose many of these machines that cost twice as much as a *Hunter* while performing a similar operational role.

Jaguars are used more often in assault, defense and other actions of unusual importance to their commanders where the *Hunter* does not fit the bill. Even in these situations, however, it is common to find some *Hunters* in positions where *Jaguars* would probably do a better job. The *Jaguar's* standard main weapon is a medium autocannon, but it can easily be replaced with another rifle-mounted weapon.

► Vehicle Availability

Availability Threshold:	3
Maximum Number of Units in the Field:	9



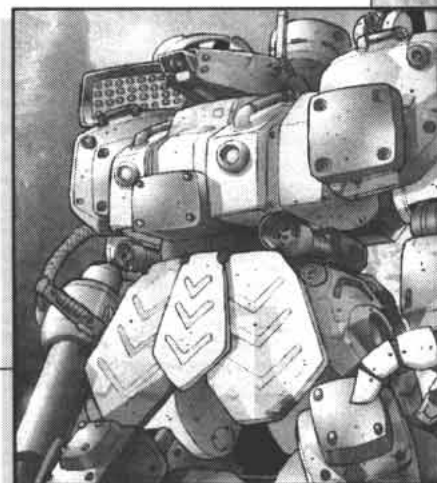
KODIAK

The *Kodiak* is a truly rare machine that is found only in units that are often in the public eye where they serve to boost the morale of the citizens or in units that are in need of a truly devastating assault walker that maintains the nimble movement of a Gear as opposed to the lumbering gait of a strider. The machine gained a reputation as an extremely efficient killer during the War of the Alliance, when it often served as a rallying point for Northern troops.

When used in combat situations, the incredible firepower that one of these monsters carries allows it to decimate any combat unit that mistakes it for a common *Grizzly*. The anti-Gear missile rack located behind the head of the machine and the particle accelerator it holds in its massive paws can quickly make mince meat of its enemies at any range short of artillery's. In the event that it needs less-powerful weaponry, its array of rockets, grenades and bullets conserves its main weapons' ammunition.

► Vehicle Availability

Availability Threshold:	8
Maximum Number of Units in the Field:	1



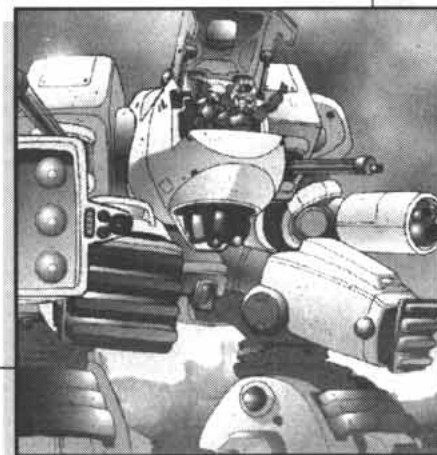
MAMMOTH

The distinctive look of the *Mammoth* ensures that the few people who survive a fight with one help to spread the reputation that the machine has earned. Capable of obliterating any other machine short of a landship, the *Mammoth* carries enough explosives to demolish the average city block. If not for the poor dodging ability of the slow machine, this strider would have little to fear from any other ground vehicle until it ran short of missile ammunition. The *Mammoth* has been known to take on entire squads of enemy Gears and win.

In the field, the *Mammoth* is deployed well behind the main force where it can fire its missiles using the target designators of the unit it is supporting. In the event that it is engaged in relatively close range, the medium autocannon and snub cannon it carries can usually help it dish out punishment and force its opponents to dive for cover until help arrives to force the enemy back to optimal range.

► Vehicle Availability

Availability Threshold:	5
Maximum Number of Units in the Field:	4



REDJACKET



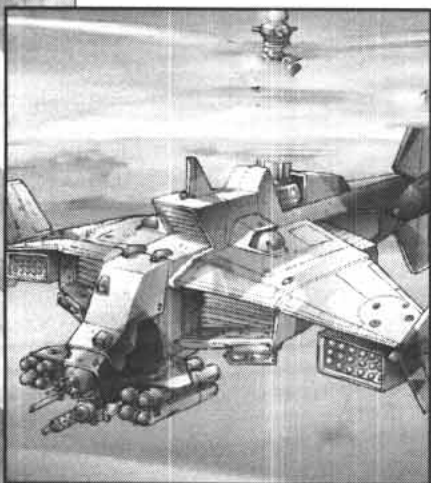
The *Redjacket* is a common Northern ground-attack fighter that relies on a variety of missiles to destroy its target. Combining highly lethal anti-Gear, anti-tank and anti-aircraft missiles as its main weapon, the *Redjacket* also has a light autocannon mounted in its nose for dogfighting or strafing. Good speed, decent maneuverability (for an aircraft, at least) and electronic counter-measures help this airplane to soften up large units and destroy small ones before land forces arrive to finish the job.

Redjackets are rarely assigned in mixed units, but are often sent to support other units that encounter tough opposition. When part of a landship's air wing, the *Redjacket* also acts as an air superiority fighter in the event that the enemy has aircraft in the area. When performing its traditional ground attack functions, the *Redjacket* streaks by and fires missiles that can seek out a target designated by a properly equipped allied unit.

Vehicle Availability ◀

Availability Threshold:	5
Maximum Number of Units in the Field:	8

SCORPION



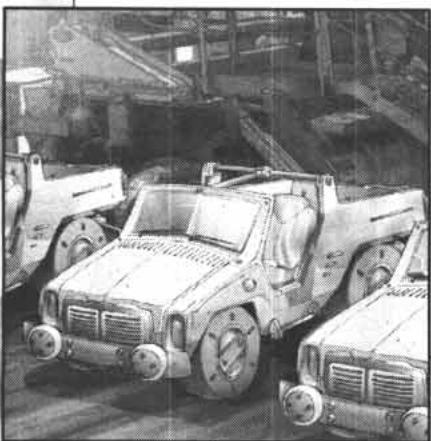
The *Scorpion* is a ground attack VTOL which carries a deadly weapon payload. The helicopter is equipped with a double cockpit that allows a gunner/electronics operator to concentrate on delivering accurate fire, ensuring that any enemy forces it meets will think twice before attacking. It can survive encounters with heavily armored ground forces it happens to run into, and incapacitate them at the same time. Generally called upon by units that have been overrun by the enemy, *Scorpion* pilots are considered by many to be some of the least sane people in the Northern armed forces; an image that some of the pilots enjoy and encourage.

Equipped with eight anti-tank missiles for use against heavy opposition, rocket pods for smaller or immobile units and a medium autocannon for use against weak targets or targets unaware of the *Scorpion's* presence, the *Scorpion* takes a fair amount of time to reload, which reduces the time it can spend hunting down enemy units.

Vehicle Availability ◀

Availability Threshold:	4
Maximum Number of Units in the Field:	2

ANTELOPE



In Northern forces, the *Antelope* four-wheeled transport is used for a wide variety of roles. Recon, materials transport, infantry transport, officer's vehicle and even defensive actions in extreme situations are all performed by this inexpensive but reliable little vehicle.

For reconnaissance missions, the *Antelope* is often fitted with a heavy infantry weapon in its pintle mount to deal with any infantry that it might happen upon and often carries a crew of three; the driver, a navigator and the weapon operator/lookout.

When used in transport capacities, the crew is cut down to just the driver in order to make room for more troops or supplies. When used as a combat vehicle, the *Antelope* is fitted with a heavy infantry weapon, a driver and gunner and is primarily used against infantry unless desperate circumstances force it up against other vehicles.

Vehicle Availability ◀

Availability Threshold:	1
Maximum Number of Units in the Field:	2

EDWARD SCOTT'S JAGUAR

The *Jaguar* that Duelist Scott uses is frequently "looked over" by the landship group's technicians to ensure that it is in top form, and it sports some modifications that suit Scott's preferred fighting style. In order to increase the *Jaguar's* abilities against other Heavy Gears, which it must do alone when dueling, the three standard issue hand grenades were removed and an extra clip of ammunition for the medium autocannon was added. This allows Scott a chance to use burst fire with a reduced chance of ammunition exhaustion.

Scott also has another advantage over other duelists that is quite rare; his neural net has the ability to learn. Neural nets are the computer "brain" of the Gear that guides the machine in its movements, and less than one in ten has the ability to pick up habits from its pilot. These habits range from the useful (stopping when about to enter a minefield) to the annoying (mimicking a rude gesture that its pilot often uses in battle). Although it has yet to show any significant behaviors that are counter-productive, it tends to respond better to his movements as if it were anticipating his next likely move and getting ready to respond beforehand.

While not a heavily modified machine, it fits Scott's style of fighting. There is another benefit that Scott has found in using the variant that he does; Scott has found that some of his opponents act extremely cautiously when fighting against him. Whether this is due to his fighting style or the enemy's fear that he must have some hidden system (after all, no Duelist worth his salt would use such a simple machine) is unknown to him so far. While Scott has not been the 67th Duelist for a very long time, he has already been called upon in a friendly duel against the Duelist of the 99th HG regiment *Blue Angels* when the *Vigilance* was near Massada.

► Vehicle Specifications

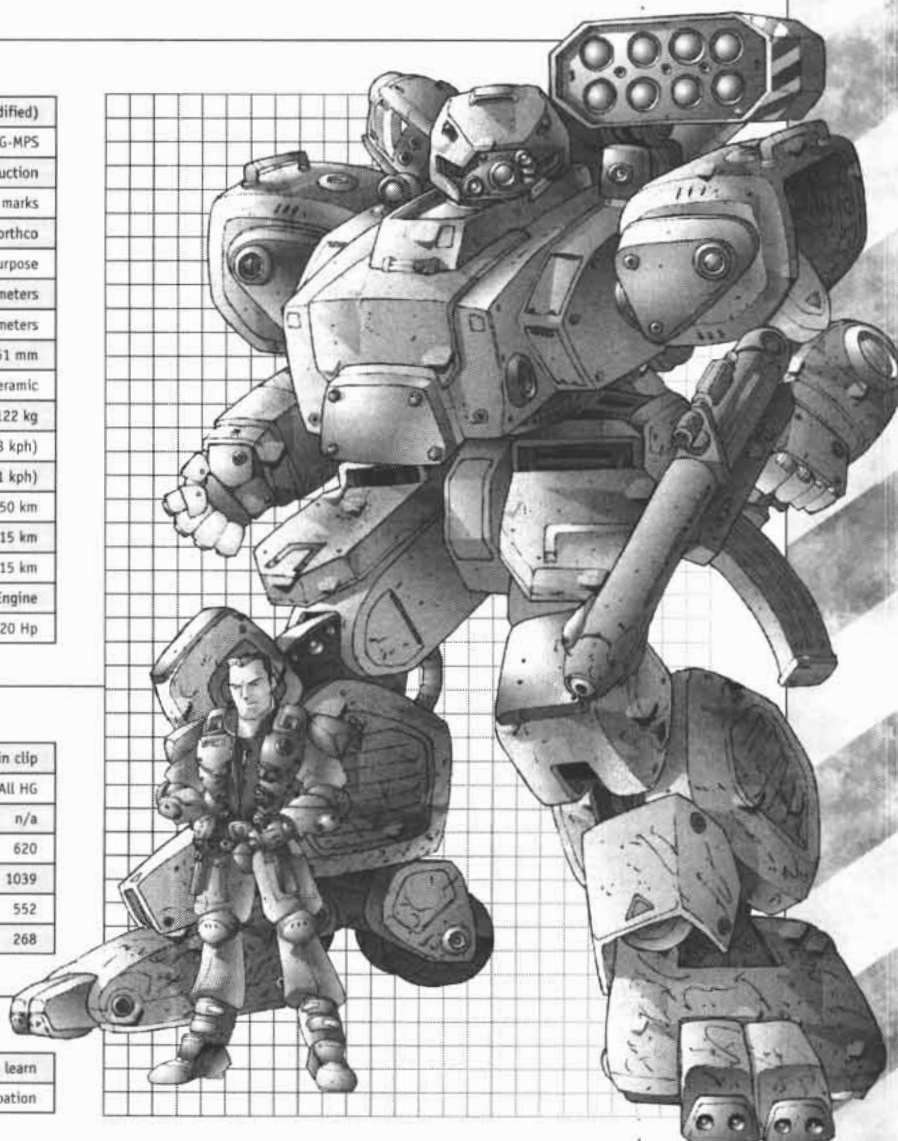
Code Name:	Jaguar (modified)
Production Code:	HACS-02MG-MPS
Production Type:	Mass Production
Cost:	471,000 marks
Manufacturer:	Northco
Use:	general purpose
Height:	4.6 meters
Width:	3.4 meters
Average Armor Thickness:	51 mm
Armor Material:	durasheet w/alloy and ceramic
Standard Operational Weight:	7122 kg
Primary Movement Mode:	Walker (53 kph)
Secondary Movement Mode:	Ground (81 kph)
Deployment Range:	550 km
Sensor Range:	60 hexes / 15 km
Communication Range:	300 hexes/ 15 km
Powerplant:	S-V1110 V-Engine
Horsepower:	520 Hp

► Modifications

Add:	40 rounds MAC ammo in clip
Remove:	All HG
Change:	n/a
Modified Threat Value:	620
Offensive:	1039
Defensive:	552
Miscellaneous:	268

► Special Characteristics

Model Notes:	NNet can learn
Habits:	Anticipation



2.9 THE VIGILANCE

The *Vigilance* was the third ship of her class built, preceeded by the *Virtuous* (TN 1872-1916) and the *Dauntless* (TN 1881-1919) and followed by the *Glorious* (TN 1901), the *Vindictive* (TN 1909), the *Impregnable* (TN 1913) and the *Relentless* (TN 1921-1929). She was captained by some of the better commanders in the CNCS and has become one of the more celebrated ships in the Northern Guard. Her crew has become famous for several of its exploits and hundreds of soldiers request transfer to the *Vigilance* every cycle.

High command of the Northern Guard wanted the Vortex-class to be medium-sized ships with a good deployment range and great flexibility. It was initially designed to host no more than a company of Gears or a full infantry regiment, but later changes in specifications and political expectations forced some changes to accomodate larger units. Currently, most Vortex-class ships (typified by the *Vigilance*) host a combined arms regiment composed of one Gear company, one infantry company, and a combined artillery/aircraft company. Initial designs gave the *Vigilance* a pair of 1.2 GW fusion cores, but the ship underwent a complete overhaul in TN 1904 and the magnetic repulsor coils (often called "skis" among the crewmembers) were replaced by more powerful versions. This gave the vessel an extra three meters of buoyancy and helped reduce the bumping into sand hills which slowed the ship down. This forced engineers to replace the reactors with newer models, in this case the modern (and compact) 1.5 GW AKP-9 fusion core.

During the War of the Alliance, under the rule of Brigadier Santoli-Haronoja, the *Vigilance* was fitted with new and improved weaponry. The four 100 mm field railguns were removed and replaced by eight laser cannons. The communication tower was also completely upgraded with the "double-handshake" laser arrays which had become the norm a few cycles earlier. This allowed more reliable and discreet communications during wartime. While these modifications did not constitute a major overhaul of the ship, several uncharitable officers have discreetly commented that they represented Santoli-Haronoja's greatest contribution to the *Vigilance*.

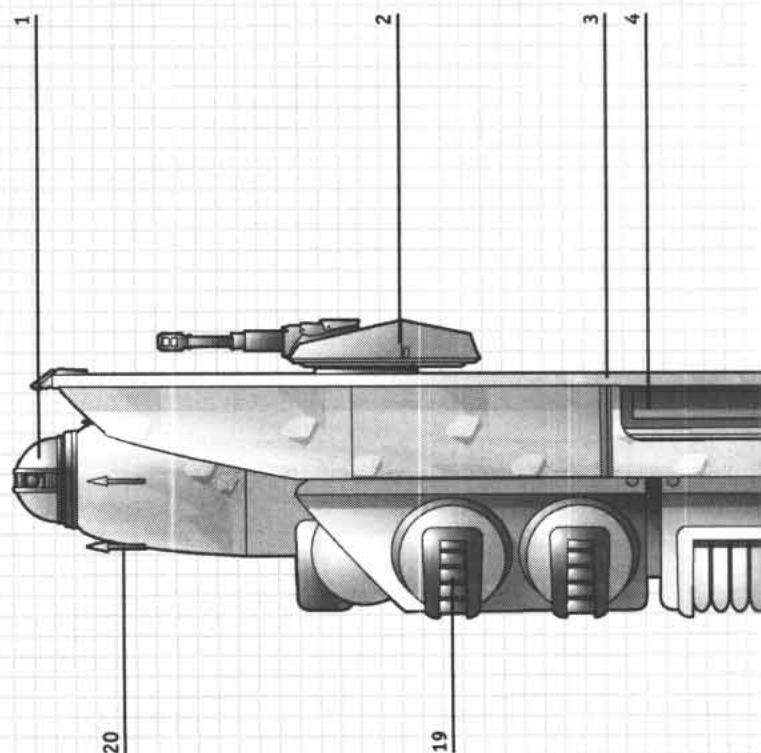
There have been discussions about updating the whole fleet in preparation for the war to come. Budget considerations, however, may postpone further improvements in favor of the construction of newer ships. This would be more popular with younger officers who are looking forward to being assigned their own command.

Side View

- 1 Forward Laser Turret
- 2 Gun Turret #1
- 3 Runway
- 4 Elevator Access
- 5 Lateral Missile Launcher
- 6 Flight Deck
- 7 Air-Defense Laser Turrets
- 8 Forward Missile Launcher
- 9 Deck Management
- 10 Bridge
- 11 Observation Deck
- 12 Main Antenna Array
- 13 Rear Missile Launcher
- 14 Gun Turret #2
- 15 Main Access Ramp (retracted)
- 16 Port Thrust Nozzle
- 17 Armored Repulsor Coil Array
- 18 Heat Baffles
- 19 Lateral Thrust Nozzle
- 20 Forward Sensor Booms

The *Vigilance* is one of the oldest Vortex-class Landship. These were designed as landcarriers and transport a large complement of aircraft, VTOLs and ground vehicles. Most of the armament is defensive in nature, though the two main gun turrets and the missile launchers are quite capable of harming another landship.

NCS-19 VIGILANCE (VORTEX CLASS LANDCARRIER)

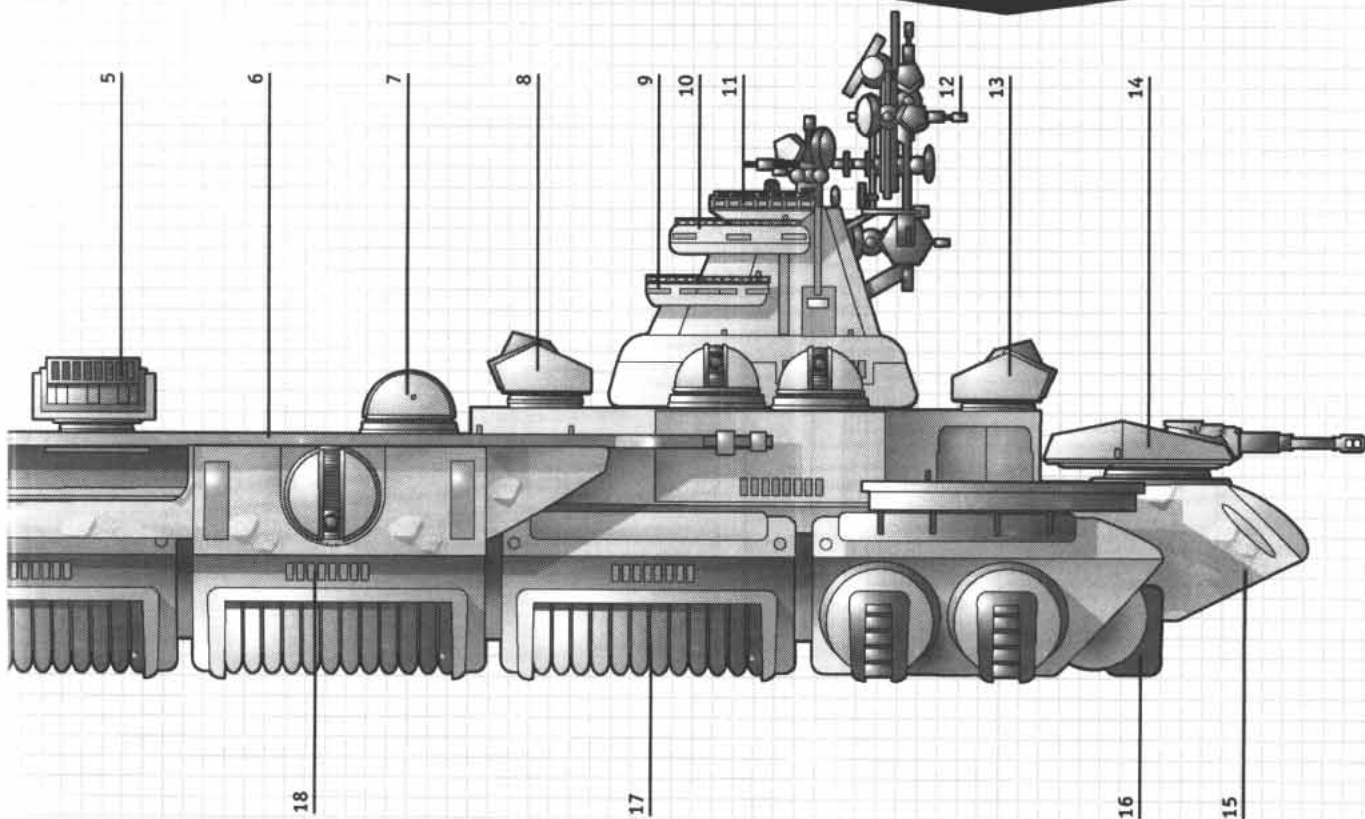


► Vehicle Specifications

Name:	Vigilance
Class:	Vortex
Production Code:	NCS-19
Manufacturer:	Zagazig LandNaval Dockyards
Use:	Landcarrier
Length:	285 meters
Width:	112 meters
Height:	70 meters (w/comm tower)
Overall Weight:	50,000 tons
Armor Material:	Durasheet Heavy Laminate
Average Armor Thickness:	1.5 meters
Maximum Speed:	36 kph
Powerplant:	2 x 1.5 GW AKP-9 Fusion Core
Secondary Powerplant:	4 x 60 MW Turbogenerator

► Weapons

Name	Ammunition Payload
6 x 250 mm Cannon	50 salvos of 3 rounds each, per gun
4 x Missile Launcher	64 missiles each
8 x Laser Cannon	300 shots each before recharge
3 x 10 mm PDS	700 bursts each
Vehicles and troops	



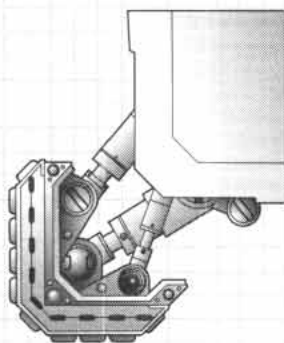
Landing Pad Position ◀



Although the superconducting repulsor arrays of the ship require comparatively little energy to hold it aloft, the vessel still needs something to land on once in a while. The Vortex-class ships are equipped with eight heavy-duty landing pads located on their belly. The wide pads are equally spaced along the central hull of the ship to ensure an even distribution of mass, but the resulting ground pressure is still high.

Each pad is equipped with a cluster of surface data sensors to ensure that it does not rest on inadequate surfaces. Each pad is independently controlled and can be adjusted so that it corresponds to the underlying surface for maximum stability. Massive struts and shock absorbers take the brunt of the ship's weight upon landing. They are so sturdy they can handle an emergency grounding, should the power to the repulsor arrays be suddenly cut off for any reason.

Landing Pad Action ◀



The landing pads are normally retracted inside the hull to protect them from damage. This includes normal combat damage and surface abrasion from the stray particle clouds that are lifted by the repulsor fields and ground effect skirt. Only the foot of the landing pad remains flush to the outside of the hull, reducing the damage to the vessel if the ship is forced to do a sudden belly landing. Hydraulic pressure to power the large actuators that move the pads is derived from the same system that operates the directional thrusters (see page 54). If pressure should be lost, the pads can still be extended by gravity, gradually releasing pressure in the actuators to slow their extension. A mechanical lock, placed on a separate circuit, ensures they do not suddenly retract once in landing position (the lock cannot be operated unless the pad is down). These locks can be controlled either from the bridge or from an engineering station directly beside the effect pad. These stations are normally locked, with the keycards available only to the members of the command crew and the chief section engineers.

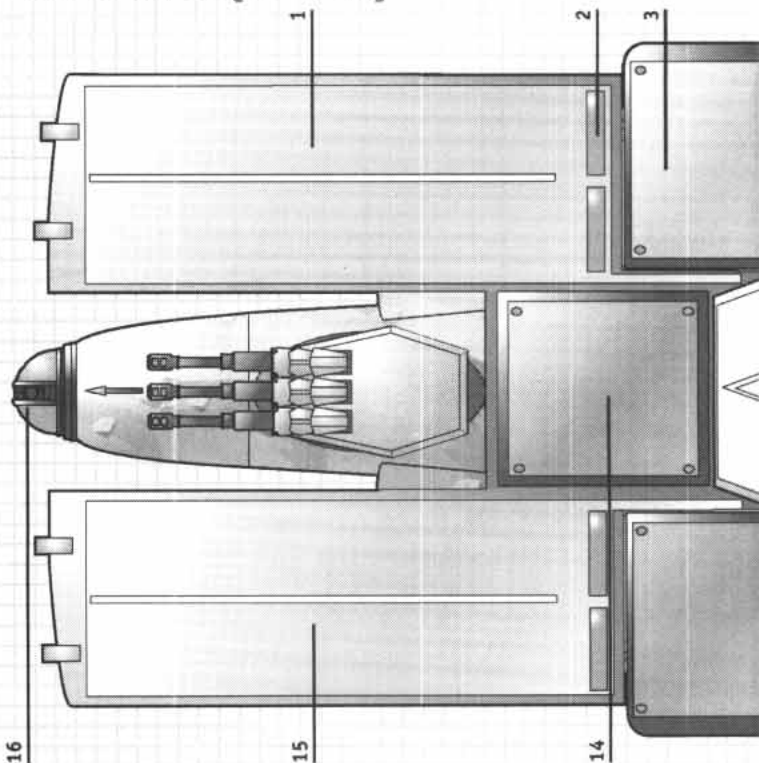
The inside of the landing pads' holds is fully armored and shielded. It does not give direct access to the inside of the ship, except through a thick, locked maintenance hatch that leads to an airlock. A small ladder is welded beside the door and can be unfolded to reach the ground. The hold is painted a rough battleship gray, though the color is obscured by the grime, dust and oil stains deposited by cycles of operations.

Top View

- 1 Starboard Runway
- 2 Blast Deflector (retracted)
- 3 Starboard Deck Elevator
- 4 Lateral Missile Launcher
- 5 Hull AMS Housing (retracted)
- 6 Lateral Laser Turret
- 7 Starboard Landing Strip
- 8 VTOL Landing Platform
- 9 Gun Turret #2
- 10 Rear Missile Launcher
- 11 Bridge Laser Turret
- 12 Forward Missile Launcher
- 13 Upper Deck Access Port (retracted)
- 14 Central Elevator
- 15 Electromagnetic Catapult
- 16 Forward Laser Turret

This top view shows the large, flat top decks that are used as runways by the ship's aircraft complement. They are thickly armored to resist shells and missiles launched indirectly by other landships, or bombing assaults by the rare aircraft that manages to survive the massed laser barrage that form the ship's air defense. The reinforced upper surface also increase survivability when under orbital support fire.

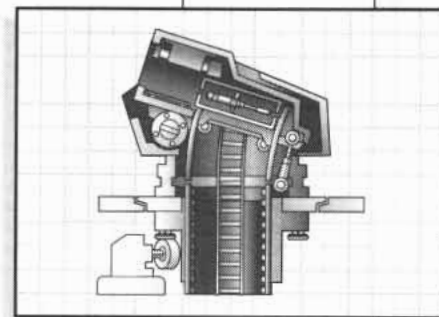
THE VIGILANCE [TOP VIEW]



► Missile Launcher Cut-Away

The Vigilance's four missile launchers form the core of its medium range offensive and defensive power. Using targeting information from friendly Gears and aircraft, it launches large anti-armor missiles, that, although adequate against another landship, are mostly destined for enemy assault vehicles. Each launcher has its own Mk 67 fire director to download ranging and heading information to the missiles prior to launch. The earlier Mk 59 fire directors, which were originally included during the ship's construction, featured a costly and unreliable target designator that was removed in the last refit. Experience proved that target designation provided by auxiliary craft was much more useful and flexible.

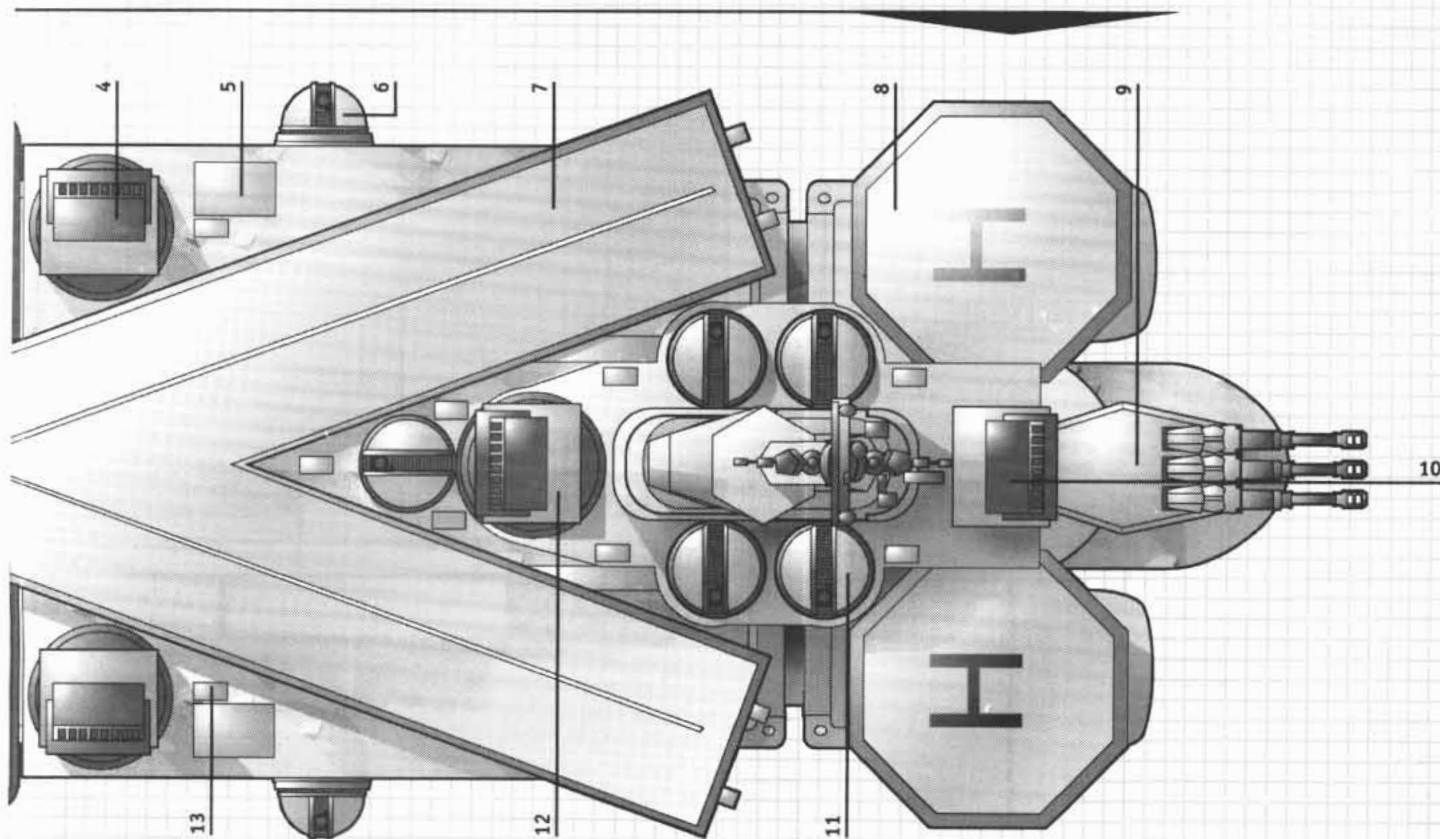
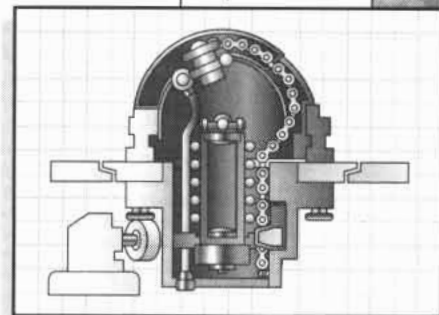
The turret contains little other than the elevation mechanism and one launch rack of eight missiles; the turret rotation system is located in the main hull, around the socket. Missiles are brought up to firing position by a fully automated "tray" that is loaded with eight missiles from the armored underdeck magazine. Flip-open covers protect the weapons until they fire, whereas the protective storage tube around the missile is ejected as it takes to the air.

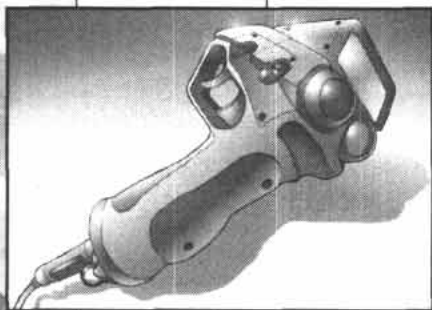


► Laser Turret Cut-away

The laser turret's primary purpose is to serve as the air-defense perimeter of the ship. They are its most accurate weapons, and allow it to drop enemy planes and missiles well before they get in attack range. Though the lasers can also target the smaller vehicle-launched missiles, this task is generally left to the faster point-defense guns mounted on the conning tower and the sides of the hull. Each turret has a low-power setting for the beam that locks onto a target before firing; while the turret itself is somewhat cumbersome, the weapon thus retains much of its innate accuracy.

Power is supplied through several banks of fast-discharging superconductors located on either side of the turret socket. The banks hold enough energy to fire the laser several times but must be recharged by the ship's fusion plant afterward. Due to efficiency and waste heat considerations, the banks cannot be flash-charged to provide unlimited shots in battle. The energy for each shot is stored within a fly-wheel homopolar battery located in the lower part of the turret assembly. The laser, associated electronics and power transfer conduits are cooled by a series of ducts connected to heatsink arrays located underneath the hull.

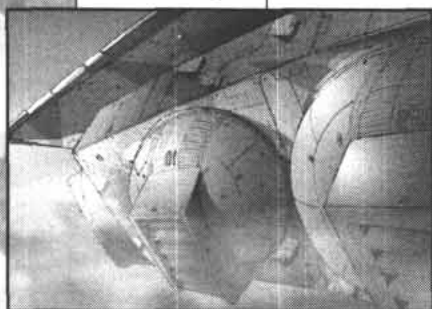




Gunnery Controls ◀

Much of the reloading and pointing of the Vigilance's weapons is done by computer and automated systems, but human supervision is still required at all times. Part of the gunnery crew is mobile, making sure the shells and missiles are correctly transferred and loaded. The rest is composed of the gunners proper, who sit in the heavily padded and armored fire control room beneath or near each turret. An airlock-like entry port allows access to the interior of the turret and its mechanisms for emergency repair, though it becomes so hot and noisy during combat a full protective suit must be worn.

Each gunner is charged with a specific task, but all are cross-trained to ensure that casualties will not immediately put the turret out of commission. The chief gunner, sometimes called the "trigger man," has no other controls than twin triggers. The first one will sound a special alarm throughout the ship, telling the crew to prepare for the firing of the guns. The second trigger starts the firing sequence. The warning is necessary because unprotected crewmembers on deck need to shield themselves from the intense heat, glare and noise caused by the weapons as they fire.



Directional Thrusters ◀

These massive structures are essentially very large ducted fans that redirect some of the main drives' airflow in other directions to steer the ship about. While the repulsor fields and the ground effect generators can be adjusted to produce the same effects, the landship would move much more sluggishly. Each thruster is a duplicate of the other eleven and can be switched with any other thruster mount. The thrusters' motions are hydraulically powered by large turbines that use waste heat diverted from the fusion core. A built-in electrical back-up system is available in case the heat transfer conducts, the turbines or the power lines suffer from combat damage.

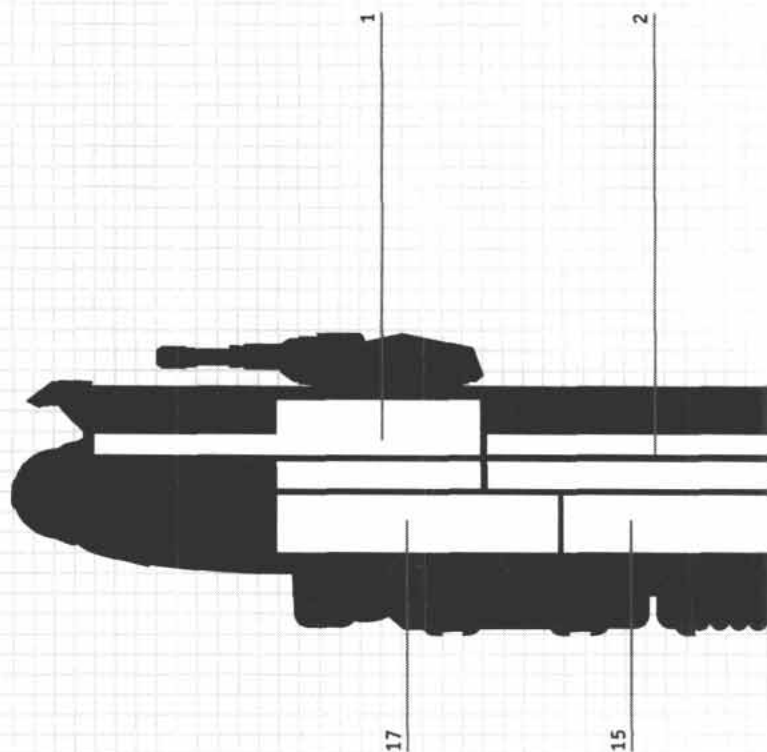
Each unit can be independently steered and rotated, and has a separate throttle. Airflow is controlled by a number of hydraulic airfoils placed within the main duct; a second set, placed on the exterior of the whole assembly, serves to protect the inner mechanisms. Tough mesh alloy screens are placed in the duct to prevent foreign matter ingestion when the fans are not in use. These require occasional cleaning (an unpleasant task often left as a punishment chore), especially when the ship has spent some time on the ground.

Side View - Interior

- 1 Forward Gun Turret
- 2 Reinforced Ammunition Bay
- 3 Aircraft Bay
- 4 Cargo Bay
- 5 Laser Turret
- 6 Missile Launcher
- 7 Living Quarters
- 8 Bridge
- 9 Observatory
- 10 Rear Gun Turret
- 11 Reinforced Ammunition Bay
- 12 Rear Ramp
- 13 Main Hangar
- 14 Cargo Bay
- 15 Engineering
- 16 Drive Engines

Most of the ship's internal space is taken up by the large hangar bays that house its vehicle complement. There are also multiple storage areas for the huge amount of supplies, consumables and spare parts that the ship must carry in order to function. Despite the thick armor and many structural buffers and blast doors, the crew has extensive living facilities.

THE VIGILANCE [SIDE VIEW CUTAWAY]

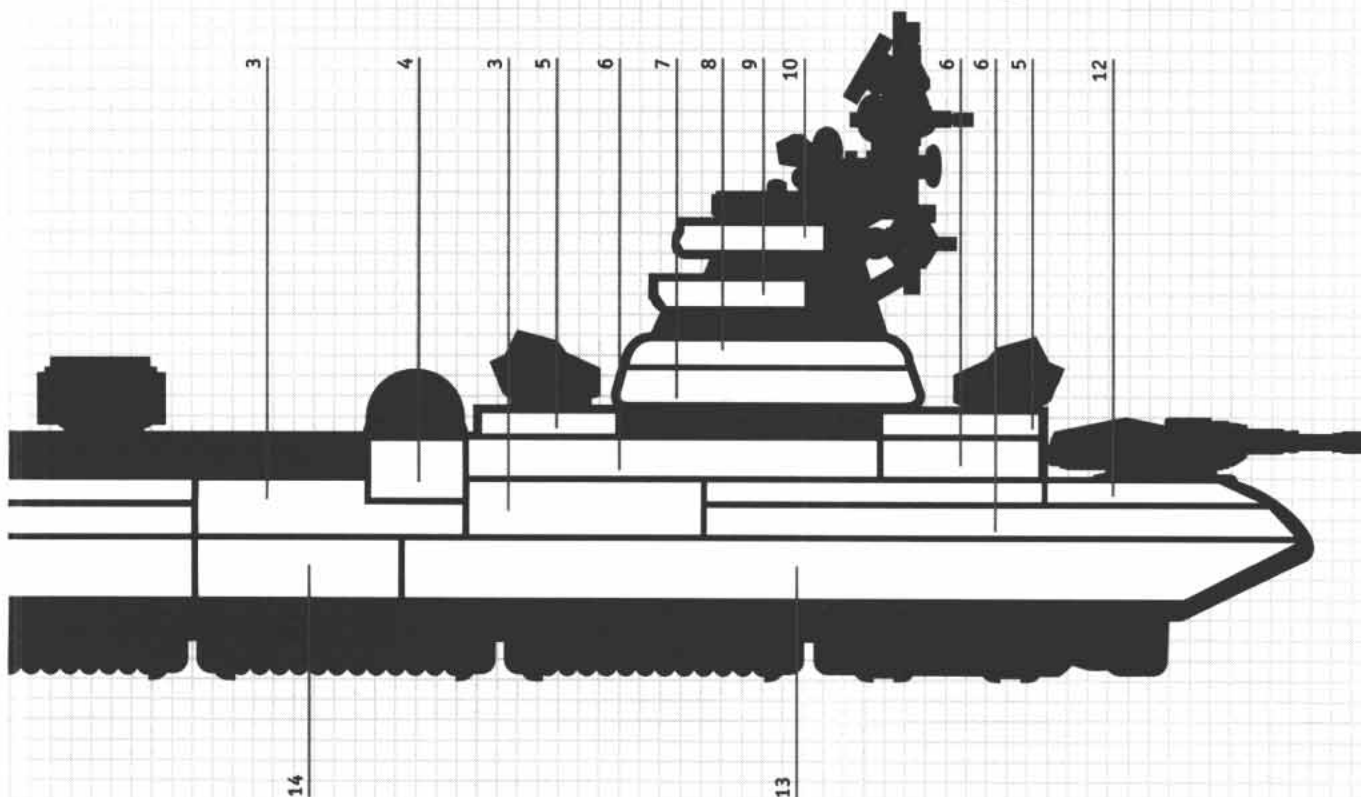
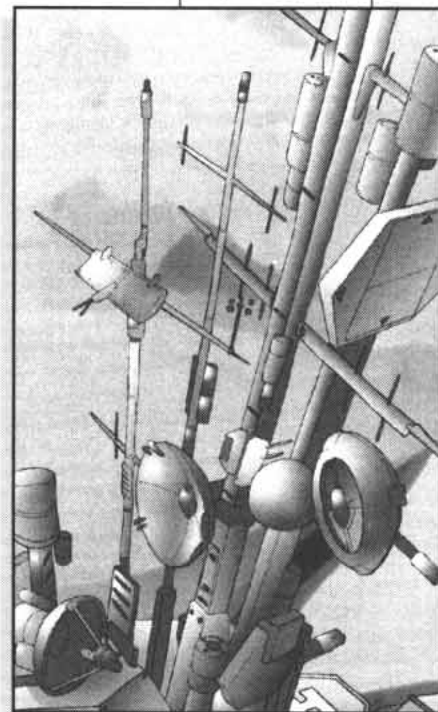


► Main Antenna Array

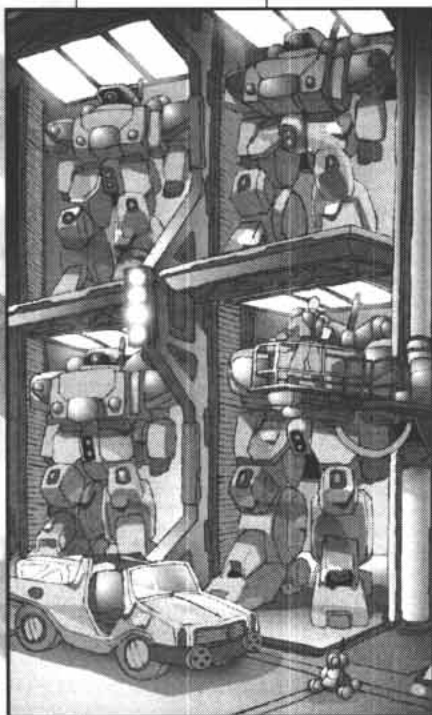
The main antennae array is the landship's principal link to the outside world. Its high position at the top of the ship's conning tower gives it a wide field of vision which is especially useful for sensors requiring a direct line of sight. The main antenna cluster is built around a slim tower-like mast which houses the primary Electronic Detection Array (EDA) antennae, which are used to detect and locate electronic emissions in a broad band of frequencies going from the low MHz to the GHz and THz ranges. When coupled with additional receivers placed on the side of the hull, they can identify, define and pinpoint the source of almost any detected signal within the ship's sensor sphere. An extendible boom placed at the rear of the array holds a magnetic anomaly detector (MAD) that is used to detect the presence of landships and other large vessels. The ship must usually shut down its drives to avoid parasite emissions, and thus only uses the MAD at rest.

The front part of the array holds a powerful HGT-101 surface-search radar, which is coupled with a less powerful HGT-045 search radar operating on a narrower band. Both can rapidly hop across a wide range of frequencies to confuse enemy listeners and can function in both direct and synthetic aperture mode. Retractable mast-mounted "sweepers" provide excellent coverage of the surrounding countryside. These share space with the two QY-4F air-search radars, which are linked to the fire control centers operating the lasers. Though these have their own target acquisition gear, the information provided by the array often saves a few seconds of calculation time. The QY-4F is fully steerable and automatically switch operational modes to ensure the best tracking of the target. The total processing power of the *Vigilance* can keep track of nearly a quarter-million objects simultaneously, though permanent coverage may not be assured due to hostile jamming, stealth systems and ground formations.

Lateral phased arrays hold counter-measure sensors that detect enemy ECM activity and evaluate it to provide accurate countersignals. A collapsible dish antenna is housed within a block located in the upper section of the mast array. When deployed, the WSC-76 satellite uplink provides direct tight-link communication to satellites and ships in orbit. Other antennae can also relay orbital signals, though they operate in a wider function and might be picked up or jammed by enemy listeners. The rest of the communication mast holds the Terder-Stork phased array surveillance radar unit and its associated equipment. This specialized radar is used to detect and track the position of enemy artillery, mortar and rocket-launching vehicles and ground assets to bring quick and efficient counterbattery fire upon them before they have a chance to move.



Gear Bay ◀



The main hangar bay is located on the first level of the ship. It is there that the *Vigilance's* complement of ground fighting vehicles are stored between missions. The bay is equipped with a full array of maintenance and repair equipment and can handle a large variety of vehicle types. The bay itself is divided into color-coded sectors, each dedicated to a specific type of vehicle. Most of the first level, which is accessed through the large rear ramp (see next page), houses the Heavy Gears. The gray walls are a maze of exposed conduits and power lines snaking their way through the bulkheads. At ground level, many of them are hidden behind movable panels to ensure they will not get damaged by a carelessly-maneuvered vehicle.

The bay is illuminated by rows of high-intensity lamps. Reflectors placed on the ground indicate the edges of each work or parking area, though they are often damaged by the day-to-day operations of the bay. The Control Center (see next page) has the master switches for all lights, though they are rarely, if ever, shut off in normal operations. If the ship finds itself in combat, emergency lighting (red colored) is turned on instead to reduce the energy needs of the vessel. Rotating warning beacons and a horn are activated when a vehicle is activated to tell technicians to be wary of its movements.

The *Vigilance's* Heavy Gear complement is stored in individual storage compartments that double as maintenance, repair and resupply stations. The compartments are built into stacked rows of three units or more, each row serviced by a mobile gantry rated for at least ten tons. Steps, a work platform and a ladder are welded to the structure to facilitate access to the parked vehicle. A panel contains access points and hose fittings that connect to the bay's fuel reserve and power supply. Each panel has one main fuel port, three high-voltage outlets (for charging batteries) and five standard outlets for plugging power tools and diagnostic equipment. A simple hardwired intercom links each compartment to the Control Center but is rarely used since most technicians wear short range radio communicator headsets.

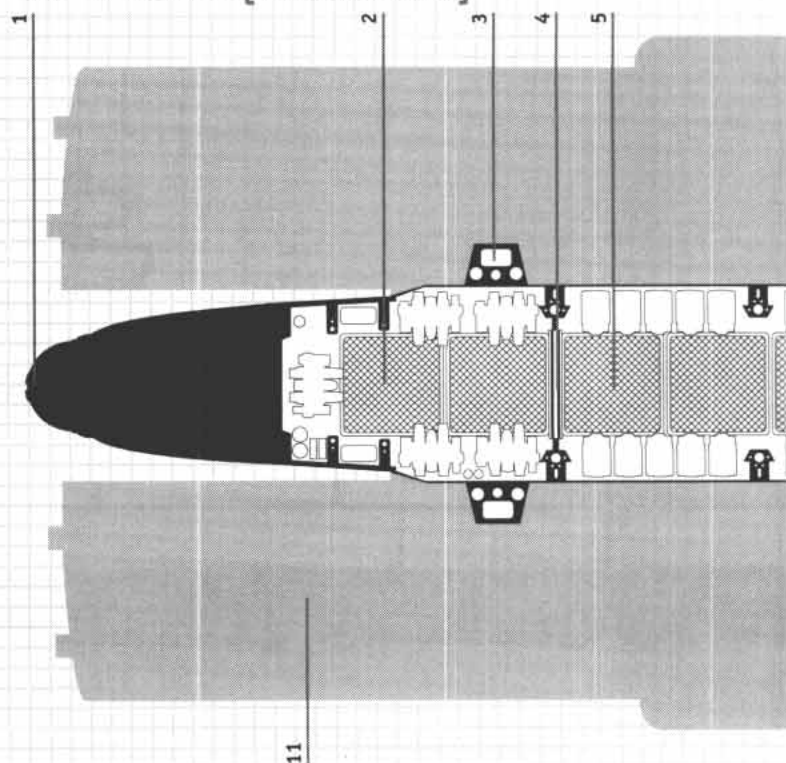
Despite the crew's valiant attempts at keeping the vehicle bay clean, dirt from the fumes and dust of the repairs accumulates over time. Grime gathers in the crannies of the walls and support struts, resisting most efforts to dislodge it. The surfaces of the hangar that are near the exit ports, on the other hand, are constantly exposed to harsh climatic conditions and present a well-worn appearance to the casual observer. Odors also stick to the place. The vehicle bay is haunted by remnants of half-burned pressure fluid, mixed with the ozone of the plasma arc cutting torches and the acrid smell of combusted gases from the engines and weaponry.

First Deck

- 1 Forward Laser Turret Systems
- 2 Strider Hangar
- 3 Landing Strut Mechanism Housing
- 4 Blast Door (typical)
- 5 Armored Ground Vehicle Hangar
- 6 Storage Area
- 7 Heavy Gear Hangar
- 8 Rear Ramp
- 9 Armored Housing
- 10 Ramp Mechanism
- 11 Drive Section
- 12 Fusion Cores and Repulsor Arrays

The first deck is composed mostly of the main ground vehicle hangar and storage area, flanked by the huge machinery and drive systems that allow the ship to move. Vehicles released from the bay exit at the rear of the ship, which can then shield them from enemy fire with its considerable bulk.

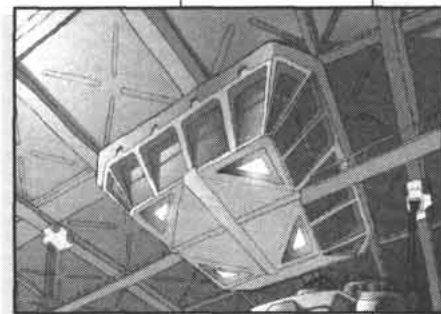
THE VIGILANCE [VEHICLE BAYS]



► Control Center

The Control Center is a cabin that overlooks the ship's main hangar bay. It is, in effect, a control tower of sorts, directing the bay's day-to-day operations and ensuring that everything goes smoothly, especially when the ship enters a combat zone. The personnel of the bay manage the repair and deck crew schedule and handles the spare parts and ammunition requisitions. From their vantage position, they can easily direct the flow of traffic inside the crowded belly of the ship, ensuring that no time or resource costly pile-ups occur (especially in combat situations).

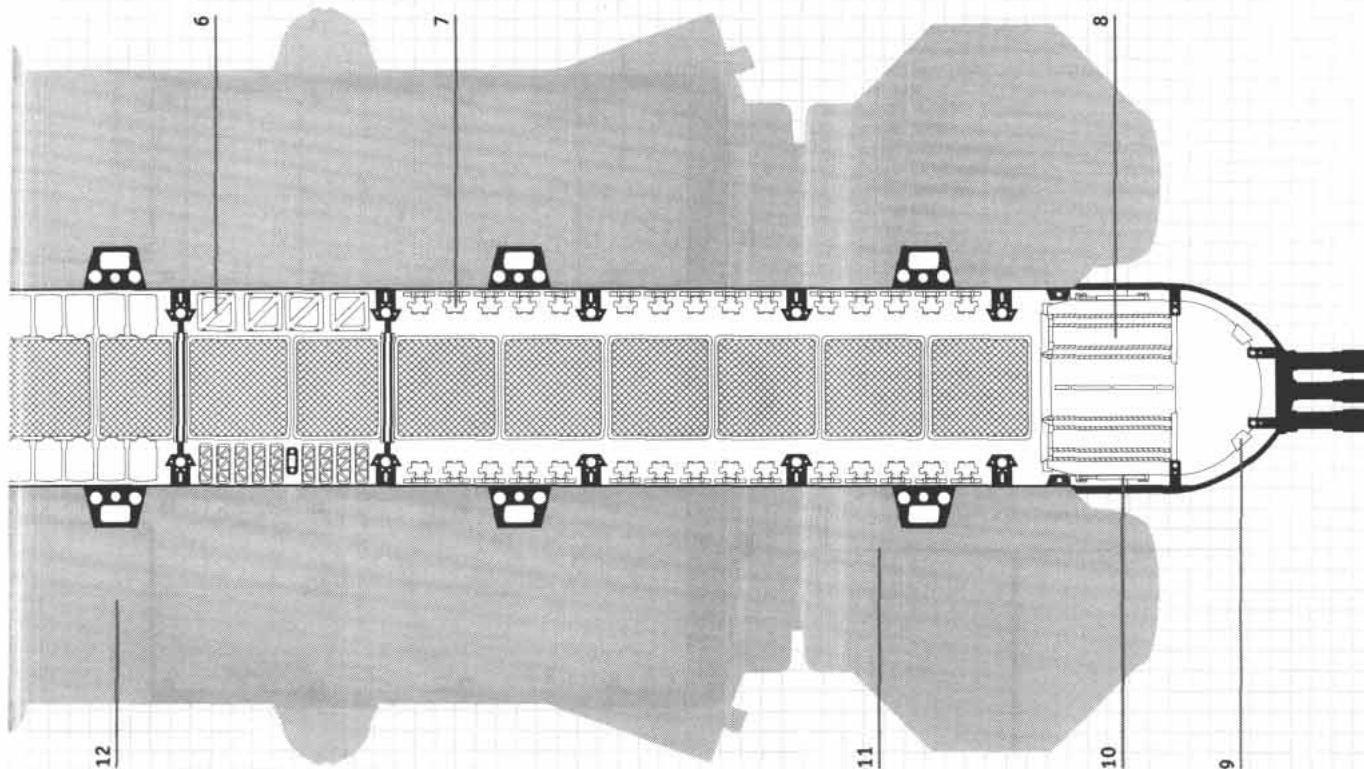
The interior furnishing of the room is sparse: a few chairs, two tables, access terminals. One of the tables generally bears the cawfee machine and other culinary items. Lighting is low-key to ensure good visibility to the inside of the bay; only the glow of the terminals and the tiny lights of the desk lamps show through. The walls and interior surfaces are painted in the same battleship gray as the rest of the ship. The sections of wall not made up of windows are covered with *hand-scribbled memos and announcements*, though a computerized message board is also available.



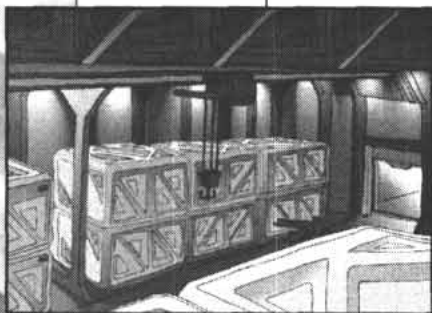
► Launching Gears

Gears and other carried land vehicles can be lowered by cranes from the upper decks, but they are generally released through the rear ramp. This massive piece of equipment forms the rearmost portion of the ship, just under gun turret #2. While it is heavily armored, it must remain mobile and thus cannot bear the same armor as the rest of the hull. The inner surface of the ramp is made of non-slip panels that can bear the weight of a main battle tank. Special "lanes" are marked for Gears, with deployable ramp panels at the bottom to ensure that the vehicles exit and enter without problem.

The ramp is raised and lowered through a pair of hydraulically-powered rams located on either side. Each ram has two actuators, fully capable of raising the ramp by itself (though only by exceeding security margins). The actuators are powered by large turbines that use waste heat diverted from the fusion core, much like the directional thrusters (the two systems have many common components to augment combat survivability and reduce maintenance requirements). An electrical back-up system ensures redundancy, and the ramp can be dropped by gravity if needed, using the actuators as brakes.



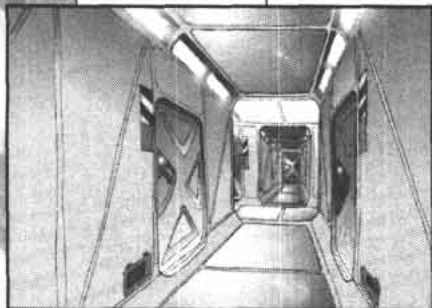
Cargo Bay ◀



The cargo bay is the place where the ship's stores are found. Water, foods, uniforms, all the basic necessities of life are stored there to make the ship independent from its home port for seasons at a stretch. The supplies are loaded aboard the ship in sturdy modular storage containers. Their shape varies according to their use — for example, clothes, such as uniforms, are shipped in triangular interlocking boxes that are also used in closets and personal lockers to optimize the use of space. Cranes and winches are installed on the ceiling and along the access corridors to help in loading and unloading operations. The cranes are rated for under a metric ton, though each subsection of the bay has at least one.

The water reserve is pumped aboard into large holding tanks, to be later processed for drinking and sanitary measures. Procedures call for a change of water at every stop, but purification machinery can keep the water potable for seasons. Fuel for the carried vehicles is stored in dedicated tanks built into the structure of the ship, near the vehicle bays. The tanks are self-sealing and are surrounded by reinforced walls and fire-proof foamed material. They can still be accessed from inside the cargo bay.

Corridor ◀



Multiple corridors link the various locations aboard the ship, along with elevators and stairs. Most of them are wide enough to accommodate two people side by side. Shipboard practice is to keep to the right at all times to ensure a smooth and efficient circulation. In battle, damage control and medical staff have the right of way at intersections and bottlenecks; common courtesy and rank decide the rest of the time. The floor is coated with a non-slip sealant to prevent accidents during battles. There are light fixtures behind translucent panels along the top section of each wall. Most of the onboard systems and conduits are located behind modular wall panels and are easily accessible for maintenance and repair work. Each panel is held in place by recessed latches and is not normally locked, though only authorized crew may open them.

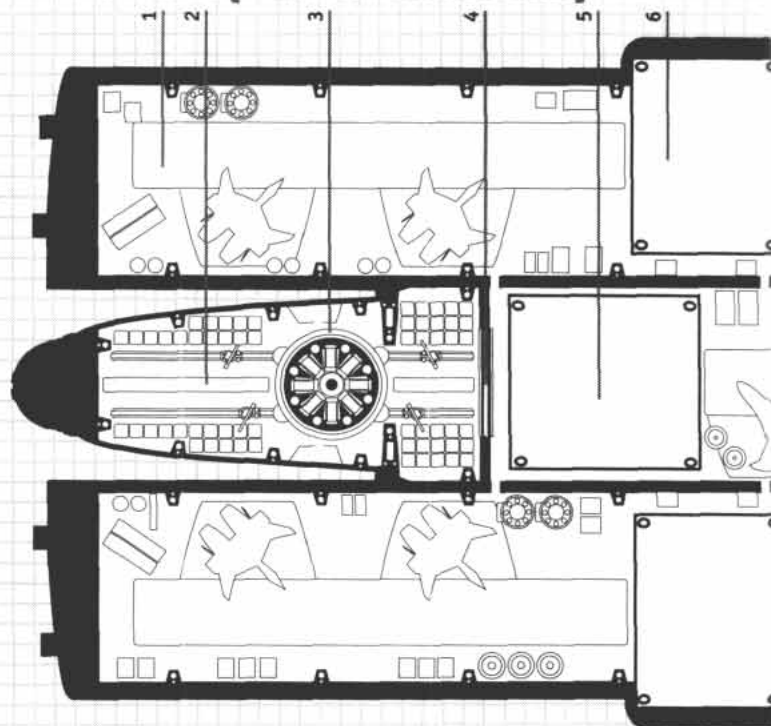
The corridors of the *Vigilance* are painted in a uniform battleship gray; colored lines, panels and door frames are used to indicate the function of the various locations. The Nortight Confederacy's national flag, a blue circle with twin four-pointed golden stars, is often found on corridor walls near the main access and entry points, as well as several intersections.

Third Deck

- 1 Upper Deck Aircraft Hangar
- 2 Reinforced Ammunition Storage Area
- 3 Gun Turret Housing
- 4 Blast Door
- 5 Central Elevator
- 6 Lateral Elevator
- 7 Fighter Aircraft Hangar
- 8 Lateral Laser Turret Housing
- 9 Upper Laser Turret Housing
- 10 Storage Area
- 11 Commons
- 12 Crew Quarters
- 13 Gun Turret Monitoring Station
- 14 Gun Turret Housing
- 15 Reinforced Ammunition Storage Area
- 16 Washroom
- 17 Elevator Shaft

The third deck holds the aircraft, VTOLs and turrets that form the *Vigilance's* main armament. While none of the weapons is powerful enough to pierce an enemy landship's hull (unless nuclear ammunition is used), they can destroy external drive and weapon systems with ease. Both aircraft and weapon turrets can also be used against enemy vehicles and infantry, either in support of friendly forces or as a direct assault.

THE VIGILANCE (PRIMARY FIGHTER DECK)



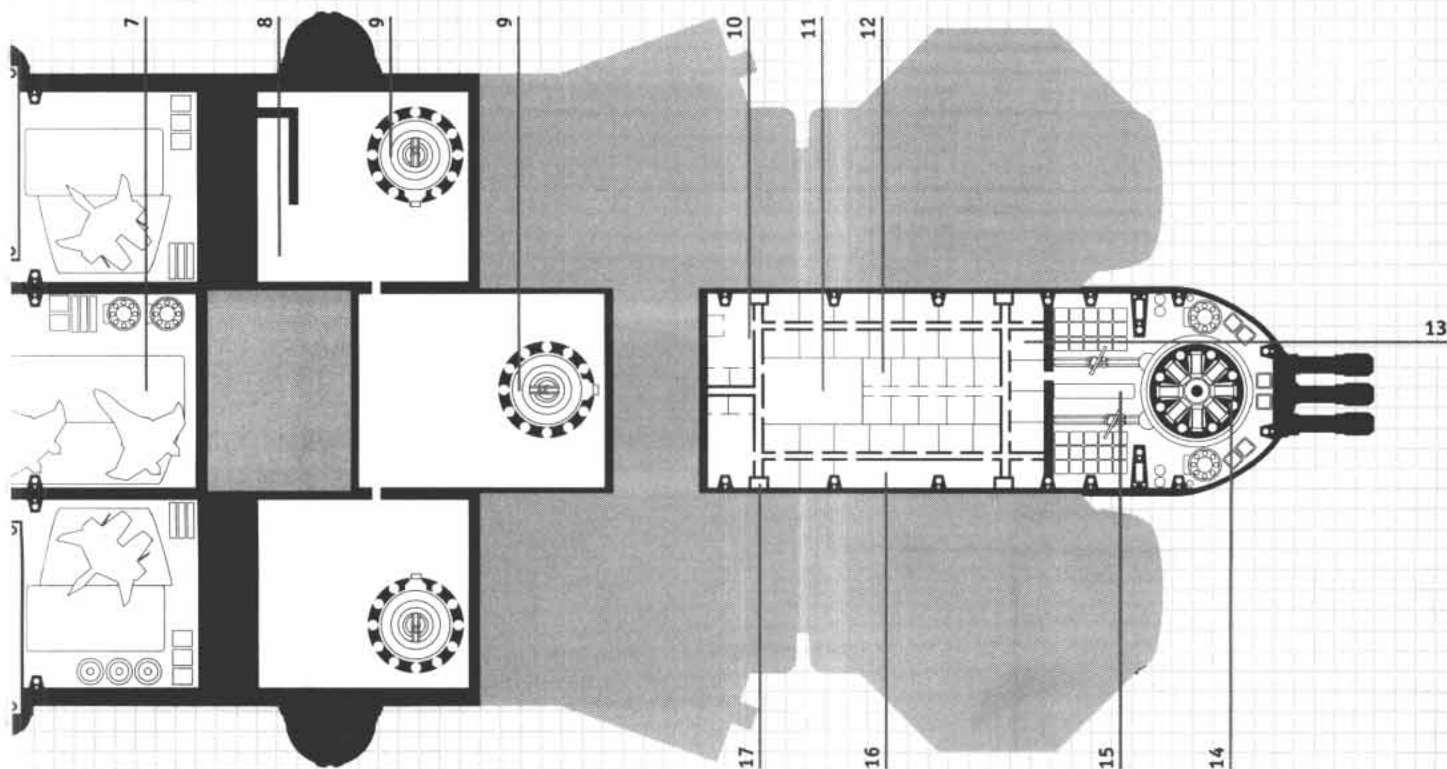
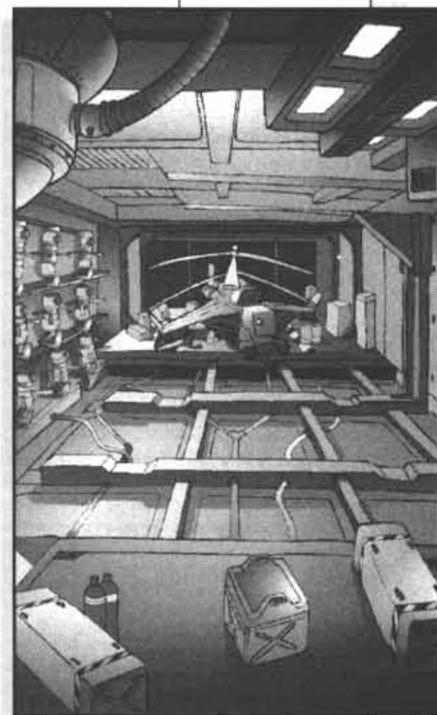
► VTOL Bay

The VTOL bay is located just underneath the main deck. The bay features heavy lifting equipment and the specialized tools required for the maintenance and repair of the delicate rotor and fan mechanisms. The bay's walls have multiple access panels for power and VTOL-grade fuel, which is pumped from armored tanks located deeper inside the ship. The ship's deck elevators open directly on the VTOL bay to ensure fast deployment.

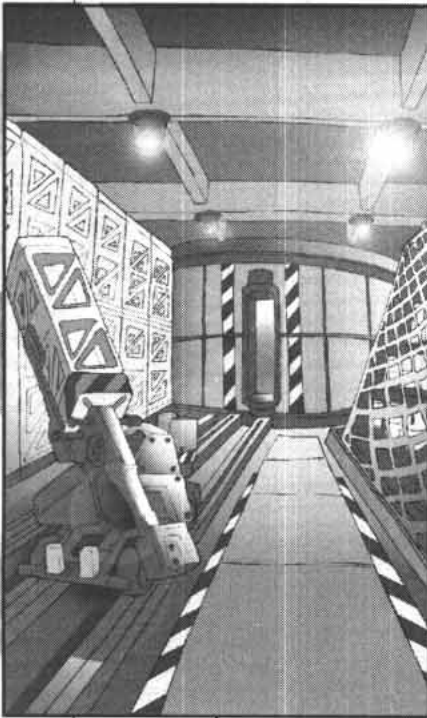
The hangar has pretty much the same physical appearance as the rest of the ship's structure: gray-painted walls, exposed structural members, color coding. There are a few differences, however. For example, all internal doors and access points are kept closed since the bay can be opened to the outside. It also means that unlike the other vehicle bays on the ship, the VTOL hangar does not have a persistent odor, since it is washed away every day when the elevator brings new air inside. The downside of this is that the crew spends an inordinate amount of time vacuuming the fine sand that enters the bay when the elevators are in the down position. Lighting is ensured by large banks of ceiling-mounted lamps. Depending on the position of the deck elevator, daylight may shine through to the hangar underneath, and give it an eerie cavernous quality.

The VTOL deck is constantly filled with the sounds of technicians at work. Hoses and power cords snake across the floor, while small electrical trucks shuttle between the vehicles and the various part storage bays. One end of the hangar is reserved for arming operations. It is there that the vehicles are equipped with their complement of shells and missiles, both of which are taken up through a small reinforced elevator shaft. The ammo storage bay and the elevator are both built to contain accidental detonation and minimize damage to the ship. Mobile blast panels can be erected to protect this part of the bay in case of danger, such as the unloading of "hot" ammunition (though returning aircraft most often drop such unused ordinance before landing).

The bay also houses the ship's complement of drones, which are launched from the same pad as the helicopters. Rack after rack of Applefish *Wasp* VTOL drones line the walls; the standard complement is thirty drones, though this may be reduced through battle attrition. The *Wasps* serve a dual purpose: they scout ahead of the ship's path to alert it of potential danger, and act as forward observers for the main gun batteries. They can also designate targets for the guided missiles launched from the ship or its planes. The tiny helicopter drones are normally recovered as part of standard operating procedures but are nonetheless considered expendable. In a prolonged battle, the ship will often lose its drones, forcing it to rely on its Gears and light tanks for scouting and forward observing.



Ammo Bay ◀



The twin gun turrets require an enormous amount of ammunition. The shells and their propellants are stored separately in the ammunition bays — armored and reinforced rooms that are located at either end of the ship. Blow-away panels and blast directors ensure that any attack getting past the armor will not cause additional concussion damage by detonating the ammunition. Crew access is rare but possible; two reinforced airlock-type doors are located at one end of the compartment. The shells are stored inside special breakaway containers that feature latches and handling points designed specifically to fit the turret's automated ammunition loaders. These handle the management and transport of the shell containers, delivering them to the turret as instructed by the gunnery crew. A rotating block transfers the shell container to the turret, where another loader places it within the breach.

The propellants are stored in separate holding tanks on either side of the bay. Each propellant is fully inert on its own and is not very flammable; only when both are mixed and ignited do they detonate. To prevent this mixing from occurring due to combat damage, the propellants are stocked in multiple mini-tanks that are mechanically fed to the turret as needed. Each propellant storage zone is surrounded by a low retaining wall on the floor. This prevents spilled fluid (from leaks or damage) from flowing into the rest of the compartment and possibly coming into contact with the other half of the propellant mixture. A fine mesh net reinforced by a larger weaved net is suspended between major storage areas to stop shrapnel and other small projectiles. When not in a combat zone, these nets are often taken down by the crew to facilitate maintenance.

The ammunition storage area is poorly lit since personnel are rarely here (the lights are similar to red alert status lighting). All the light fixtures are shielded to protect the bay against static discharges, should propellant fumes leak from the holding tanks, mix and become explosive. All machinery is also shielded to avoid sparks. Many metallic surfaces are covered with a thin coat of inert resin or polymer. The floor is made of modular non-slip composite panels that doubles as the first line of floor armor in the event of battle damage.

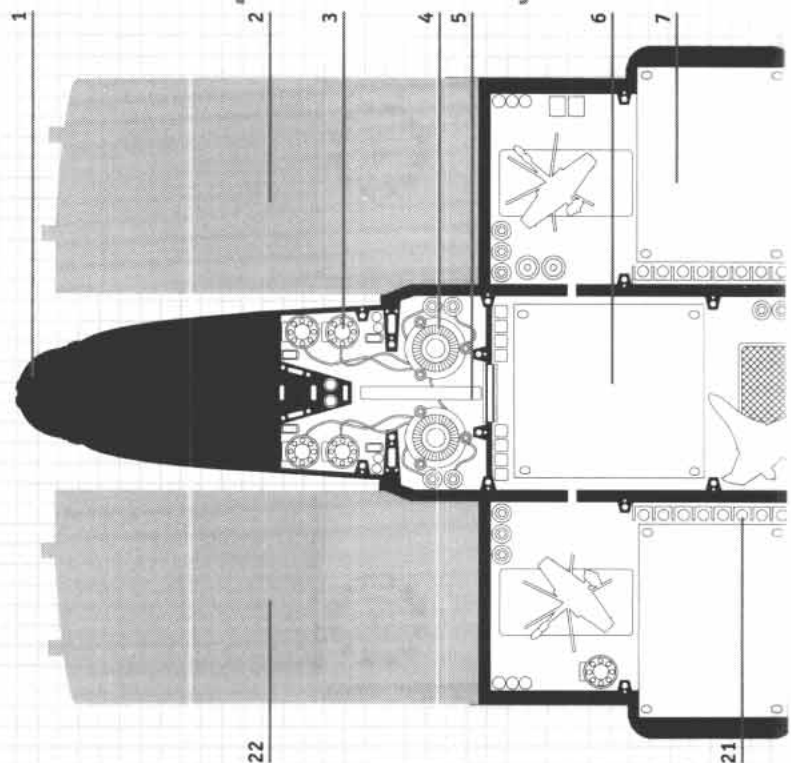
There are numerous security systems in place to ensure the safety of the ship and its crew. Access to the bay is by keycard only. These are issued only to the main cannon turret gunners, as trained personnel are the only ones authorized to enter the bay. There are automatic chemical fire extinguishers placed near all access and main panels, each with independent power supply. Portable oxygen tanks and masks and hand-held fire extinguishers are placed just outside the main access ports, inside a cabinet containing emergency supplies.

Second Deck

- 1 Forward Laser Turret Systems
- 2 Forward Starboard Drive Section
- 3 Turbogenerators
- 4 Heat Exchangers
- 5 Blast Door (typical)
- 6 Central Elevator
- 7 Lateral Elevator
- 8 VTOL Hangar
- 9 Lateral Laser Turret Housing
- 10 Deck Laser Turret Housing
- 11 Aircraft Hangar
- 12 Ground Vehicle Hangar
- 13 Cargo Bay
- 14 Crew Quarters
- 15 Commons
- 16 Mess Hall
- 17 Kitchen
- 18 Storage Area
- 19 Elevator Shaft
- 20 Washroom
- 21 Drone Racks
- 22 Forward Port Drive Section

The second deck contains yet more storage area and some living quarters. The ship's secondary powerplants are also located on this level.

THE VIGILANCE [PRIMARY VTOL BAY]



► Aircraft Bay

The Vigilance's fighter complement is housed in this second deck hangar. Each aircraft sub-bay has access to the top deck's take-off and landing strips by three large elevators that service all hangar floors. The equipment required to service and maintain the planes, such as heavy lifting equipment, is also located on this floor. Due to space and mass constraints, it is extremely limited and while it can repair many kinds of damage, the manufacture of new structural parts is impossible. In times of conflict, planes that are too badly damaged for repairs are generally stripped for parts and the carcass is dropped overboard.

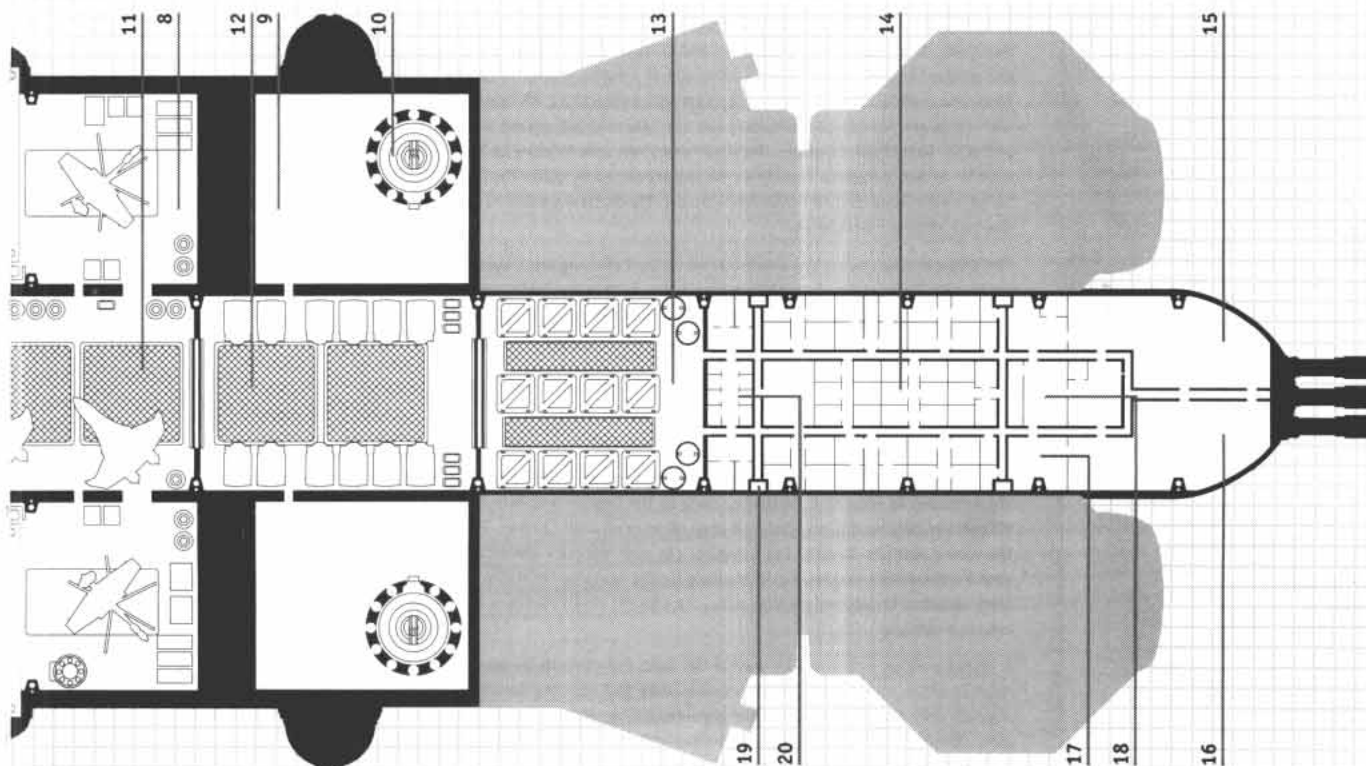
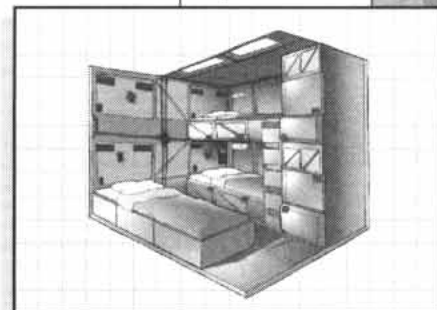
The bay's gray-painted walls have multiple access panels for power and aircraft-grade fuel, which is pumped from armored tanks located deeper inside the ship. Large banks of ceiling-mounted lamps illuminate the area under a harsh glare. The main deck is constantly filled with the sounds of maintenance: hoses and power cords snake across the floor, while small electrical trucks shuttle between the vehicles and the various part storage bays. The aircraft, while sturdy, need to be constantly pampered in order to remain functional under the harsh Terranovan climatic conditions.



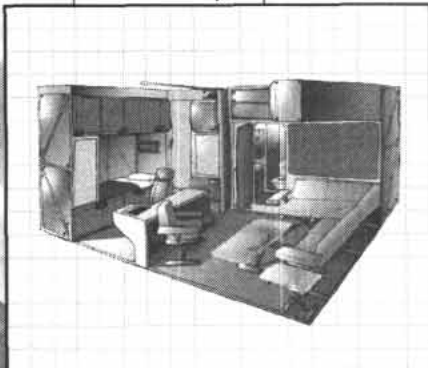
► Enlisted Quarters

The enlisted men are housed in modular cabins similar to this one, four men per cabin. Men and women generally bunk apart to prevent morale problems. Each man has a personal locker and a foamed-mattress bed that can be isolated by a nearly sound-proof curtain for privacy. The locker has modular subdivisions that can be easily reconfigured to store a large variety of personal effects and equipment. It is secure but can be opened by security personnel for spot checks in case of suspected foul play. There is a small light for reading and writing located on the wall over each bed, though the room also has light strips on the ceiling.

The conduits and power feeds that pass through the hull are concealed by removable panels. The walls of each cabin are often the only place where crewmembers can express their individuality, and are often covered with posters, personal items and pictures from home. The door to each cabin is not locked, but is always kept closed. It is considered a serious breach of protocol to enter a cabin, even one's own, without knocking first. After a period of about three seconds, one may enter unless warned by people inside that the room needs some "tidying up."



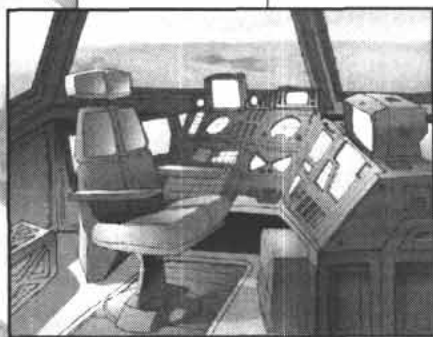
Officer's Cabin ◀



An officer's cabin is built around the same modular framework as the one for enlisted men, but features only one bed. The space liberated is taken up by a small desk and additional storage lockers, one of which is a small refrigeration unit. A small computer and a datapad are normally available at the desk, as well as an intercom with visual input/output functions. The room is painted in the same gray color as the rest of the ship, though the officer is free to add personal touches of his own (he may even ask for the room to be repainted in a different color, but so far no one has taken up the privilege). Unlike the enlisted cabins, the officer cabins are kept locked at all times.

An additional cabin space is attached to the captain's sleeping cabin, doubling the living space. The sleeping quarters can be isolated by drawing a curtain between the two rooms. The additional space features a private washroom and two small couches. The cramped washroom is reduced to the bare minimum, with only one small shower, a toilet and a sink with mirror. Additional luxuries include a low table and a small refrigerator and bar combo. The captain sometimes receives the command staff for informal meetings here, though he has a more formal office elsewhere in the ship. Other officers have similar living accommodations, but without the additional floor space.

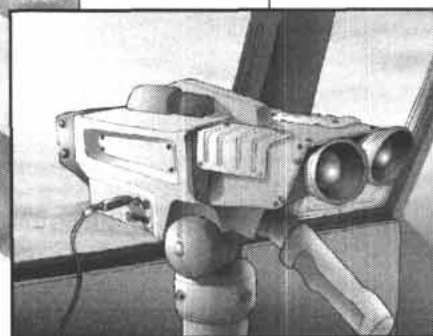
Bridge Station ◀



Landships are commanded from an armored bridge. The internal layout is very similar to naval surface vessels of Earth's past, with navigation, sensor, weapon and command crew stations all grouped together in an armored conning tower. Large holographic displays and computer-aided tactical screens fill the place, bathing the bridge and its crew in a ghastly electronic glow. Each station has a comfortable chair placed on sliding or rotation mounts, depending on its position. All around the main bridge area, large windows give a wide view of the surrounding countryside. They are made of a sturdy armored polymer and can be covered via sliding armored shutters when the ship enters battle.

The bridge tower also houses the ship's very sensitive Neutrino Interaction Detector (NID) system, which is used to receive communications and special orders from headquarters by using neutrino emissions (which are not blocked by matter, ensuring the ship can be reached even when halfway around the world). The system can only receive, as the neutrino emitter is much too cumbersome to carry aboard. NIDs are extremely fragile pieces of equipment and thus are easily damaged, either through battle or sabotage. Access to it is restricted to the captain, second officer and master comm officer.

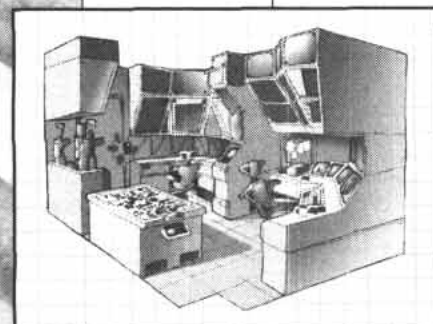
Observation Station ◀



Landships often carry sophisticated sensor suites capable of detecting enemy units at great distances. In particular, dedicated computers analyze and compile data from the thirty visual sensor clusters mounted on and around the hull. Each cluster is composed of a digital Yenner T6 camera coupled with a set of multiband electromagnetic sensors, mounted in tandem with a steerable 2 KW lidar emitter. The instruments are equipped with three-axis motion compensators and are fully shielded against the effects of the ship's repulsor fields and other battlefield radiations. Armored covers can slide in place to hide and protect the clusters from the weather or battle damage, but the entire system can easily suffer the loss of nearly two-thirds of its clusters before a significant drop in performance occurs. The clusters are also easy to maintain and replace from within the hull, should it be needed.

The ship can also rely on the time-honored method of using one's eyes, hence the Observation Station. It is equipped with several high-resolution binoculars. Each binocular incorporates infrared and ultraviolet sensing devices, and at least one is coupled with a low-light and Starlight system. These binoculars can be manned at the drop of a hat and serve both as a back-up and an occasional navigational aid.

Security Station ◀

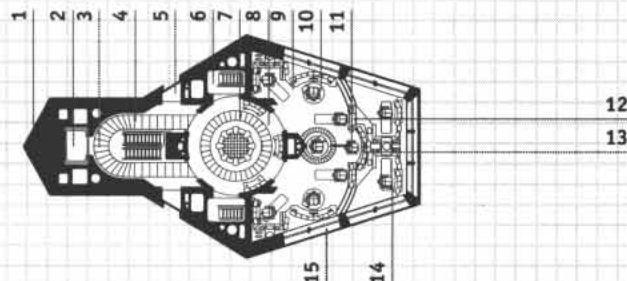


The Security Station is a heavily armored room located in the middle of the living section. The door of the security room is locked at all times, and can only be opened with the proper code or keycard. Access to these are restricted to important personnel, such as the captain and first officer. From there, the ship's security officers can keep watch, assisted by a large network of small cameras. The feed from these are routed through the room's multiple screens. The computer can also integrate the data from the ship's internal sensors and create a three-dimensional map of the ship on the mapping holotable. This allows the security personnel to track intruders in real time as they move through the ship's corridors, making it easier to mount a rapid and effective defense.

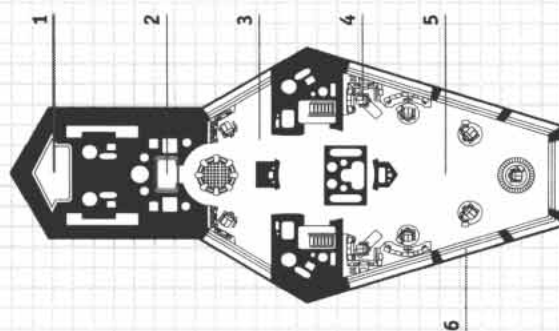
A locked weapon rack is on the wall of the room and can only be accessed with a coded keycard. The door releases of the other ship armories are also controlled from the Security Station, though the captain has an override code that can be used from any intercom panel. Protocol dictates that all personnel on duty must wear sidearms at all time; a pump-action saw-off shotgun (Acc +1, DM x30, 2/4/8/16, Ammo 8) is hidden in a quickdraw mount under the desk near the door.

VIGILANCE [BRIDGE CUTAWAYS]

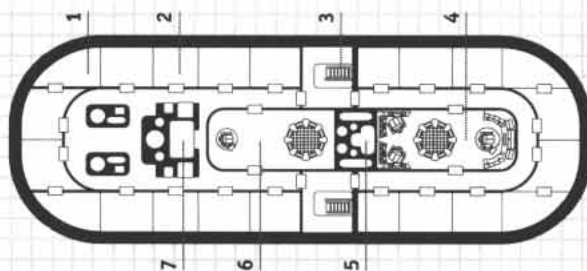
• BRIDGE



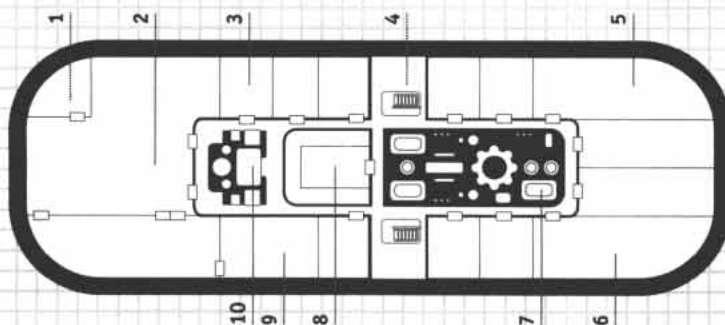
• DECK MANAGEMENT



• OFFICER QUARTERS



• COMMONS & SECURITY



Bridge

- 1 Ship Systems
- 2 Main Elevator Shaft
- 3 Bridge Access Corridor
- 4 Stairs to observation deck
- 5 External Access Door
- 6 Stairs to other decks
- 7 Holographic Tactical Table
- 8 Engineering/Tactical Display
- 9 System Ops/Communication Stations
- 10 Tactical/Gunnery Stations
- 11 Command Chair
- 12 Navigation Stations
- 13 Engineering Station
- 14 Sensors and EW Stations
- 15 Armored Windows (w/shutters open)

The sixth deck is heavily armored, since it contains the bridge and tactical room. It is equipped with large armored windows that can be cover with sliding shutters when the ship enters combat. The windows can also serve as HUDs when the shutters are closed.

Deck Management

- 1 Ship Systems
- 2 Main Elevator Shaft
- 3 Vehicle Bay Engineering
- 4 Mission Control
- 5 Flight Deck Management Stations
- 6 Armored Windows (w/shutters open)
- 7 Flight Controllers
- 8 Stairs to other decks

The sixth deck is where the controllers for the *Vigilance's* vehicles are located. Orders from the bridge are relayed here, to be distributed to the flight and armor crew. The top deck's operations are directed from here, since the view on them is excellent.

Officer's Quarters

- 1 Storage Rooms
- 2 Quarters
- 3 Stairs to other decks
- 4 Missile Gunnery Controls
- 5 Ship Systems
- 6 Survey Room
- 7 Main Elevator Shaft

Most of the bulk of the fifth deck is composed of ship systems, many of them sensors. The primary missile gunnery control room is located on this deck; its function is to coordinate the ship's missile launchers. There are a few crew quarters on this level, mostly occupied by deck crew. There are also some storage areas.

Commons & Security

- 1 Storage
- 2 Commons
- 3 Crew Quarters
- 4 Stairs to other decks
- 5 Officer's Mess
- 6 Sickbay
- 7 Electronic Bay
- 8 Security Station
- 9 Washroom
- 10 Main Elevator Shaft

The first level of the conning tower is mostly made up of storage space, ship systems and relaxation areas for the officers and crew. There are also some crew quarters, and the ship's security station.

THE FACE OF HONOR

Brockton brushed her hair out of her eyes and wiped her brow. It was early in the Badlands, but the scorching desert sun was already doing its work. Heat waves were rising from the ground and smothering the Northern and Southern soldiers assembled on the hill. Only the Duelists and their respective Gears seemed indifferent to the temperature and showed no discomfort. They simply stared back at one another, listening attentively.

The Southern marshal was almost finished. "If both Duelists are agreed, then let us proceed."

Senior Ranger Edward Scott nodded. So did Adjutant Christophe Castigan, his Southern counterpart. The two men stepped forward and grabbed each other's right forearm. There was a pause as both men tested each other's strength. For a brief instant, the heat was gone and the world was silent around them. Scott sensed his opponent's fierce determination to win; Castigan felt the faith that drove his enemy. Each man knew the fight was going to be difficult.

Scott finally broke the silence.

"I accept the conditions of this duel. I shall neither cheat nor contest the results of the duel. I shall fight fairly and will not attack from behind. I shall be forthright and use no concealed weapons or weapon that is not mine. I pledge my faith to this." He tried to sound more convinced than he was. His companions needed to know he was in control.

Castigan cleared his throat and repeated Scott's words. "I pledge my honor to this," he added. He let go of Scott's arm and leaned closer to the Northerner, whispering hoarsely. "Let's get this over with, choirboy. I have better things to do than waste my time on a religious fanatic." He spat each syllable with venom and disdain.

Scott reacted almost instantly. He grabbed Castigan by the collar and shook him. "You snake! I'll—"

Scott only stopped when he saw the rapacious smile spreading across Castigan's face. The crowd behind the Southerner was milling, Republican soldiers exchanging comments about "barbaric Northerners" and "people with no honor." Scott had just pledged to a fight between Gears and then laid hands on the pilot. He let go of Castigan.

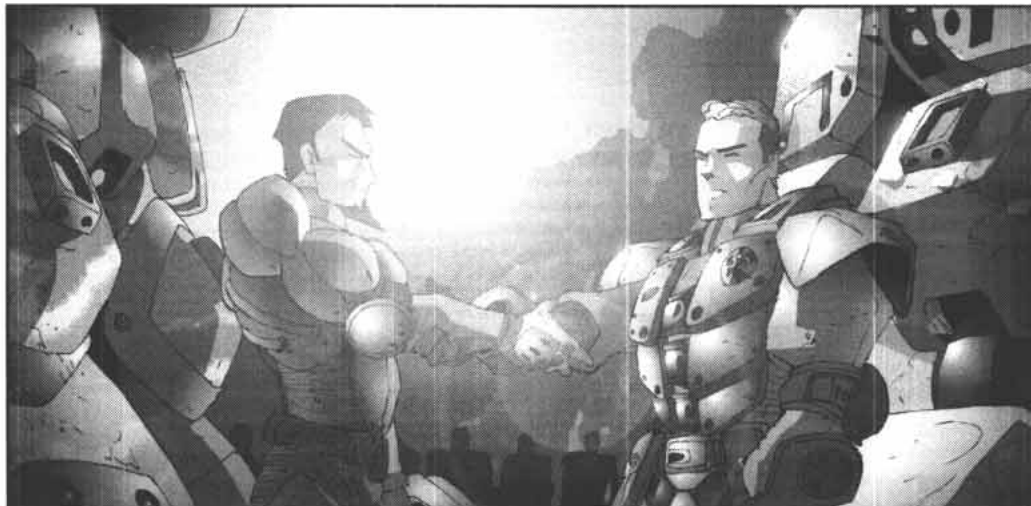
The Southern pilot let slip a small whisper — "chump." He then moved back toward his Gear, confident that he had already won the battle for face.

Scott did the same, walking slowly toward his *Jaguar*. He scanned the crowd to gauge the face of his men. Some shifted from foot to foot, painfully aware of the breach of decorum he had just committed. Had he already lost their confidence, he wondered.

"He baited you," Brockton said quietly as he walked by her and Reeves. "It's his honor that's tarnished. We know it and so does he." Her face, still bearing the scars of her torture at Southern hands, was locked with a conviction matched only by that of Reeves standing next to her.

"We don't need a lesson in etiquette," said the young private. "We need a Duelist. We need you."

His regiment was behind him. It was time to do his job.



VEHICLE OVERVIEW



OACS-DIL/SC IGUANA

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

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

MECHANICAL READOUT

IGUANA INTERNAL STRUCTURE

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

Wiring and Internal Systems have been removed for clarity.



MECHANICAL DESIGN



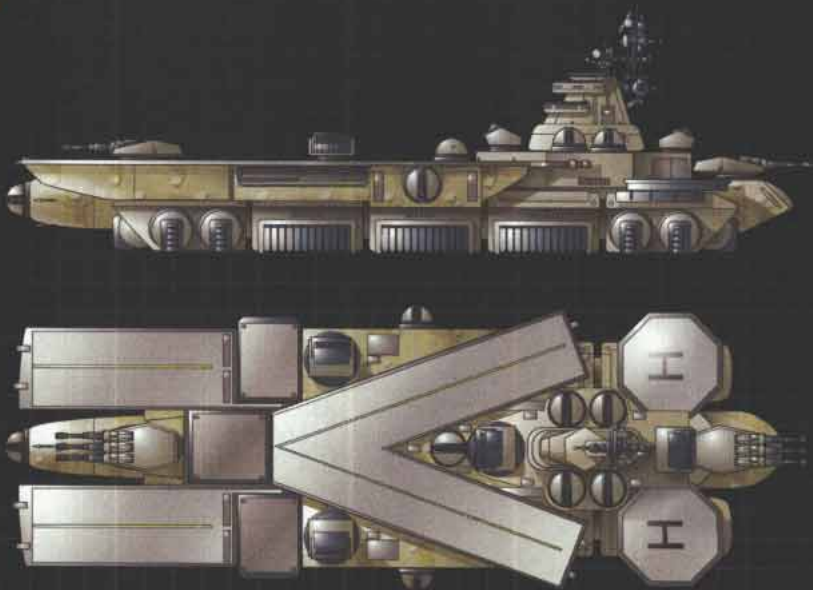
MECHANICAL DESIGN

NCS-19 VIGILANCE

VEHICLE COMPLEMENT

Bear x1
 Cheetah & variants x12
 Grizzly & variants x4
 Hunter & variants .. x34
 Jaguar & variants ... x10
 Kodiak x1
 Mammoth x5

Eagle x4
 Redjacket x8
 Scorpion x2
 Dragonfly x4
 Rock Beetle x2
 Antelope x2
 Field Artill. Carriage . x2
 Evil Eye x2
 Badger x8
 Elan x2
 Camel x1
 Atter x6
 Jaxon x3
 Klemm x6



GEARS OF THE VIGILANCE



Assault Grizzly



Grizzly



Kodiak



Hunter



Spearhead



Assault Hunter



Hunter Commando EW



Hunter Commando



Cheetah



Strike Cheetah



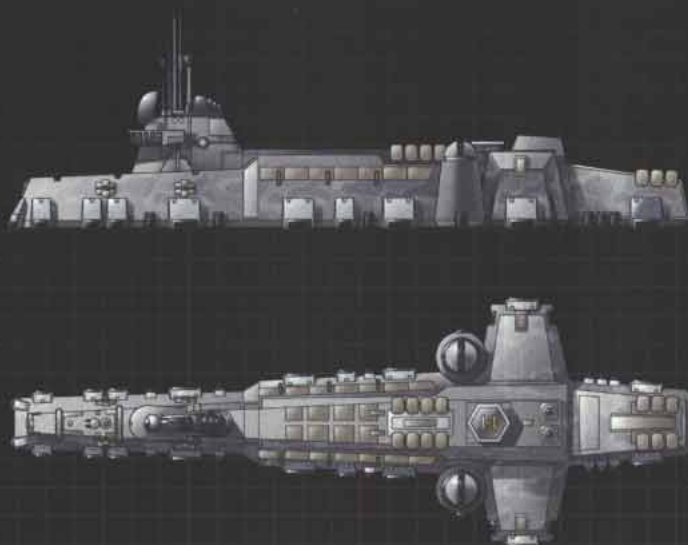
Jaguar



Strike Jaguar



Bear



RLS-27 DRACO

VEHICLE COMPLEMENT

Black Mamba	x4
Blitz Iguana	x1
Iguana	x4
Jäger	x13
Jäger Command	x2
King Cobra	x1
Spitting Cobra	x4
Support Cobra	x1
Naga	x2
Quetzal	x2
Titan	x1
Walfish	x1
Visigoth	x1
Hun	x1
Murdock	x1
Evil Eye	x2
Artemis	x1
Caiman APC	x4
Elan	x3

GEARS OF THE DRACO



King Cobra



Support Cobra



Striking Cobra



Black Mamba



Jäger Command



Jäger



Blitz Iguana



Iguana

VEHICLES OF THE DRACO



Artemis



Visigoth



Hun



Caiman APC

MECHANICAL DESIGN

CHARACTER DESIGN



**Captain
Victor Anshar**

Anshar is a tactical genius who values the lives of his men. He privately disagrees with Colonel Janus's policies.

**Colonel
Arthur Janus**

Commander of the 67th regiment *Harvest Wind*, Janus believes in acceptable casualties. He cares deeply for his son.

Corporal Henry Janus

A new recruit aboard the *Vigilance*, Henry would like nothing better than impress his father by becoming an ace Gear pilot.



Sundown

Sundown is a relatively new machine, issued from the production lines in 1931. Scott is the first pilot to use it in the field. The Duelist originally named the Gear after a dawg he had as a child that was exceedingly loyal to him, and the Gear seems to be living up to that reputation.



**Senior Ranger
Edward Scott**

A no-nonsense Duelist, Scott is loyal to a fault and values the lives of pilots more than he does orders.

**Lieutenant
Jennifer Brockton**

A Gear pilot, she puts business before pleasure. She has burgeoning feelings for Scott.

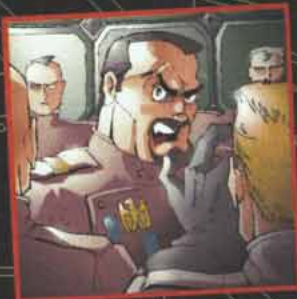
**Private
Reeves Ethan**

An infantryman, he dreams of piloting Gears and awaits his chance to prove himself.



**Sous-Commandant
Marie Berti**

The chief engineer aboard the *Draco*, she is the best of the best. She is less than thrilled about being the center of Murène's attentions.

**Sergeant
Jacques Mammais**

A skilled pilot, he now realizes the responsibility inherent to his rank.

**Adjutant
Christophe Castigan**

A bloodthirsty Duelist and casual killer, Castigan knows no life other than that of a soldier.

**Sous-Cmd.
Tim Antal**

The executive officer aboard the *Draco*, Antal is an accomplished martial artist and a charismatic leader.

**Commandant
Robert Murène**

Arrogant, ambitious and demanding, Murène is a hard man to work with. He currently has his sights set on Chief Engineer Berti.

**Lieutenant Saré
Agincourt**

Assigned as ship's political officer, she is the greatest thorn at Murène's side. Her position isolates her from the crew.

Equinoxe

Castigan has piloted Equinoxe since early 1926, and has become well adjusted to the *Iguana's* controls. In 1927, he had the machine modified to carry twin vibrorapiers, which he found to be extremely efficient weapons for his deadly, close-combat style.



CHARACTER DESIGN



PRODUCTION REPORT

NEW BREED: PERFECT MEMORY

LANDSHIP INTERIORS



Vigilance Bridge



Flight Deck



Vigilance Deck Management



Draco Bridge (proposed)



Draco Engine Room



Mission Briefing Room

SCENERY



Jungle



Boulder Field



Ghost Town



Temple Heights (outskirts)



MacAllen Network



Badlands

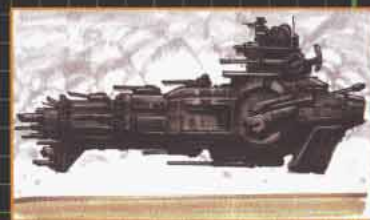
LANDSHIPS



Vigilance (proposed)

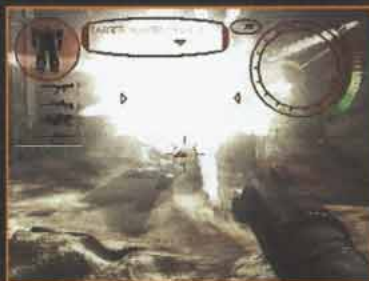


Escort 1



Escort 2

OPENING MOVIE



CUT-SCENES



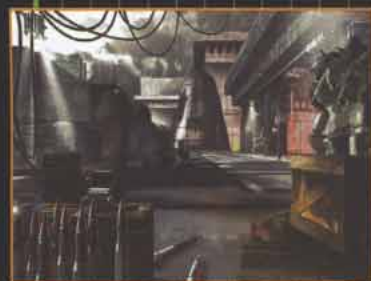
Engineering Station



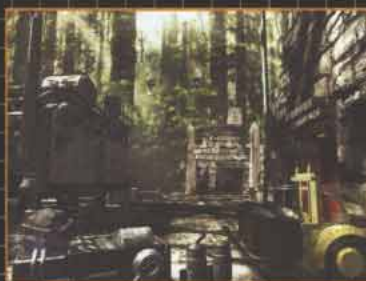
Hangar Bay



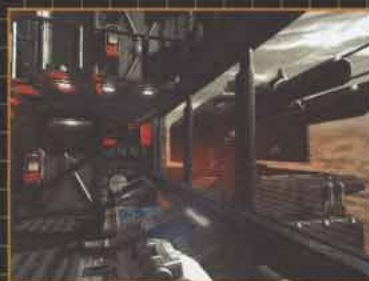
Flight Deck



Northern Hub



Southern Hub



Mission Control



PRODUCTION REPORT

VEHICLE OVERVIEW

HACS-02MG-MPS JAGUAR

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

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



MECHANICAL READOUT

Jaguar Internal Structure

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



WORDS FROM THE WISE

We at Dream Pod 9 have been in constant communication with several people involved with the development of the Heavy Gear computer game. These night owls work long hours and seldom get the shot at fame that they deserve, so we thought it would be a great opportunity if they could share with our readers some of their valuable insight into the game. We selected quite arbitrarily the people whom we harassed the most: the producer, the director and the lead designer.

► Chacko Sonny — Producer

In addition to my traditional duties as Producer, I have also been responsible for shepherding all aspects of the game art, from the real-time simulator through the game shell screens and cutscenes. Bringing Dream Pod 9's fantastic vision of the Heavy Gear world to life in the simulator was perhaps the most daunting artistic task facing us. When I first looked at the Heavy Gear sourcebooks, I immediately noticed that the high production values and intricately detailed art distinguished them from many others I had seen. Finally seeing some of the hand-painted figurines from DP9, I decided that we should pursue as much of a realistic look as possible.

In the game, we created all Gears, vehicles and object models in 3D Studio from Kinetix, and animated every action, from walking to throwing a grenade, using 3D Studio Max. Using Adobe Photoshop, we created detailed textures for Gears, vehicles and objects that far surpassed any seen before in this genre. The live-action and CG cutscenes combined CG plates (lit to match the live-action scene) and real sets. The CG backgrounds for the cutscenes and the game shell were modeled on SGI O2 workstations, using Alias Wavefront software. Motion capture technology was used to create the anthropomorphic motions of the Gears in the cutscenes.

Recognizing that the art style for Heavy Gear is based on the dynamic Japanese *anime* style combined with realistic elements, we have created a realistic combat environment that we hope accurately reflects the essence of Heavy Gear. We enjoyed creating it, so we very much hope that you, the fans, enjoy fighting in it!

► Tim Morten — Director

It was almost a year ago that I saw the Heavy Gear rulebook for the first time. Back then, I was struck by how well put-together the book was, and how much cleaner the rule set was than other game systems I had looked at. The art and written imagery brought me into a world of ice ages, Tannhäuser gates and new planets.

The reason I picked up the book in the first place was that Activision was looking for a new universe to turn into a computer game. It just happened that one of our Creative Executives (yes, that's an actual title here) named Chris Hewish was a Heavy Gear fan. In the midst of looking at numerous game universes, Chris let us borrow his personal copy of the Heavy Gear rulebook.

Back then, the team for the computer game consisted of only four people: myself, the Director; Chacko Sonny, the Producer; Dustin Browder, the Lead Designer; and Bill Ferrer, the Lead Programmer. All of us were veterans of (ahem) another game series at Activision, and together we were known within the company as "Project X." Our mission was to define Activision's next big combat/simulation game. As I write this, there are over 30 people spending every waking moment trying to finish a beta of the Heavy Gear computer game. That initial look at the sourcebook has led to a gargantuan multi-million dollar development effort. There's a tremendous amount of creativity that each person pours into the part of the game they are working on, and in the end it will be their toils that make the game come to life. When all the pieces come together, the original vision of the Heavy Gear universe should come to life on the computer screen. Like you, I'm anxious to see it in motion.

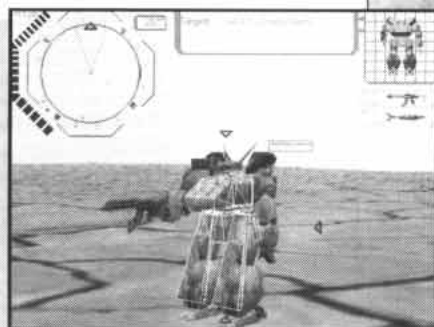
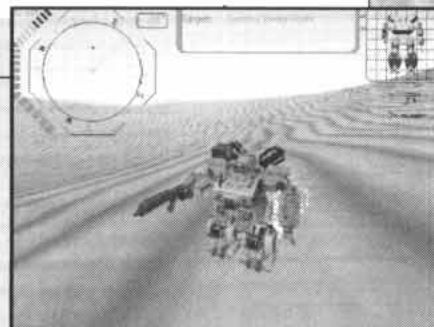
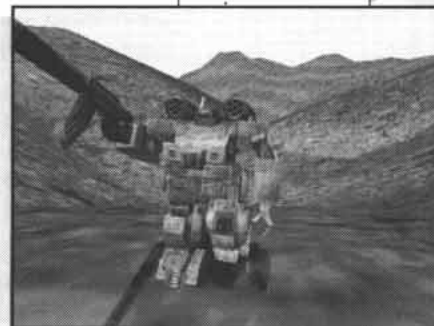
► Dustin Browder — Lead Designer

As Lead Designer on Heavy Gear, I was challenged to translate a turn-based roleplaying game into a real-time computer game. They are very different media. Many of the concepts that make Heavy Gear one of the most inventive boardgame/RPGs on the market needed alterations to fit into a computer game. There were three elements that the computer game needed: a strict construction system, location-based damage and hard damage values for the weapons. To solve these problems, I have created some new game-logic. All of it is based on the "real-world" game statistics associated with each Gear.

For instance, the *Grizzly* has 70 mm average armor thickness on its chassis. This translates to 18 mm on the head, 80 on the arms, 75 on the legs, 122 on the torso and 40 on the engine. When a weapon strikes, we use its penetration from the book (65 mm for a light autocannon). So if you shoot a *Grizzly* with a light autocannon, aim for its head or engine, or you're not going to hurt it much.

For construction, I simplified Threat Values into a concept called "Combat Priority." In a nutshell, combat priority measures the importance of your combat readiness to your side of the conflict. The better your combat priority, the more powerful your equipment will be. Heavy Gear Threat Values, since they were based on complex formulas from the paper game, would be meaningless to the non-initiated computer game player.

It's always a challenge to convert a turn-based game to a real-time game, but I believe we've succeeded in keeping with the spirit of Heavy Gear. I hope that you will all love the game and buy ten copies each.



TEN SHUNS

"Mortar!" Duchesne cried, brutally shoving Esquire away from her. He instantly rolled for cover, holding his rifle tightly against his stomach. The shell landed between the two comrades nearest to him; impact and shrapnel sent them flying backwards.

"Bleeding mess," Esquire muttered. He knew them well.

Caporal Duval jumped up from behind a rocky outcropping and threw a hand grenade at a knot of Northern soldiers, only to be cut down moments later by a hail of unforgiving bullets. She tried to yell some kind of order or a plea, but her throat was gone. Esquire didn't hear the sound of her body falling to the ground. They were down to six people, and the Northerners had them pinned down.

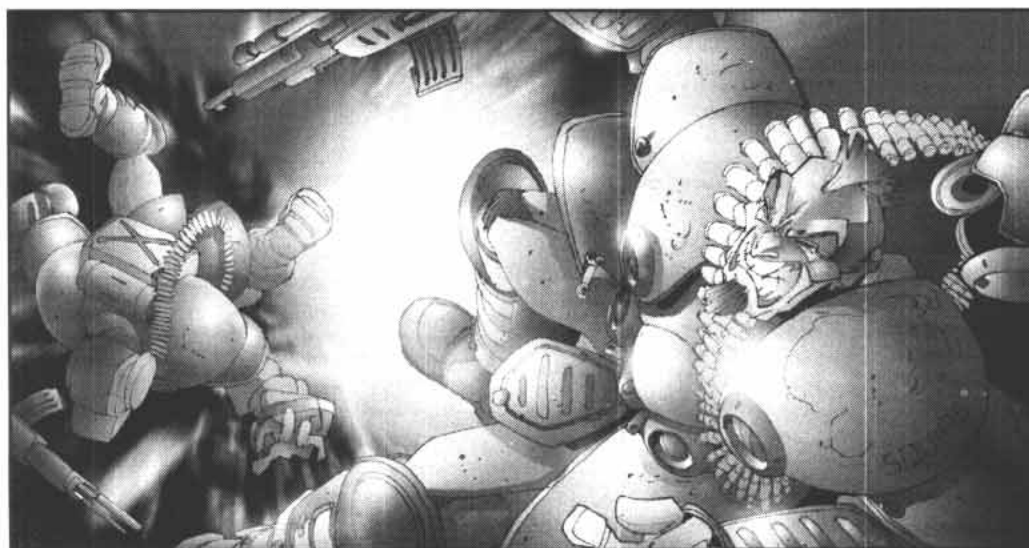
Their escouade had been sent to find Lieutenant Boutin, a Southern officer stranded in the middle of a Northern wargame. Out of his Gear, the careless lieutenant had tripped every trap and set off every alarm, eventually leading the group into an ambush laid by a company of Northern infantry. While the Southerners had made a fighting withdrawal up a rocky ravine — which, according to the lieutenant, would lead to a forested area they could fade into — the officer had managed to lose his balance and slide off the sudden cliff.

Esquire's reflexes had kicked in. He'd dropped his rifle and dove to the ground, grabbing the lieutenant's hand. A nearby blast had knocked Esquire to his knees and he nearly dropped Boutin. A moment later, Sous-Caporal Riggs was standing over him, laying suppressive fire against their pursuers. "Over there!" she cried to everyone, throwing her chin toward a small cave to their right. "Go! Go! I'll cover you. Esquire, give me your hand..."

Lieutenant Boutin was screaming for Esquire to pull him up. The coughing of a heavy caliber machine gun drowned out Riggs' instructions, but barely dulled the screams of his dying comrades. Esquire drew his pistol and emptied his clip at a trio of charging Northerners, slowly feeling Boutin's weight dragging him toward the precipice. The three religious fanatics fell to his deadly aim. The stream of bullets from the machine gun shifted and Riggs' voice fell silent, only to leave the Lieutenant's bellowing. It would only be a matter of moments before the Northerners came to investigate the sound.

Esquire glanced at his fallen comrades, then at Boutin. With a disgusted look, he let the lieutenant fall. As the officer bounced off the cliff, his curses echoed up at him. Esquire quickly scanned the abrupt slope for a hiding place. There, only a few steps away, a rocky ledge stretched a meter above the crevice. He leaped at it and lowered himself out of sight. He then noticed a crack running under the ledge, barely wider than his fingers. This was his lucky day! He jammed his right hand inside it, then let himself hang precariously under the ledge just as a Northern ranger walked cautiously to the edge. The Northerner glanced down at the lieutenant's corpse far below, then called out "That's the last of 'em sir, all ten."

Later that night, as he walked away from the battlefield, he thought only of one thing. He would never let some Gearhead punk push him into something like that again. Regardless of rank or situation, only an officer that understood infantry would lead him. An explosion lit up the night behind him and was quickly followed by several more. His comrades could rest easy now. They had been avenged.



4.1 COMMANDANT MURÈNE'S LOG

13 Autumn 1934 — Despite my excellent service record and my impeccable performance, it seems that my career has hit a lull. I have been in the army for about thirty-five cycles, and I have contributed to several important victories both for the Southern Republic and even for the whole planet during the War of the Alliance. We certainly showed these Earthers what stuff we Southerners are made of. Rather unfortunately, it seems that my peers and superiors do not always entirely appreciate my methods — a curse that has plagued all visionaries throughout history. What truly matters is the gain of honor which results from important victories, not so much the insignificant details and petty protocols that continuously bog us down.

Like so many of history's visionaries before me, I am faced with insufficient resources to bring about the proper results as I come upon a critical juncture in my path. I have taken it upon myself to ensure that the proper vision of the Southern Republic comes to fruition and have set in motion events that should lead to my promotion. Unknown to all but a select few of my closest confidantes, I have ensured that the buffoon of a Sous-Amiral, Monsieur Julius, will soon be suffering from an aggravation of his pancreatic cancer which has, unfortunately, been in remission. Soon though, he'll be declared unfit for duty by his unit's physician. With the number of favors that I had to call in so this would occur, I only fear that the physician's treatments will take longer than I can wait. I am still unsure as to how long it will be before war breaks out again, but I surmise that it will be less than two cycles from now; three at the most. I will be ready by then to crush the Northern dogs and take my place in the history books of the Republic.

This last trip was, to say the least, rather eventful. We encountered the *Vigilance* and her escort, and it is very unfortunate that we could not engage them in more direct combat. I suppose this is part of the woes of being subject to the whims of politicians and spies. No matter, I have no doubt that the *Vigilance* and I will meet once more, and that it will be a good battle when we meet. She is a larger ship, but less maneuverable and undoubtedly manned by unskilled Northerners. The *Draco* and her escorts will be more than enough to handle her next time.

I cannot help but wonder, however, if this mission could have been part of some machination to which I was not privy. The problems aboard the *Eagle Star* and her serious failures to perform adequately, combined with the great losses of personnel on board, lead me to believe that my superiors may have had a hand in all this. I, for one, will not be convinced otherwise. My attempts to find out more details behind what happened have been met with little resistance, but the lack of information which resulted from my queries seem to indicate that a rather elaborate cover-up has been put in place.

Among other things, I suspect that my crew's performance was adequate, but some of the newer recruits may not be who we believe they are. Northern spies? Sympathizers of Mamoud? Quite possible. We Southerners may have the best secret agents in the world, but we don't have a monopoly on them. Those Northern religious fanatics certainly have their fair share of undercover operatives, and I strongly suspect that they may have planted one or two during this last operation, in their own clumsy way. Naturally, we will clean up the ship of those "rats" before returning to base.

All in all, however, I have no doubt that this mission was a great success, and hope it will demonstrate to my few superiors that I am worthy of a greater position in the Republican Army. I have paid my dues and have even accepted the command of a lesser ship out of loyalty to the Republic. Certainly, they will realize that and give me the promotion that is my just reward.

► Commandant Murène's Crew Address

15 Autumn 1934 — Soldiers and patriots! We have just completed a very unusual mission. You have, for the most part, performed admirably and should be commended for your dedication and your skill. What we had to do during the last few weeks, we did successfully and without regard for our own lives. It leaves no doubt in my mind that our superiors will be pleased with the results and will award several of you medals and bonuses for your performance.

It has come to my attention, however, that some of you shirked their duties or put us at a greater risk than was necessary. Those people will be called in later to explain their actions to me personally. Should I be disappointed by these explanations, I will be forced to take the necessary measures to ensure that the truth comes out and that such problems do not happen again. I will ask for your cooperation and understanding during the investigation to come.

It is time for all of us to remember where our loyalty lies. The Republic, our Mother, provides us with all that we have, and we must not forget to be grateful for her many gifts. Never in human history has such a great country covered so much ground and wielded such a mighty sword. There are a few among you who were not born Republicans, and as such you may not feel the same gratitude that the rest of us do. I urge you, however, to consider all that has been accomplished in the Republic's name — thanks in no small measure to your own efforts and that of your compatriots — and to take pride in our collective achievement. In sharing our battles, you also share our pride and our glory.

Should we find out, however, that you failed us and betrayed our trust, we would be displeased and upset. Indeed, that would be... *bad*.



4.2 HISTORY OF THE RLS-27 DRACO

8 Summer 1932 — While the *Draco* is considered a new ship, it does not have the typical virgin soul of a new vessel. Its hull may be brand new, having been finished in 1929, but several of its key components were scavenged from decommissioned ships. For instance, its communication tower was removed from *L'Impériale* and upgraded using more recent technologies. The core engine is a revamped RN-274 extracted from the *Fierté Nationale* (National Pride) in 1929, when she was severely damaged during a five-day Badlands tempest named Fabrice. The computer system is brand new, although several of the access consoles and network servers were salvaged from the *Constance* in 1928, when the old lady was finally put to rest after a long and proud life.

As such, there is little that can be said about the *Draco's* history itself, but there is an interesting tale behind its construction. It is, after all, a Frankenstein ship, built from the dead parts of its peers and given a life of its own. Its story begins in 1921, with the construction of the first Khan-class vessel *L'Aventurière* commissioned by Republican Amiral Gustav deBoisclair.

Back in 1912, deBoisclair, who was then a sous-amiral, felt that the larger ships which composed the main fleet of the Southern Republican Navy gave too little flexibility to the army at a time when its armies were in high demand in several hot points of the southern hemisphere. For instance, during the bloody Food Riots of 1908 in Basal, the MILICIA was forced to send a Queen-class ship — the *Victoire* — with a crew complement of nearly three thousand troops and several hundred combat vehicles to handle a situation which only required a small fraction of those valuable resources. (As a historical side note, we now realize that three such ships should have been sent in the first place, and a military rule should have been established in Basal just to avoid all the trouble it's become over the cycles.)

DeBoisclair's concept for the Khan class was to create landships which would be smaller and less spacious, but which would require less maintenance and fewer personnel to handle smaller patrol missions or simply to send a warning to potentially rebellious city-states. Khan-class vessels would be sent there as the first step in a military suppression program. They would be far less threatening than Queen or Royal-class ships, but strong enough to deter any but the most determined enemy. Four such ships were planned: *L'Aventurière*, the *Vengeresse*, the *Tigresse* and the *Draco*.

L'Aventurière was completed in 1924 and almost immediately sent to patrol the Badlands borders with the Southern Republic. Admiral deBoisclair was looking for an opportunity to handle some of the rover bands which had begun to plague trade with Northern leagues since 1920. Unfortunately, the re-emergence of cold war politics within the Southern Republic Estates-General made commerce with the Northern hemisphere less desirable, and *L'Aventurière* was reassigned to more pressing duties near Gardena in the Humanist Alliance. It was believed that a wave of weapons smuggling had been established with some Badlands rovers; the Republic would not tolerate that.

The *Vengeresse* and the *Tigresse* were finished in 1924 and 1926 respectively. DeBoisclair's idea, while not without merit, did not meet with great enthusiasm from most ship commanders, who were less than thrilled at being put in charge of such small ships. In late 1926, it was deemed that the Khan-class, while having served its purpose, was no longer desirable for Republican or MILICIA operations. Funding was cut and Amiral deBoisclair was forced to fight for some budget scraps with which to finish the *Draco*. He sent all Khan-class vessels on more important peacekeeping operations closer to the Northern leagues than before, undoubtedly playing on the anti-North sentiment that swept over the southern hemisphere.

Unfortunately, his budget was still insufficient to finish the *Draco*, and in late 1928 he made the decision to scavenge old ships for some necessary parts. This unorthodox approach made the *Draco* a less-than-popular ship, most landsailors commenting that it would be cursed from the first day of its commission. In 1931, the *Draco* left the docks and was put under my command. It seems that I was passed over for yet another promotion, and given this accursed ship to rule over. All that is left now is for me to perform some great service and force the brass to realize that my talents are wasted here.



Satellite News Service Special News Report ◀



(23 Winter TN 1933 — Albigen Region, Southern Republic) The Southern Republic has today lost one of its finest military minds. Amiral Gustav deBoisclair's body was removed from his country estate behind a virtual wall of SRID agents and Army military policemen. Remembered by many in the armed forces as a man with great foresight, his greatest achievement was the implementation and commission of the four Khan-class landships including the *SRL-17 Draco* which left the docks two short cycles ago. The condolences of our staff go out to the deBoisclair family in this troubling time. Amiral deBoisclair was discovered by the estate's maid at approximately 32:30 hours last night, apparently dead from natural causes. Consul deBourgogne, head of the Prefect's Council, is known to have asked Prime Minister deRouen to approve a SRID investigation into the matter as deBoisclair was reputed to have been in excellent physical shape despite his 70 cycles. Anonymous sources say that deBoisclair was slated to present a compromise solution for the Basal problem to the Prefect's Council when it reconvened on the 30th. DeBoisclair had never been prone to boasting in the past, and Prefects Orsat and Asano had both believed his claim — that his solution might finally resolve the lingering issue. To the best of our knowledge, deBoisclair had not told anyone of his plans, nor can military police find any trid or written records of them.

4.3 LIFE ON BOARD

21 Spring 1934 — *The Draco* is, in many ways, a small ship and thus follows rather simple rules and procedures. First among those: my word is Law. By the powers invested in me, no one aboard may overrule me, except the chief medical officer if he believes that for one reason or another I am incapacitated or *unable to perform my duties as commander*. Naturally, I have ensured that our current medical officer has a few skeletons in his closet and that he would never dare such a thing, aware of the dire consequences for himself, his career and his family. Always I like to stay one or two steps ahead of my potential enemies, and while our good doctor has never been anything but a dear friend and companion to me, a man such as I cannot afford to take chances.

Being a commander and an important man, I do not have the luxury of handling all the details linked to the command of the *Draco*. I rely heavily on Sous-Commandant Tim Antal to ensure that everything aboard runs smoothly. As my direct subordinate, he takes care of most routine procedures and makes sure that I am only bothered when important decisions need to be made. Antal strikes me as an ambitious man, however, and our initial relationship required some adjustments so that we wouldn't come into conflict when important decisions would have to be made. In any case, he is a very competent individual and should I be needed elsewhere, say on the bridge of one of the fleet's flagships, he would be more than capable of running the *Draco* efficiently.

Unlike commanders from most ships in the Naval Branch, I do not appreciate pranks and other forms of initiations that soldiers perform upon each other, or upon new recruits. The Republican Army is a strong and powerful force for good, and its image must be maintained. Such childish activities only serve to tarnish the image of our army, and have occasionally been counter-productive to our missions. Rather than cementing the bonds between soldiers through these methods, we reward or punish them together, as a group, and allow the occasional "heroes" to perform some of the more honorable duties on board (raising the flag in the morning, sounding the trumpets at dawn, etc.).

Security on board is maintained by Chief Security Janine Valois, also a sous-commandant and one of the two contenders (with Antal) to replace me once I receive my promotion to sous-amiral. She is very professional and disciplined, and has earned the respect of the crew and her fellow officers. To my displeasure, she is rather friendly with Sous-Commandant Antal, and this is certainly a relationship which I would like to see terminated. She is, however, excellent at her job and has proved her value to the Republic on more than one occasion by catching Northern spies on board, or by stopping this or that act of sabotage.

The delicious and diminutive Sous-Commandant Marie Berti is undoubtedly the most important member of our crew. Not only is she the Queen of Engineers, but she also happens to be a lovely morsel which I intend to sink my teeth into, some day. On the professional side, she has performed wonders and kept the *Draco* going in the most difficult circumstances, and always gives me an exact estimate of how long repairs will take so that I can plan accordingly. On the more personal side, she has all the charm and brains which I enjoy seeing in a woman. She is a talented leader and will some day get her own command, provided she can come out of the engineering section long enough for some brass to notice her. Perhaps, when I become sous-amiral, I'll have her transferred somewhere closer to me...

The most painful thorn at my side is without a doubt our political officer, Saré Agincourt. She stands outside of the normal chain of command and only serves as "advisor" to implement governmental policies whenever necessary. While she has no actual authority, the veiled threats behind her comments and her impressive web of contacts make her someone whose advice I must listen to. She always seem to have her own agenda, however, and I've asked several trustworthy crewmembers to keep me informed of her requests and communications.

► Inappropriate Advances

I have decided to revise my summary of beliefs because of my appointment in the Southern Republican Army. Being saddled with the responsibility of a political officer despite having no experience and fewer qualifications than many others, I can only draw the conclusion that influence has served me more than talent. Looking back on the first summary that I wrote upon my graduation from high school, I see that my outlook on life has become even more "honest." Whereas I once defined the Southern Republic as a noble institution with powerful people in it, now I must admit that, while my original statement is true, it does not fully describe the situation. The Republic is an institution with a proud tradition that I am glad to be an heir to, but I find that many of the powerful people do not wish to see it flourish as it could. Instead, they wish to use it as a tool for their own petty and altogether personal goals.

Corruption. Greed. Influence. These are the three words that now define our leaders and many who wish to become our leaders — I renounce them. In my capacity, I will look at all people, not as repositories of power, but as people with their own abilities and ideals. If an inept person is chosen to lead where there are people who can do better, then it is a disservice to the nation. I will never approve of a situation where one is advanced over another on the basis of some person's word instead of the merits of the individual. The heritage that I, and all true Republicans, have received deserves better. I can only hope that there are others who still maintain a true understanding of Republican honor and have the courage to use it.

— Excerpt from the summary of beliefs of Saré Agincourt, TN 1931



COMMANDANT ROBERT MURÈNE



Robert Murène was brought up to be better than those around him. The son of farmers from the Albigen region who wanted him to succeed, he was pushed to surpass all of his peers in all aspects of his schooling. Graduating at the top of his class, he enrolled in the SRA's military college and graduated with his first posting to the 2nd landship fleet in TN 1899. By the time of the War of the Alliance, Murène had risen to the rank of sous-commandant and was captain of a Baronet-class ship. The Terranovan landship groups were prime targets for orbital strikes, and Murène's group was no exception. His commandant was killed by a direct hit on the bridge and he was put in command of his group.

Profession ◀

Murène has risen to command the *Draco* Escort Group, normally attached to the *SRL Chamberlain* Battle Group. He is often given unusual missions that take his group far from friendly support. Prone to exacting detail with his orders and harsh punishments for those who fail to meet his expectations, he is feared by many people under his command. A fair tactician, Murène has been passed over for promotion several times due to slight marks in his personality profile. He is dismayed by this and schemes to continue his rise through the military. He knows that the only other commandants in competition for the next promotion do not meet the 6 cycle minimum needed for promotion — he intends to take advantage of this fact.

Attitudes ◀

Commandant Murène is a harsh man who demands the utmost in loyalty and service from those under him. He is prone to temperamental outbursts and acrid comments for seemingly insignificant slights. Despite his arrogant attitude, Murène knows just how far he can push those around him, and he rather enjoys walking on that fine line. His own variation on the code of honor focuses on the acquisition of power, and he has had his Duelist defend it on several occasions; there are rumors that his Duelist owes him a great debt for some past act, but no one has been able to prove this one way or the other.

Combat Reactions ◀

Murène avoids personal combat whenever possible, since he has underlings to do that for him. When on the bridge of his landship, he uses force slightly more than necessary and does not hesitate to give orders that others deem questionable. He is notorious for his loose definition of a "military target," and pilots who serve under him quickly learn to stifle their protests or spend time in the brig until they see his point of view. One of his favorite tactics calls for forward observers to mark lightly armored targets for his ship's guns.

Contacts ◀

Commandant Raffam VonShaik (age 84, specialties: tactics & armored combat), the commander of the *Screaming Rakshasas* regiment and a fellow Republican willing to do what is needed; Lieutenant Zoë Stinnes (age 41, specialties: HG piloting & counter-intelligence), an intelligence agent and former flame; Marie Berti (age 44, specialties: engineering & poetry), his engineering officer and the target of his affections; Gerhard Aleyshon (age 56, specialties: streetwise & contacts); a quartermaster who can provide for his more unusual tastes.

Vital Statistics ◀

Age:	61 cycles	Height:	1.72 meters	Weight:	85 kilograms	Hair Color:	Black	Eye Color:	Brown
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Attributes ◀

AGI	-1	APP	0	BLO	1	CRE	2	FIT	-1
INF	0	KNO	0	PER	0	PSY	-1	WIL	2
STR	0	HEA	0	STA	25	UD	4	AD	4

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	0	Etiquette	2	-1	Intimidate	2	1	Small Arms	1	-1
Combat Sense	2	0	First Aid	1	0	Leadership	2	0	Tactics	2	2
Communication	1	0	Ground Pilot	2	-1	Navigation	1	0			

SOUS-COMMANDANT TIM ANTAL

Antal is the son of a former deputy-minister of the Southern Republic's Economics Directorate and a transient plantation worker. The scandal that was created caused the deputy-minister to be sacked, but he fulfilled his part of the procreation contract that he had entered as was his duty. Living off his savings, he raised his son to follow the code of honor that the Southern Republic exemplifies. Tim Antal took his father's teachings to heart and enrolled in the military. He has served his country faithfully since his enrollment in the dry navy, and spent time as a lieutenant during the War of the Alliance. He has only recently been transferred to the *Draco*, and has not been impressed with what he has seen so far. From the first day he stepped on the ship, Antal has detested his commanding officer due to the Commandant's mistreatment of his personnel. Antal hopes to be transferred out soon.

► Profession

Antal is a good example of what the Southern Republic wants in its officers: level headed, intelligent, intuitive and honorable — his father would be proud indeed. Antal is the executive officer of the *Draco* and enjoys the time that he has in command of the crew when Murène is off duty. He has worked his way through the ranks and has completed the six cycles needed for promotion to Commandant. Rumors say that Murène is planning on receiving his promotion soon and Antal hopes to take his place when that happens. The fact that he will be competing with Sous-Commandant Valois for the position makes him work that much harder.

► Attitudes

Antal believes that the Southern Republic is the best nation on the planet and is proud to be one of its defenders. His feelings about Murène's command style are well-known by most of the crew, and Murène is happy to know that his XO is dedicated to the Republic and will, thus, not stop such an obviously successful commander. Antal knows a few politicians and military brass, so his position is secure.

► Combat Reactions

Antal is a good fighter by anyone's estimation. He is skilled in several styles of martial arts, the use of both the rapier and saber, squad-sized tactics and group-level combat. Antal prefers one-on-one fights that are honorable, but will match his style of fighting to his opponents' on the grounds that a dishonorable opponent does not deserve the privilege of his true skills. He and Janine Valois spar with each other at least once every four or five days, and each respects the other's skill.

► Contacts

Hadrian Antal (age: 74, specialties: gardening & economics), Tim's father, who can still pull a few strings if things get really rough; Sous-Commandant Janine Valois (age 50, specialties: leadership & hand-to-hand combat), a newfound friend who holds similar views of Murène; Commandant Victoir Nicolette (age: 62, specialties: leadership and tactics), Antal's superior during the War of the Alliance; Goya Kasmir (age: 58, specialties: infantry tactics and aircraft combat), an old friend whom Antal has not seen in a few years.

► Vital Statistics

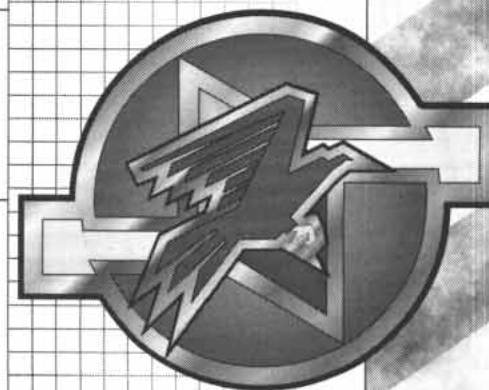
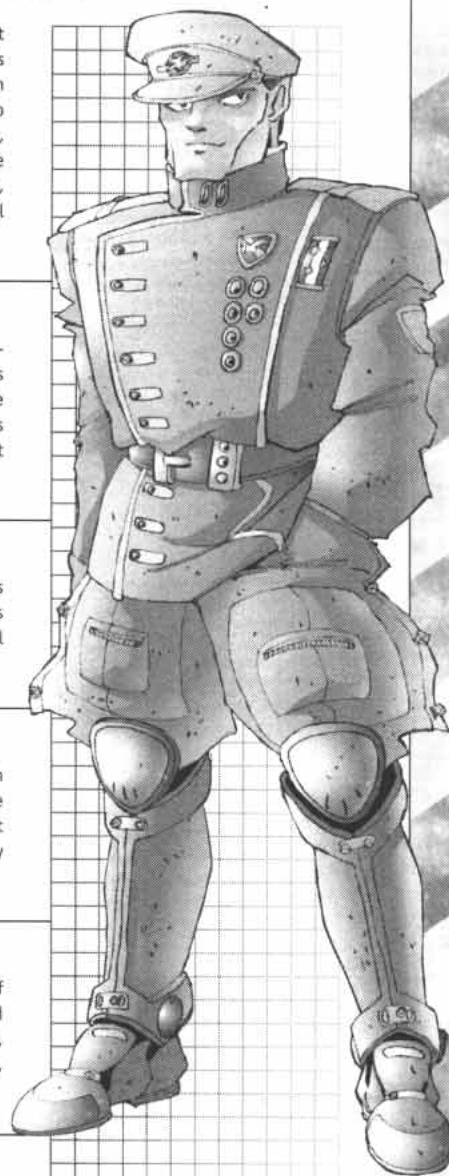
Age:	52 cycles	Height:	1.84 meters	Weight:	82 kilograms	Hair Color:	Blond	Eye Color:	Blue
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► Attributes

AGI	1	APP	1	BUI	0	CRE	0	FIT	2
INF	1	KNO	0	PER	0	PSY	0	WIL	1
STR	1	HEA	1	STA	35	UD	6	AD	6

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	2	Drive	2	1	Hand-to-Hand	2	1	Small Arms	1	1
Bureaucracy	1	0	Electronic War.	1	0	Leadership	2	1	Survival	1	0
Combat Sense	2	0	Etiquette	2	1	Melee (fencing)*	2	1	Tactics	2	0
Dodge	1	1	First Aid	1	0	Navigation	1	0	* (specialization)		





SECURITY CHIEF SOUS-CMDT. JANINE VALOIS

Janine Valois is one of the most feared citizens of the Southern Republic, although only a handful of people know it — Valois is a *Témoïn*. Les *Témoins* are the secret police of the league who report on the actions, behavior and personality of those around them in order to keep the Republic in the firm grip of its politicians. No one on board knows of her second occupation, and she makes reports once every two or three seasons in order to reduce the risk of her secret being discovered. Valois was recruited by Les *Témoins* when she was in her third cycle of elementary school when one of her teachers, also a *Témoïn*, noticed her tendency to pay close attention to the going-ons of all of her classmates. As she grew up, she was slowly indoctrinated with the concepts of the Southern Republic and trained in the surveillance techniques she would use in her role.

Profession ◀

As the chief security officer of the *Draco*, Valois is charged with protecting one of the most expensive assets of the Republic from infiltration, sabotage and mutinous actions by the crew. She has been highly trained to perform this responsibility. She never lets her duties as a *Témoïn* interfere with her duties as security officer, although she sometimes finds information that is useful to her *Témoins* superiors while doing regular work. She has heard the Estates General are trying to force the Ministry of Justice into opening the books on Les *Témoins*, and is slightly worried about how Murène would react if he discovered her secret.

Attitudes ◀

Valois enjoys physical activities to alleviate the stress from her two jobs, and exercises rigorously. She has found a sparring partner in Tim Antal, and the two have been forming a relationship built from mutual respect. She has also uncovered Antal's qualms about their Commandant, and has begun to take a closer look at his actions. She is a woman who tries to show two sides of herself; a stern, professional officer during her working hours, she tries to be a more compassionate woman during her time off and form friendships with others. Unfortunately, most crew have a hard time letting their guard down around the security chief at any time.

Combat Reactions ◀

While not proficient in armored combat, Valois can take care of herself on any battlefield. Trained to deal with threats that range from a single man to an entire company, she prefers to lure her enemies into traps. When engaged in a one-on-one match, she reacts as a skilled fighter and often chooses to both parry and attack at the same time. She enjoys hand-to-hand sparring and prefers to use a metal-shod staff in melee.

Contacts ◀

Sous-Commandant Tim Antal (age 52, specialties: leadership & swordsmanship), another officer on the ship whom she "plays" with; Adam deLapin (age 84, specialties: information & literature), her *Témoïn* controller and former school teacher; Aylfreid Valois (age 44, specialties: visual art & coffee connoisseur), her younger brother who is an aspiring artist; Commandant Chantel Dessources (age 37, specialties: leadership & visual art); a soldier who she was stationed with during the War of the Alliance and who exchanges favors with Valois.

Vital Statistics ◀

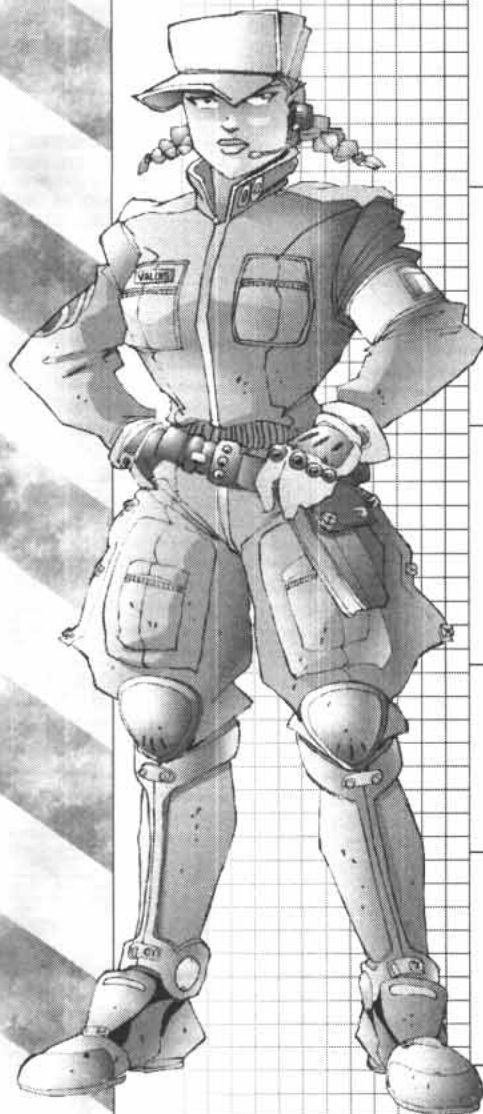
Age: 50 cycles	Height: 1.77 meters	Weight: 69 kilograms	Hair Color: Auburn	Eye Color: Sky Blue
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Attributes ◀

AGI	1	APP	1	BUI	0	CRE	0	FIT	2
INF	0	KNO	0	PER	1	PSY	0	WIL	0
STR	1	HEA	1	STA	35	UD	7	AD	6

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Acrobatics	1	1	Dodge	2	1	Leadership	1	0	Small Arms	2	1
Athletics	2	1	Etiquette	1	0	Melee	2	1	Stealth	1	1
Combat Sense	3	0	First Aid	1	0	Notice	2	1	Survival	1	0
Computer	1	0	Hand-to-Hand	2	1	Sleight-of-Hand	1	1	Tactics	2	0



CHIEF ENGINEER SOUS-CMDT. MARIE BERTI

Marie Berti was born in Aquitaine in TN 1900 to Anna and Ange Berti. One of her parents was a Great Plains Police officer and the other was a technician at the Needle, the largest broadcasting center in the South. When her parents were killed by a suspect of her mother's, she was put under the protection of the Infant Welfare Protection Bureau and, as per common practice, enrolled in the Youth Guard, despite her protests. She responded by doing as little as possible in the group, and was considered a lost cause by her instructors until her troop took a field trip to a nearby repair base. There, she was instantly fascinated by the machines around her, and her troop leaders breathed a sigh of relief — she had found something to do for the military.

► Profession

Marie Berti is one of the best engineers in the Southern Navy and she knows it. She is at home repairing a fusion plant, commanding her subordinates and adjusting outputs during an assault. Berti entered the Navy near the outbreak of the War of the Alliance and has yet to live down the stigma that some long-time military personnel feel about "new" recruits, but her hard work has paid off with a promotion to sous-commandant last season. Berti is somewhat concerned that she will not be able to advance in rank easily anymore, but thinks of it as a long-term problem to solve when she completes the cycles of service needed for her next promotion. The *Draco's* engineering crew feel privileged to be working under such a dedicated and skilled officer.

► Attitudes

Berti enjoys her work and knows that she is good at it. She has just recently become aware of Murène's interest in her and has not yet decided if she should encourage his affections in order to increase her chances for promotion — she finds Murène to be a little bit too manipulative and demanding for her tastes. Among the other officers, she finds Tim Antal to be the most amicable and has gently tried to convince him to see her on occasion, but he is usually busy with Sous-Commandant Valois.

► Combat Reactions

Not very skilled in personal combat, Berti will call for help and attempt to use her knowledge of nearby heavy equipment to her best advantage by toppling a few tons of metal or releasing super-heated steam upon her adversary. During combat operations on the *Draco*, Berti is in charge of ensuring that the laser batteries are kept at nominal power levels, that the Magnetic Repulsion System is working fine, that the fusion plant is kept in safe limits, and a myriad of other details which keep the *Draco* ahead of its enemies.

► Contacts

Julianna Rostov (age: 34, specialties: small talk & procurement), Marie's childhood best friend who has a shady family; Assayd Halimah (age: 52, specialties: teaching & philosophy), the youth guard leader who Berti idealizes; Danghen Jarak (age: 33, specialties: Gear piloting & carousing), an engaging Badlands wanderer whom Berti would like to see again sometime — when his sister is not around; Sarrana Shriver (age 37, specialties: cooking & business), another of Marie's childhood friends who now owns and runs a gourmet cawfee shop in Aquitaine.

► Vital Statistics

Age:	34 cycles	Height:	1.67 meters	Weight:	43 kilograms	Hair Color:	Blond	Eye Color:	Blue
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► Attributes

AGI	0	APP	1	BUI	-1	CRE	1	FIT	0
INF	1	KNO	2	PER	0	PSY	1	WIL	0
STR	0	HEA	0	STA	25	UD	2	AD	2

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	2	Etiquette	1	1	Mechanics	3	2	Small Arms	1	0
Computer	2	2	First Aid	1	2	Navigation	1	2	Teaching	1	1
Electronics	2	2	Leadership	1	1	Physical Sci.	2	2	Tinker	2	1





CHIEF MEDICAL OFFICER LT. LUK BEAUDARD

Beaudard knew at a very early age that he wanted to be an officer in the Southern Republican Army and tried with determination to realize that ambition. Too frail to be in the infantry and too clumsy to be a pilot or gunner, he eventually accepted that he would never be part of the armed forces and attended medical school in order to secure a comfortable lifestyle for himself. When the recruiters came to his university looking to swell the ranks of the support branches, Beaudard signed up immediately. Fresh out of university, Beaudard is the most recent addition to the ship's officers. This is his first trip and Beaudard wants to make a good impression on the others. He has been busy going through the medical charts and files of the entire crew to familiarize himself with his new environment. On his time off, Beaudard has been seen in the company of Lieutenant Agincourt; whether his intentions towards her are genuine or a grab for power remains to be seen.

Profession ◀

Beaudard is a good doctor who is about to get his first real experience in the field. What he lacks in practical experience, he makes up for with enthusiasm. Beaudard has been working twenty-three hour days since he came on board and shows no signs of letting up in the near future. His years of schooling have bred in him an intense work ethic which he cannot seem to let go of. His only hands-on experience to date has consisted of minor cuts and such that have resulted from sundry accidents aboard the ship; he looks forward to his chance to prove himself to Commandant Murène even though he knows that another must suffer for it first.

Attitudes ◀

Beaudard lacks a quality that many feel is necessary for a doctor to become truly great — compassion. To Beaudard, his patients are problems to be solved so he can elevate his status, not people who are in need of help. None of the other commanding officers have yet realized this, although some of his medical assistants have begun to suspect his motivations. With what little time he has spent with the other officers, Beaudard has formed the beginnings of a friendship with Saré Agincourt, but has found the Commandant to be somewhat quick with him.

Combat Reactions ◀

With only basic training under his belt and a somewhat small frame, Beaudard will avoid a fight if at all possible. If somehow pressed into a combat situation, Beaudard will try to find cover and hide if possible and call for reinforcements. If pressed into a fight, Beaudard's knowledge of human anatomy might help him if he could overcome the paralyzing fear of the situation. In large-scale actions where he is not in a dedicated surgical theater, Beaudard will find a concealed place to hide and tend the wounded that are sent his way.

Contacts ◀

Rémy Sevignon (age: 29, specialties: medicine & carousing), a classmate from university who set up a private practice in Siwa Oasis with expectations of lots of business; Annie-Kin Beaudard (age: 48, specialties: writing & contacts), Luk's mother who is a writer in Port Oasis; Lise Beaudard-Horagana (age 35, specialties: cooking & economics), Luk's sister who works as a consultant for the Republic's Economics Directorate.

Vital Statistics ◀

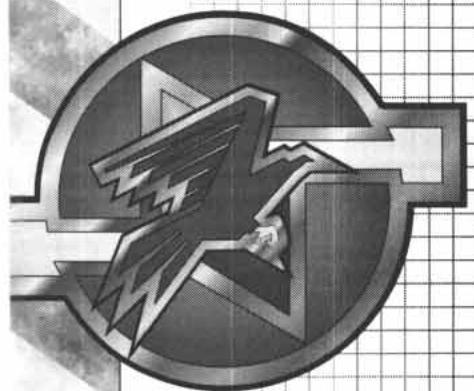
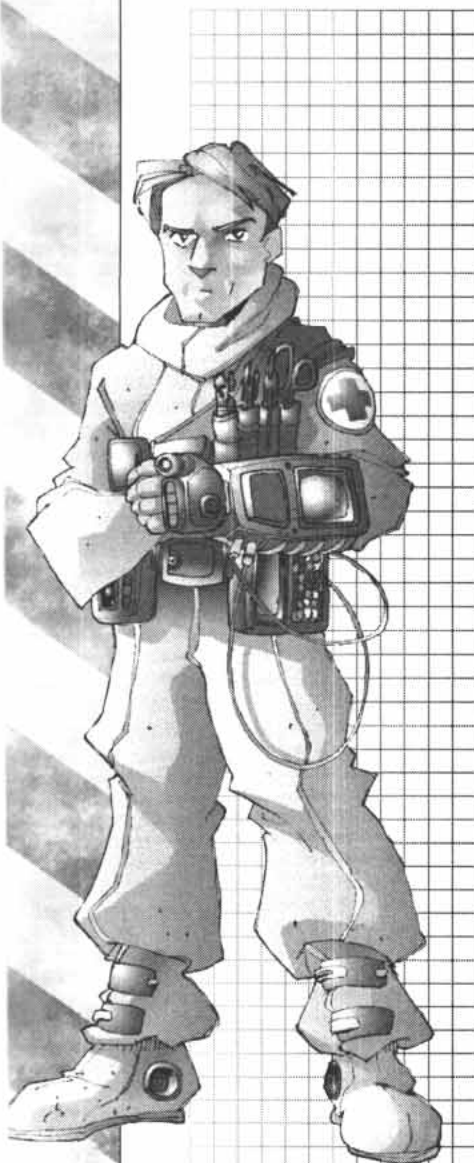
Age:	30 cycles	Height:	1.73 meters	Weight:	66 kilograms	Hair Color:	Blond	Eye Color:	Blue
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Attributes ◀

AGI	-1	APP	0	BUI	-2	CRE	0	FIT	0
INF	0	KNO	1	PER	0	PSY	-1	WIL	1
STR	-1	HEA	0	STA	25	UD	1	AD	1

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	1	First Aid	2	1	Medicine	2	1	Sleight-of-Hand	1	-1
Computer	1	1	Life Sciences	1	1	Notice	1	0	Survival	1	0
Drive	1	-1	Literature	1	0	Small Arms	1	-1			



LIEUTENANT SARÉ AGINCOURT

Saré Agincourt is a rare case of a child born without a procreation contract not taken under the wing of the Infant Welfare Protection Bureau. Conceived in a dalliance between two powerful politicians, the IWPB was told in no uncertain terms when she was born that any attempt to remove the child from the care of the mother would result in a drastic reduction in funding to the agency. Naturally, the IWPB removed itself from the affair and thus Saré was raised in the twisted corridors of Republican power. From an early age, Agincourt learned to keep her true feelings hidden and to support the wills and ideas of her controlling mother. When finally given the choice of career paths, she chose to enter the military in order to escape her mother's iron grip while telling the tyrant she was entering a career that would be sure to enhance her standing.

► Profession

While technically commissioned as a lieutenant, Agincourt sits somewhat outside and above the command structure of the ship. As the watchdog of the Southern Republic, Agincourt is respected and somewhat feared by the crew of the *Draco* due to both her military responsibilities and the fact that she has the ear of several high-level officers and politicians who can make or break a person's career with only a few calls. Agincourt has been placed on the ship to ensure that the goals of the Southern Republic are attained without the interference of any individual's pride or ambition. Despite her fearsome reputation, Agincourt does not abuse her position, and those who have been on the ship for a few tours respect her for her honor and integrity.

► Attitudes

Agincourt does not relish the task she was assigned and suspects her mother's hand in it due to the power the position carries; nevertheless, she recognizes the need for her position and performs her duty accordingly. She dislikes Murène and sees him as a sexist pig with too much ambition and not enough understanding of his position. She has been shunned by most of the other officers, but has found the new doctor is less blinded by her position — if only he'd take some time off from his obsession, she might finally find a friend on board.

► Combat Reactions

Agincourt is no fool, and scrutinizes any potential conflict for alternatives if it does not interfere in her duties; this has brought her into conflict with Murène since he tends to be somewhat brutal in his methods. When in combat, Agincourt will try to stay away from her attacker and use firearms to incapacitate her enemies, aiming to wound if the situation allows it. When on the bridge during combat, Agincourt only speaks up if a proposed action would jeopardize the mission or cause undue harm to the reputation of the Republic.

► Contacts

Sharon Agincourt (age: 62, specialties: politics & contacts), her mother and greatest obstacle; Tabatha Watts (age: 43, specialties: socializing & contacts), a friend of her mother who has always been nice to Saré and who has strong influence in the military; Natassya Poindegrosse (age: 28, specialties: Gear tactics & agriculture), a college buddy who was pushed into the military by parents who wanted something better for their daughter.

► Vital Statistics

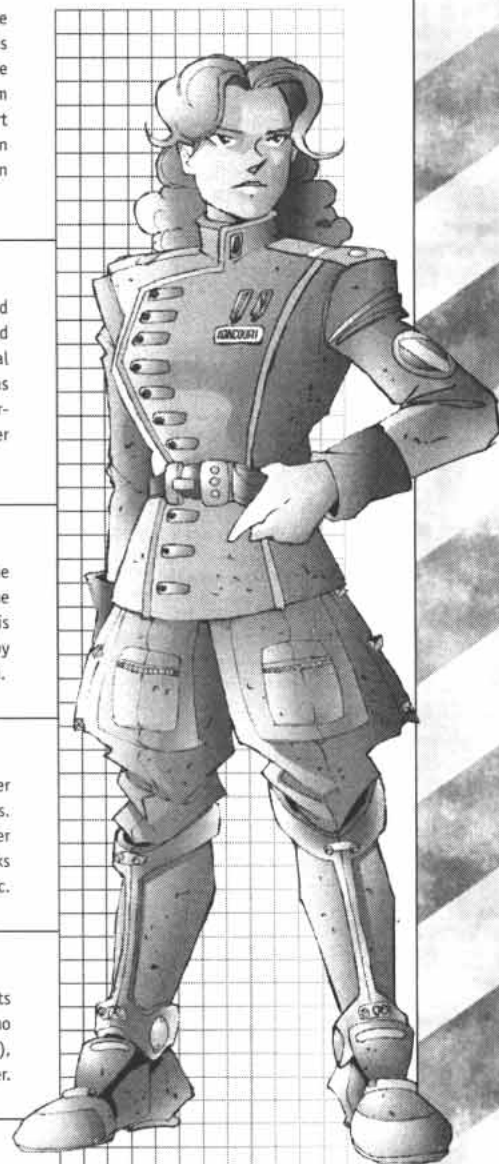
Age:	27 cyles	Height:	1.64 meters	Weight:	63 kilograms	Hair Color:	Red	Eye Color:	Green
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► Attributes

AGI	1	APP	1	BUI	0	CRE	0	FIT	1
INF	1	KNO	0	PER	1	PSY	1	WIL	1
STR	0	HEA	1	STA	30	UD	4	AD	4

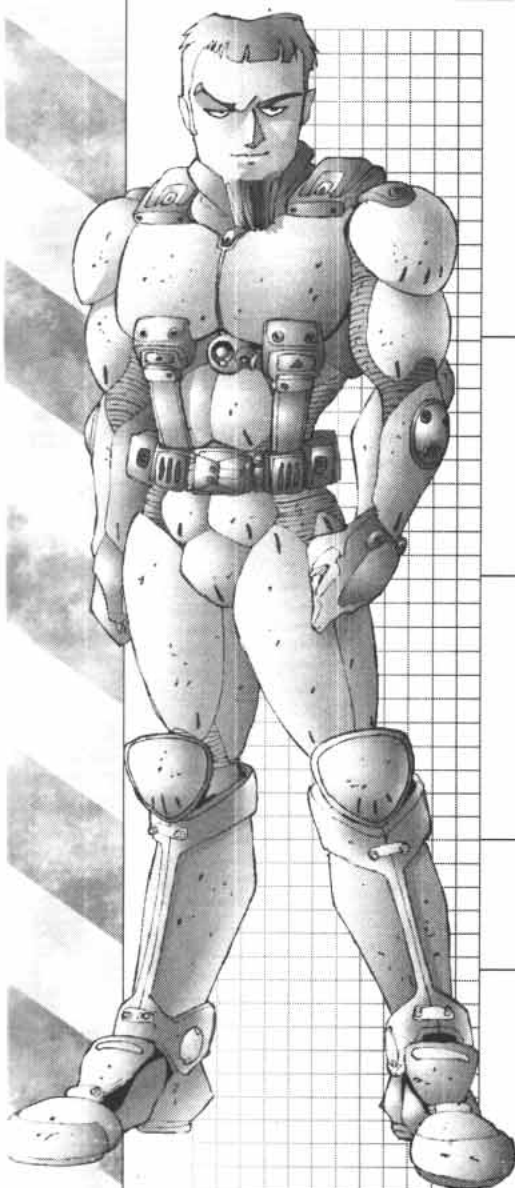
► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	0	Dodge	1	1	Investigation	1	1	Psychology	1	0
Combat Sense	1	1	Etiquette	2	1	Leadership	1	1	Small Arms	2	1
Communications	2	0	First Aid	1	0	Melee	1	1	Streetwise	1	1
Computer	1	0	Hand-to-Hand	1	1	Notice	2	1	Theatrics	1	1





ADJUDANT CHRISTOPHE CASTIGAN - DUELIST



Castigan is one of the many products of the Republican propaganda machine. Persuaded from an early age by all he saw around him, Castigan studied diligently through his school years and upon graduation enrolled in the enlisted ranks of the army. He has steadily worked to further the ends of the Republic and has served under several commandants in his long career. Decorated for bravery twice during the War of the Alliance — once for covering the withdrawal of his regiment with his cadre and once for his actions during the Battle of Baja — Castigan has risen through the ranks of the non-commissioned officers and is patiently waiting to be promoted to adjudant-chef and slip into the spot of senior group NCO. During his long years of service, Castigan has seen a great many acts of bravery and a great many deaths. Somewhat numbed by his experiences, Castigan knows no other life and dreads the day he must retire. Castigan believes that honor is a concept that is nearing the end of its usefulness. With the upcoming war, he fears that the practice of honorable combat will be discarded for the expedience of mass-warfare.

Profession ◀

Only recently appointed to the position of Duelist, Castigan is struggling to live up to the responsibilities he now carries and the legend of the Duelists who have gone before him. An extremely skilled pilot in his own right, Castigan is still unsure of himself in his new position and secretly dreads the days that he must defend the honor of his unit. He also worries that the duel will be over one of Murène's stupid abuses of power. To date, he has not had to participate in a duel for the group, but he knows that it is only a matter of time before honor must be upheld.

Attitudes ◀

Castigan has seen a great deal in his long military career and he is easily impressed by those who carry medals of bravery due to his intimate experience with what is needed to earn one. He has also become somewhat numb to death and thinks little of firing at an opponent's cockpit if he feels it is necessary. He knows that the political officer, Agincourt, has been watching him of late and as a result has been trying to hide this fact; resignation to another type of duty would take him away from what he has known for his whole life. Castigan believes that retirement means the loss of much of his personal honor and will do anything to prevent that from happening.

Vital Statistics ◀

Age:	58 cycles	Height:	1.79 meters	Weight:	76 kilograms	Hair Color:	Brown	Eye Color:	Brown
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Attributes ◀

AGI	2	APP	-1	BUI	0	CRE	1	FIT	0
INF	0	KNO	0	PER	1	PSY	-2	WIL	1
STR	0	HEA	0	STA	25	UD	7	AD	6

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	2	2	Dodge	1	2	Hand-to-Hand	1	2	Melee	2	2
Athletics	1	0	Electronic War.	1	1	HG Dueling	3	2	Small Arms	2	2
Combat Sense	2	1	First Aid	1	0	HG Pilot	3	2	Streetwise	1	0
Communications	2	0	Gunnery (HG)	2	1	Leadership	2	0	Tactics	2	1

Macromoves ◀

Macromove Name	+/-Acc	+/-Def	+/-Dam	Note	Requirements
Combo Block	0	0	0	Defend vs Combo	-
Spray Fire	+1	-1	+1	(Saturation Fire)	SKL 2, HARD: ROF Weapon
Parry	-2	+3	0	-	SKL 2, HARD: Projectile Weapon
Rapid Slash	+2	0	-1	Combo	SKL3, HARD: Vibroweapon
Swing	+1	0	0	-	SKL 2, HARD: Manip. Arms
Lethal Fire	0	-1	+1	AP	SKL 4, HARD: ROF Weapon

SERGEANT JACQUES MAMMAIS

Mammais was dragged into the military during the War of the Alliance when Earth forces overran the town where he lived and he helped to hide several Southern infantrymen in his basement. When the town was liberated, he volunteered to join the army and was immediately accepted because of his previous actions. He was trained in the use of Gears and posted to the 17th Gear regiment. After several years of service with them and a few promotions, Mammais requested a transfer to a more exciting post; of course, he had not expected to be posted to a landship group. Since his transfer, Mammais' fortunes seem to be on the rise; he was promoted to sergeant within a cycle of his arrival and given command of the *Draco's* Gear escort section. Since then, he has participated in a few small-scale raids and a wargame exercise with another landship group.

► Profession

With cycles of experience under his belt and some wisdom on his shoulders, Mammais is a capable pilot who commands his forces ably. In command of a full section, Mammais has begun to understand the differences which separate cadre-sized fights and section-sized fights from one another and is taking the advice of his superiors to heart as far as his tactics are concerned. His experience is building slowly and he feels confident that he can take on most adversaries he will meet in the field. Mammais spends long hours training his troops on how to respond under stressful situations both in classroom settings and with "hands-on" training.

► Attitudes

Mammais is a skilled warrior and a responsible leader. He balances the need to achieve an objective with the costs it will incur; he will not throw his men's lives away without first giving a great deal of thought to the matter. He is a stern commander and believes that the Republic is an institution that should be protected from foreign aggressors. Mammais gets along well with most of the crew and officers but finds Commandant Murène to be an insufferable self-centered man who does not understand the value of his men's lives.

► Combat Reactions

As a professional soldier, Mammais is used to combat situations and reacts intelligently. Mammais is likely to avoid unnecessary civilian casualties and will attempt to move violent conflicts outside of populated areas. When in his Gear, Mammais has some trouble holding back to command his troops and often rushes into the fray despite the advice of his fellow officers; his men, however, respect him a great deal for it. In single combat, Mammais prefers to use projectiles but will close for swordplay with an honorable opponent. Mammais also prefers to take prisoners over killing, but only if there is little danger involved to himself or his comrades.

► Contacts

Sous-Prefect Zhirala Speentace (age 46, specialties: contacts & infantry actions), one of the infantry who he hid so long ago who has ensured his rapid rise without Mammais' knowledge; Gabriella Lestée (age: 40, specialties: journalism & investigation), a lover who gets into trouble every once in a while.

► Vital Statistics

Age:	46 cycles	Height:	1.88 meters	Weight:	91 kilograms	Hair Color:	Black	Eye Color:	Brown
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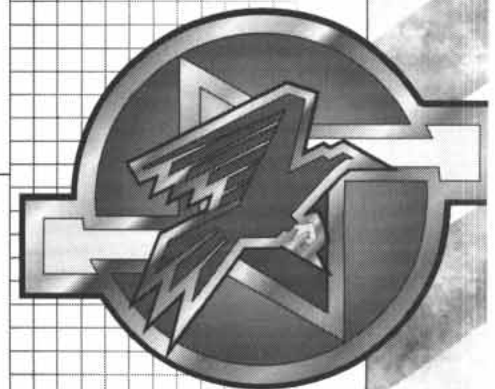
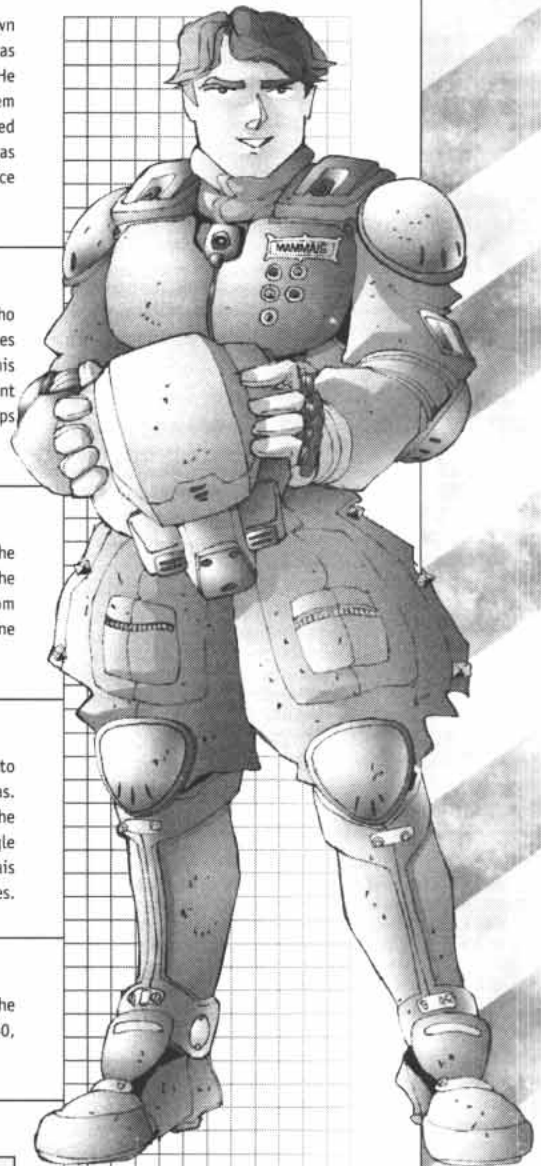
► Attributes

AGI	1	APP	0	BUI	0	CRE	1	FIT	2
INF	1	KNO	-1	PER	0	PSY	0	WIL	1
STR	0	HEA	1	STA	30	UD	4	AD	4

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	1	Electronic War	1	-1	Hand-to-Hand	2	1	Small Arms	2	1
Combat Sense	2	0	Etiquette	2	1	HG Pilot	2	1	Stealth	1	1
Communication	2	-1	First Aid	1	-1	Leadership	2	1	Tactics	2	1
Dodge	2	1	Gunnery (HG)	2	0	Melee (fencing)*	2	1	Visual Art	1	1

• (specialization)



4.5 LA COMPAGNIE DRACONIENNE A

3 Summer 1934 — While the *Draco* is one of the most recent additions to the Southern landship fleet, it is far from the largest. As a result, it has only been assigned a compagnie (company) instead of a full regiment. The remaining compagnies (B and C) are spread in the three Raptor-class ships which serve as its escort. The compagnie aboard the *Draco* is the most imposing of the three and follows the combined arms principle which rules most military units aboard Terranovan landships.

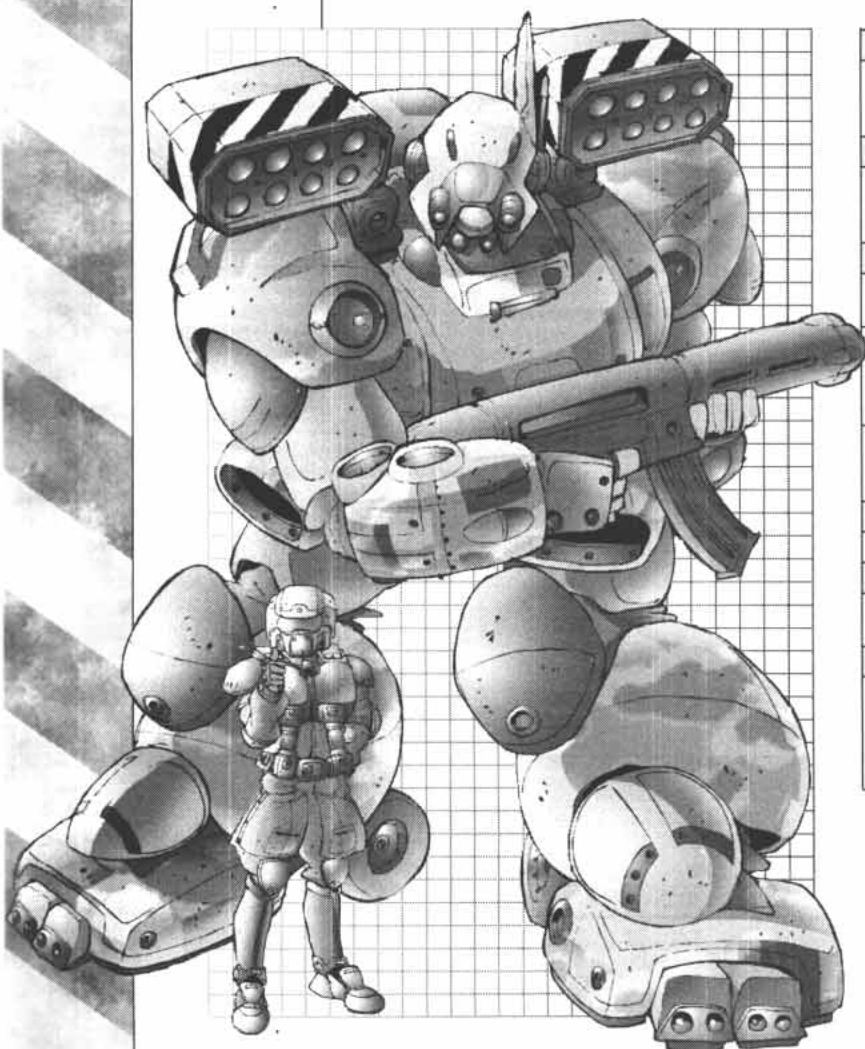
The *Draco* is manned exclusively by personnel who were born in the Southern Republic. This has given the crew a discernible superiority complex towards most MILICIA landships, which typically sport mixed-league crew. Although a Republican vessel, the *Draco* often deploys with the MILICIA. This has given her a slightly tarnished reputation. Many of the crew have been stationed on the ship because they either lack experience or need discipline.

Because of this, there exists some friction among various crew members who belong to one group or the other. Some of the officers who have served several cycles on the ship have become somewhat flexible in their morals and partake of small money-making opportunities that present themselves. Many of these schemes involve providing hard-to-find items for certain members of the crew that are seen as agreeable. Inevitably, some of the new recruits are against such shady actions and try to gather evidence against these old-timers. These dynamics ensure that all on board keep aware of the actions of those around them to avoid false accusations.

Despite these internal differences, the *Draco's* crew performs admirably under fire, and has earned a reputation as a reliable unit. For this reason, the *Draco* is often sent on long-range duties in the Badlands to make the South's presence and might felt by those it encounters. Most Badlander communities that it comes across are quick to offer at least feigned hospitality to the group that is sent to greet them.

Compagnie Composition ◀

Gear Compagnie	Sections Included
Compagnie Draconienne A	Section Rouge x 2 Section Noire x 1 Section Bleue x 1
Gear Section	Cadres Included
Section Rouge (TV = 16,092)	Recon x 2 Commando x 2 Support x 2
Gear Cadre Types	Vehicles Included
Recon (TV = 2,023)	Jäger x 3 Iguana x 2
Commando (TV = 3,048)	Jäger Command x 1 Jäger x 1 Black Mamba x 2 Blitz Iguana x 1
Support (TV = 2,975)	Jäger x 3 Spitting Cobra x 1 Support Cobra x 1
Cavalry Section	Cadre Included
Section Noire (TV = 8,376)	Artillery x 1
Infantry Platoon	Sections Included
Section Bleue (TV = 444)	Light Attack x 1 Heavy Attack x 1
Section Types	Squads Included
Light Attack (TV = 162)	Light Recon x 1 Light Weapons x 1 Heavy Recon x 1 Heavy Weapons x 1



SECTION ROUGE

4 Summer 1934 — Section Rouge is the mobile punch of the compagnie and many of the soldiers that are part of it are veterans of the War of the Alliance. Due to the brush conflicts they are frequently part of, all of the pilots have seen action of some type, although some of the pilots are significantly better than others.

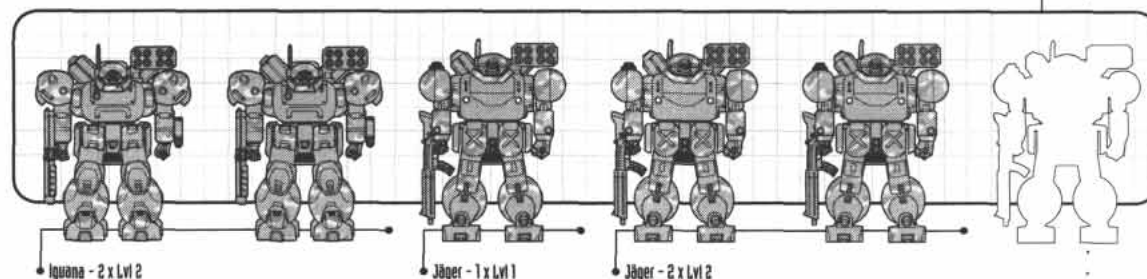
The various cadres are all led by a sous-sergent that saw action during the War of the Alliance and also spent at least two seasons as a drill sergeant in Marabou. These NCOs demand the utmost respect and loyalty from their men and are ardent professors of Southern honor. The fact that they are evenly split about their belief or opposition to the shadier dealings on the ship keeps these influential men from exerting their authority across the rest of the ship's crew through the pilots they control. During intense action, the sous-sergents are some of commandant Murène's most relied-upon advisors and they put aside their differences for the good of the ship and the crew.

The recon and commando cadres are often sent out by themselves on missions against enemy squadrons, which allows the veterans to guide their troops at the level of conflict with which they are most familiar. When more force is called for, it is common for one of each cadre to be sent as a group with the recon leading, the support cadre traveling less than a kilometer behind and the commando cadre following close behind the support cadre as a reserve and rearguard.

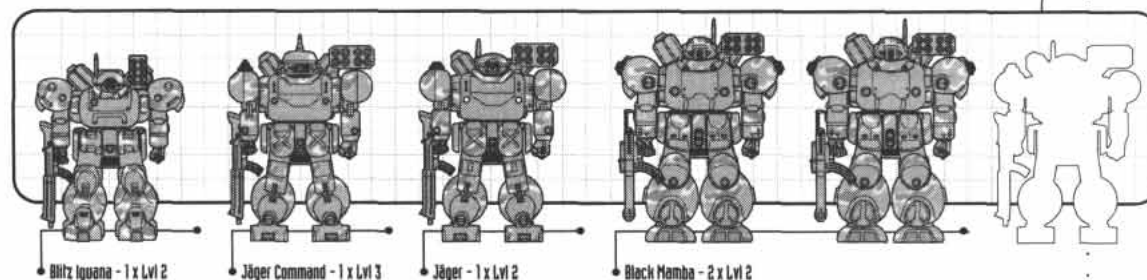
When used in conjunction with other forces, the members of Section Rouge are usually used as the force to which armor or infantry forces are attached. Such a unit is often commanded by one of the commissioned officers who is better versed in larger scale conflicts than the sous-sergents.

SECTION ROUGE GEAR CADRES

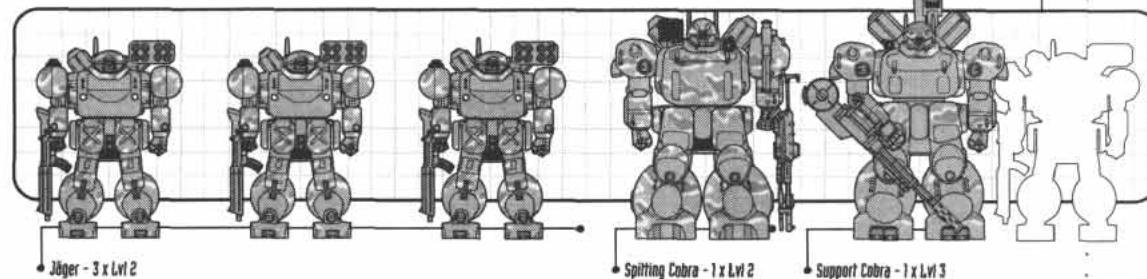
► Recon Cadre (TV: 2,023)



► Commando Cadre (TV: 3,048)



► Support Cadre (TV: 2,975)



SECTION BLEUE

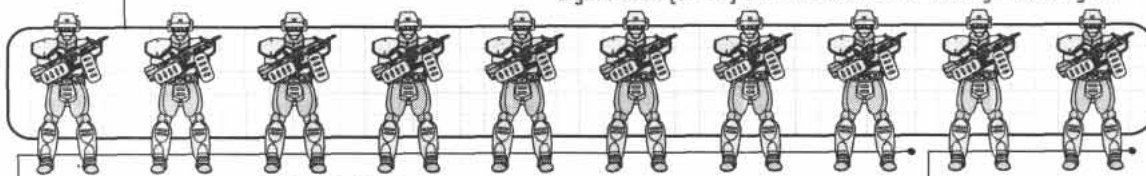
7 Summer 1934 — Composed of some of the toughest marines that yours truly could scheme to have transferred in, the soldiers of Section Bleue are a nasty bunch. They are all well trained in their duties, and over eighty-five percent of them have seen combat action before. Many of these marines feel that they should be given more respect than they presently receive, and have taken to impressing that fact upon anyone of their rank or lower. Some of the Gear pilots who have been transferred in recently seem to feel that this situation is not good for the morale of some of the ship's crew and have pushed back at the bullies.

These troops are primarily sent to fight enemy infantry for which they have been trained intensively. When stealth is a necessary element for a mission, the marines are often sent to attack objectives since they can sneak by enemy sensors with at least a small increase in the chance of success when compared to Gears. Marines are also used as perimeter guards in the event that a detachment of forces from the landship needs to set up a camp away from the rest of the group.

The commander of the Marines is Lieutenant Guy Detel, a hard-nosed veteran of the War of the Alliance whose stubborn streak has kept him from several promotions. Perhaps it is this attitude, combined with his long service, that causes his men to be exceedingly loyal to him such that any orders with his name inspire them to actions beyond their regular duty. It is certainly this attitude that endeared the man to me when we first met, and his personal loyalty to me is... admirable.

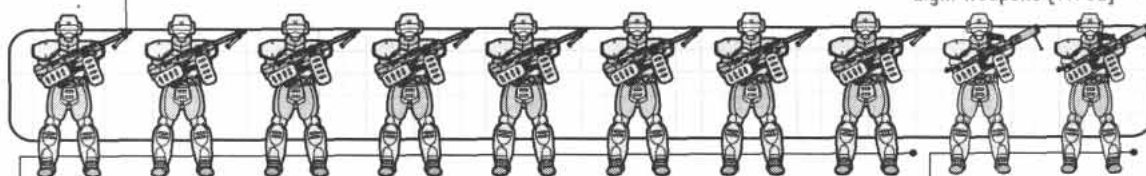
SECTION BLEUE ESCOUADES

Light Recon [TV: 70] Escouade members use night vision gear



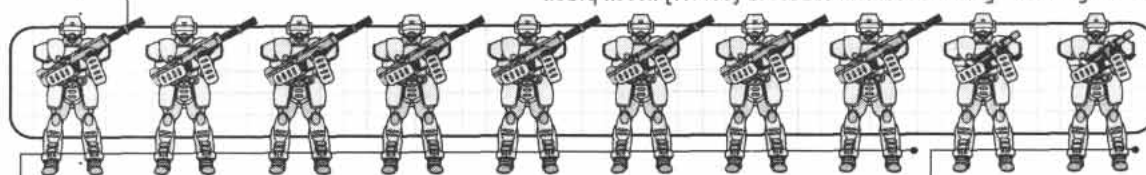
- 8 x Lvl 2 w/Light Flak & 7mm Rifles (7 each)
- 2 x Lvl 2 w/Light Flak & 7mm Assault Rifles (7 each)

Light Weapons [TV: 92]



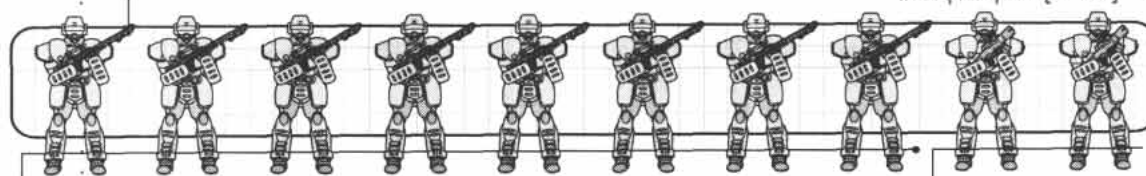
- 8 x Lvl 2 w/Light Flak & 9mm Heavy Rifles (9 each)
- 2 x Lvl 2 w/Light Flak & 15mm Sniper Rifles (10 each)

Heavy Recon [TV: 136] Escouade members use night vision gear



- 8 x Lvl 2 w/Heavy Flak & 9mm Chaingun (12 each)
- 2 x Lvl 2 w/Heavy Flak & 37mm Grenade Rifles (20 each)

Heavy Weapons [TV: 146]



- 8 x Lvl 2 w/Heavy Flak & 9mm LJ Machineguns (9 each)
- 2 x Lvl 3 w/Turtleshell & 50mm Rocket Launchers (37 each)

SECTION NOIRE

6 Summer 1934 — Section Noire doesn't really deserve the appellation of section since it only counts five vehicles among its number, but for the sake of some bureaucrat's organizational chart that is the label that is used. One of the few reasons that it does deserve the distinction of section is due to the fact that the forces that are part of Section Noire are often split apart and lent to other sections for specific missions to which its vehicles are well suited.

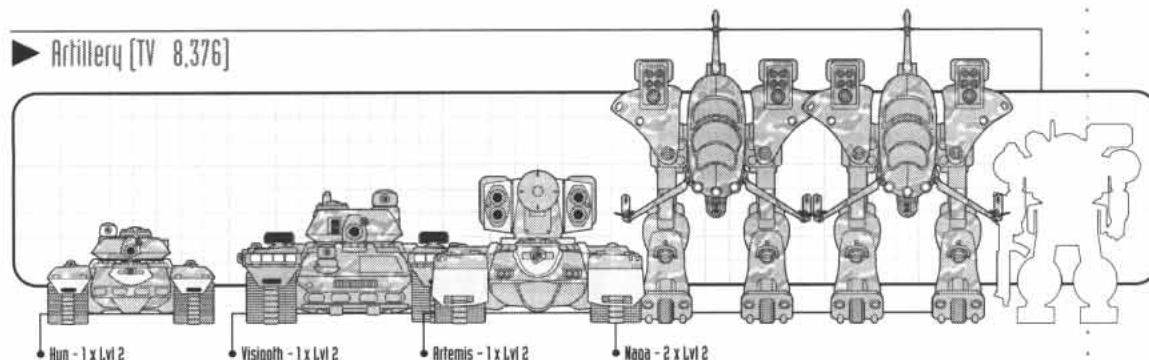
For instance, in assault operations, the three tanks are often sent as the punch to accompany Gear or infantry forces. Similarly, it is common for one or both of the *Nagas* to be sent if the target is in unusually rough terrain. On the rare occasion that the cadre is sent out together, the target is generally of the sort that the Gears and infantry that are sent with it are little more than cannon fodder.

There is a mild rivalry between the strider pilots and the tankers, but it is generally held to the level of minor practical jokes and friendly insults. The crewmen work together enough that their rivalry remains constructive and even jovial for the most part.

The commander of the section is Sous-Lieutenant Soullame, a rebellious youngster right out of the academy who is likely to have a good career once he works some of the flippancy out of himself. The others in the group are veterans who suffer through his inexperience with surprisingly good humor when you consider that some of them have been in the service for longer than Soullame has been alive. Perhaps he has a hold of some kind over the men and women under his command that I have not discerned yet. Money, charisma? Certainly one more officer to keep a tab on...

SECTION NOIRE CADRES

► Artillerq (TV 8.376)



► Black Operations, Black Legion

40 Winter 1934 — We are finally away from Lance Point. Using the *Draco* as a troop transport is certainly below my potential, but the idiots who call themselves amirals had decided that such was my lot for the last season. The compagnie was well-behaved at least, which is to be expected of Légion Noire troops, I suppose. The only incident that occurred to mar an otherwise serene journey involved the Légion's lieutenant who had the gall to ask Marie Berti to dinner. Happily, she knew she was above such a lout and turned him down.

The legionnaires were an elite compagnie from the 2nd Légion Noire regiment — *The Damned*. Like all legionnaires, they were highly trained special-forces personnel and largely kept to themselves aboard. They were to be transported to Lance Point to help reinforce the *Rapiers*, the Légion's MILICIA auxiliary regiment currently keeping the peace in that Badlands city-state. A group of cowardly terrorists are still fighting in the mountains around the city, and the compagnie has been brought in to support their fellows.

Although I dislike using the *Draco* as a glorified troop transport, it certainly served to bring the fear of the Republic into the local rebels. I latter learned from the Commandant Giyom Nazier of the *Rapiers* that guerrilla activities plummeted as soon as our presence became known. I also think it well for the marines of Section Bleue to see true elite warriors in their midst — it will hopefully teach them humility.

In Lance Point itself, I had the pleasure of dining with Commandant Nazier, a man with similar views to myself. If I hadn't enlisted in the landship fleets of the Republic, I think I would have found myself drawn towards the Légion. Their methods and goals seem to be similar to mine in many ways. Nazier and I discussed some of the actions that are likely to occur in the early stages of the war. We agree on several things, unfortunately, he does not grasp the role that the landnavy will play.

When the *Draco* was resupplied, I was given orders to head to Azov where the *Draco* is to perform maneuvers. Perhaps the war is coming even faster than I had thought, what better place to ready our forces for a pre-emptive strike. I am glad that I will be in the front of our mighty armies, but I must set things in motion to improve my chances of promotion soon.



4.6 SOUTHERN CAMPAIGN

As mentioned earlier, the campaigns included in this book have a dual nature. You can play them as roleplaying campaigns, tactical/wargaming campaigns, or both. In this particular campaign, the adventures start with two RPG scenarios followed by a tactical one, and this combination is repeated four times, ending the campaign with a tactical scenario. Furthermore, the Northern campaign is tightly connected to the Southern campaign, and both merge to create a complete story. We have taken great pains to introduce as much variety in the campaign as possible. We felt it was important to give a general feel to the adventures so that Gamemasters could find something for any type of player — action, romance, mystery, puzzles, intrigue, survival, death, etc. The world of Terra Nova is rich in story potential, and the scenarios which follow should help demonstrate that.

The general setup for this campaign is as follows: The *Draco* is on a mission north of Azov (the Southern outpost closest to CNCS borders), accompanied by three Raptor-class ships (the *Chevalier*, the *Eagle Star* and the *Épée Noire*). After some troopers get run out of a Badlands town where Northern spies are being harbored, Commandant Murène sends a punitive expedition to “show those Badlanders not to mess with the Republic.” The *Eagle Star*, which was on a peripheral scouting mission a few hundred kilometers north of the *Draco*, suddenly suffers a major power failure and is rendered defenseless. Northern forces seize the opportunity and assault the ship. After successfully taking over the ship, they escape with some freed prisoners, not without leaving behind a little “gift” in the form of a time bomb. The heroes are sent as reinforcements to save the *Eagle Star*. After the *Eagle Star* has been liberated from the CNCS forces, the two group commanders have their duelists square off to end the conflict, but the result is considered insufficient to end the hostilities. In a final act of anger, Commandant Murène sends an artillery group to exact vengeance upon the Northern dawgs.

4.6.1 ROLEPLAYING CAMPAIGN

The heroes are new crewmembers assigned to the *Draco* about four weeks ago. As their first mission, they are sent to investigate potential spies in the county of Plateau. The locals, however, do not appreciate their snooping around and run them out of town. Commandant Murène decides to send a punitive expedition to teach them a lesson. Soon after that raid, the *Eagle Star* develops a critical problem with its engine and must shut everything down. The heroes are given the role of reinforcements to help the *Eagle Star* hold off any attackers until repairs can be made. Once there, however, they are sent to Plateau to find some parts. After some difficult negotiations, they return to the *Eagle Star* and learn there was an attack in their absence. The heroes must stay there as replacements until relief crew from other landships can take their places. John Esquire, an infantryman who has become their personal nemesis, continually makes their lives miserable, but Faith Leloup — who has fallen in love with one of the heroes — does what she can to counter his moves. It is discovered that a Northerner has remained aboard the *Eagle Star* and is actively trying to further sabotage the ship. The heroes must stop her before she causes too much damage. Finally, relief crew arrive, but the main characters find they will not be returning to the *Draco* until some later date. Some time after, they discover that Faith Leloup, who suffers from a brain tumor, has killed Esquire and is slowly going crazy. Finally, the *Draco* and its escorts move north to attack the *Vigilance*, giving the heroes little time to appreciate their loss.

The roleplaying scenarios are structured in three general sections: a synopsis of the story, four or five milestones and a list of the NPCs for the scenario. Milestones represent certain events which the Gamemaster should include somewhere during the adventure, often in sequential order. The Gamemaster should feel free to add more milestones and to ensure that all players are the focus of two to three milestones during the adventure. This will help to ensure everyone feels that they contributed something to the game, and that all players enjoy the scenario.

Scenario Listing ◀



Adventure Name	Type	Focus	Page
The Basket's Lid Opens	RPG	Socializing	92
And the Snakes Crawl Out	RPG	Spy Hunting	93
Dayvid and...	Tactical	Punitive Raid	94
Stirring the Pot	RPG	Scavenging	96
Variety is the Spice of Life	RPG	General	97
And When the Dust Settled	Tactical	Assault	98
The Shadows Move	RPG	Manhunt	100
Fit to Raise the...	RPG	Humor/Espionage	101
That's What's It's All About	Tactical	Duel	102
Storm!	RPG	Rescue/Drama	104
Political Southerners	RPG	Intrigue	105
Desperate Measures	Tactical	Assault	106

4.6.2 TACTICAL CAMPAIGN

Commandant Murène, after the expulsion of his men from the village of Plateau at the center of the similarly named homestead county, decides to send a punitive expedition to teach those Badlanders a lesson and to flush out what he is convinced is a nest of Northern spies. The Commandant sends a squadron of Gears to take care of the job, but does not know that a veteran of the War of the Alliance hides among the villagers. Dayvid Curumbu does not want to give up his friends and chooses to fight for them. Commandant Murène, who expected this mission to be a simple cake walk, sent rookie pilots to handle it, and might be in for a surprise defeat. Some time later, when the *Eagle Star* escort ship breaks down, Southerners are forced to return to Plateau to purchase spare parts and are hardly welcome there. In the meantime, Northern forces from the *Vigilance* come down on the *Eagle Star*, which is mostly defenseless and the remaining combat vehicles in the Southern landship engage the attackers. After a Northern victory, the *Eagle Star* is raided and sabotaged. The Northerners attempt to flee with some prisoners, but some reinforcements from the *Draco* give pursuit, only to stumble upon a patrol of Northern Gears. Later, after some negotiation between the *Vigilance* and the *Draco*, it is agreed that the situation is going to be resolved by a duel, but enough loopholes are left in the agreement for each commander to evade the results of a defeat. As tensions escalate, both landships send forces of greater and greater size against each other, hoping for a quick victory.

The tactical scenarios follow a set pattern. A quick synopsis of the situation should help players from both sides better understand the story behind the battle and why certain objectives have been included in the missions. A detailed missions objective section outlines how to achieve complete or partial victory for each side. It is not impossible for two opposing forces to each achieve a partial victory, since their respective objectives are not always contradictory. More often than not, however, there should be a winner and a loser. Further down, a description of each force provides more details as to who does what and where do the forces start on the battlefield. In order to facilitate the setting up of a tactical scenario, we also include some typical maps which the players can use for the battle. Lastly, we provide potential complications that can help balance a scenario if one of the two players has more experience. Gamemasters are strongly encouraged to come up with their own complications to spice up the game according to their own preferences.

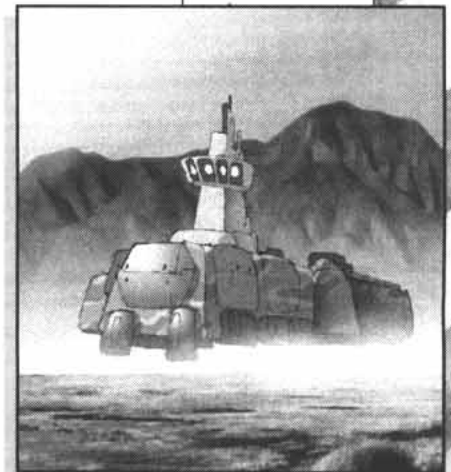
4.6.3 WHAT NEXT?

This campaign only brushes over several aspects of life aboard a landship. Players get to enjoy relationships with several individuals — some of them with a clearly defined role, others with shadier motivations and obscured schemes. Such a ship, however, has several more personalities which would lead to challenging adventures from love interests to villains of the highest caliber. Furthermore, a landship such as the *Draco* seldom travels without an escort (several more ships, such as the *Eagle Star*), and that in itself can provide enough vehicles for large-scale assaults and long-term tactical campaigns. With the breakdown of inter-league relationships and the imminence of Interpolar War, the *Draco* is the ideal setup for a lasting campaign. The landship and its escorts are sure to be in the thick of several important battles, and many of the characters on board both sides of the conflict are ambitious. These people are in a prominent position to influence the events of the coming war, whether it be valiant deeds or unsung heroics. It should be noted, however, that the computer game is going to introduce several changes into the landship, and Gamemasters may want to refer to the computer game to ensure continuity in their campaign.

▶ Continuing Hooks

We include here several questions and potential hooks which we hope will help GMs expand upon this campaign to create their own:

•	The PCs get an opportunity to return to Plateau and take over the town on behalf of the <i>Draco</i> to establish an armed outpost there in preparation for the coming war.
•	Dayvid Curumbu returns as the heroes' nemesis.
•	Lt. Sarè Agincourt has been tipped by some crewmembers that the PCs have made comments that could be considered less than loyal to the Republic. She starts keeping a close eye on them.
•	The heroes receive an anonymous tip and learn that the <i>Eagle Star</i> may not have had real engine trouble — that it might have all been part of some kind of plot — they may choose to investigate or to keep the information for later, but failing to notify Agincourt could get them in trouble.
•	The quartermaster's friends are very unhappy about the final state of affairs, and decide to take revenge upon the PCs by hiring thugs to get them while off duty.
•	While in Azov, they recognize one of the soldiers that was from the <i>Vigilance</i> who is looking into some apparently personal business. Before the Player can react, a group of men wearing nondescript clothing drive by and gun the Northerner down.
•	Faith Leloup's older brother, Sous-Sergeant Pierre Leloup, comes on board and takes command of Section Rouge, which happens to be the PCs' unit. He takes possession of his late sister's belongings, including her personal journal. This may spell trouble for her "lover," especially if it mentions how little he comes to visit her...



4.6.4 ROLEPLAYING SCENARIO 1: THE BASKET'S LID OPENS

In this first scenario, the players should be introduced to the ship and interact with their superior officers, meet some other crewmembers, and get to know a bit about the layout of the *Draco*. Most of the action takes place inside the ship and much of it consists of dialogue between the PCs and NPCs. To bring them to life, the GM can use some of the character sketches provided. This scenario is intended to familiarize the Players with the people they will be working with, and the Gamemaster should center the attention of the Players on the personalities of the NPCs around them.

• SUGGESTED MILESTONES

Milestones are scenes which can be used sequentially in all cases, and as the GM feels appropriate in some others to provide direction to the Players' struggles. In the first scenario, the Players should meet two people who will make their lives interesting throughout this campaign. The first is John Esquire, who for one reason or another, will take a vehement disliking to the players. The Second is Faith Leloup who will instead find a strong attachment to one of the PCs.

Duty Calls ◀

The first day the PCs are on board, they are told to help the landsailors to get a true appreciation of how much work goes into keeping the landship running. Temporarily under the command of the chief landsailor, Hadley Mahut, the PCs are given dirty jobs such as cleaning the heads (toilets, in sailor talk), scrubbing the decks and carrying the cook's materials. More than a chance to give the landsailors their brief hurrah over the pilots, it is an opportunity for the crew to see the Player Characters' attitudes. Along the way, the cook will send the PCs on unnecessary trips and a verbal fight might break out between any NPC and the PCs over a job improperly done. Regardless of whether or not the allegations are true, it is how the PC handles the situation that is important, not "winning" the argument. Of course, the players shouldn't know that. The head cook will eventually report on this to the PCs' superior officer.

And a Good Time Was Had by All ◀

The players are invited to a relaxing evening and to meet more of the crew. After a few hours of chat and low-stakes gambling, a drunk marine named John Esquire accuses a PC of cheating, then challenges the poor bloke to a midnight run through an obstacle course to redeem his honor. Anyone is allowed to take part and the winner is allowed to champion either side. If the PCs do not win, Faith Leloup might win and champion the accused PC if the GM is feeling generous. In return, she asks the PC to have dinner with her sometime. She will pursue a relationship with someone in the party even if the one she rescues is less than cooperative.

Suspicious Nature ◀

A large number of landsailors are stricken by the Four Day Terranovan Saphacough and members of the fighting branches are recruited to keep things running smoothly. The quartermaster keeps the PCs busy moving various supplies around the ship, but never lets the PCs see the computer that has the supplies database on it. The PCs may creep into the room while the quartermaster is out, only to find a tough encryption program that would take them too long to crack. Eventually, the quartermaster may have a character take a small box to one of the officers of another Gear Cadre and ask the character not to open the box. If the character does as he is asked, he will find a small gift under his pillow that night such as a small bottle of fine wine. If the player somehow fouls up the mission, there will be no gift, and the player will not be asked to help the quartermaster again. If the character opens the box, it will be empty.

A Friend in Need ◀

Leloup is accused of negligence when her technician finds a damaged acuator she hadn't told him about. A PC who passed through the Gear bays recently remembers seeing it in working order after Leloup returned from her last patrol. If the PC steps forward, he will redouble the enmity of Esquire who was trying to get Leloup's *Black Mamba* reassigned to a buddy and draw the suspicion of the security officers who suspect a coverup. The Gamemaster should select a character who 1) hasn't had much game time during the session; 2) has already attracted the ire of Esquire; or 3) has already been the unwitting subject of Leloup's affections.

Non-Player Characters Statistics ◀

Name	Quirks	Archetype	Modifications to Archetype
John Esquire	Arrogant	MP, p. 111	INF +1, BLD +2, Intimidate 2/2
Faith Leloup	Giggles	Exp. Gear Pilot, p. 110	none
Hadley Mahut	Stern	Landsailor, p. 44	Leadership 2/0



Sergeant John Esquire

4.6.5 ROLEPLAYING SCENARIO 2: AND THE SNAKES CRAWL OUT

The Landship group is passing near Plateau, one of many Badlands counties on the edge of their plotted course. Commandant Murène suspects that the county houses a group of Northern spies that have been monitoring the activities of the Southern diplomatic mission. The PCs are sent to investigate the town and find out if there are spies, but to do so without getting into any fights. Once they arrive, they find a community brimming with hostility towards the polar confederations and make enemies that run them out of town. This scenario also gives the Gamemaster a chance to introduce the Southern characters to a few of the inhabitants of the Badlands including both humans and beasts. If the Players are realistic enough to take a stretch from their Gears on the trip to or from the village, then the Gamemaster should feel free to throw another animal or two at them to keep their lives interesting. In the village itself, the Player characters will run into a variety of individuals, but they are just that — individuals. While the overall tone of the town is anti-polar, it is entirely possible for the Players to receive help from someone if they need it badly.

• SUGGESTED MILESTONES

Except for *Travel Arrangements*, the milestones of this scenario must be run in order. The Players will find the Badlanders to be inhospitable and any undiplomatic words, gestures or actions will result in expulsion from the town. In the event that the Players snoop around the village without the Badlanders' consent, they will be chased (if noticed) by rifle and shotgun-toting villagers who will shoot first and ask questions later.

► Travel Arrangements

While traveling in their Gears, the Players run into a herd of barnabies. Those huge, thick-skinned lizards are none too bright and if the PCs get too close to the herd, a group of four will use their massive tails to attack the Players' Gears to defend the young (x2 vehicle scale damage, HTH 2/-2, 70 STA). If the heroes stay well away from the herd, one of the young males will still charge (x3 vehicle scale damage).

► Passive Aggressors

When the Players enter the village, they are met by a group of well-armed Badlanders who demand to know why the Players are there. If the Players mention any sort of Northern influence in the town, the Badlanders will firmly ask them to leave and tell them to "keep their stinking polar noses to themselves." If they do not mention Northerners, they will be invited to talk at the town's saloon. Once all of the PCs have dismounted from their Gears, one of the village's youth hurls a rock at one of the characters. If the PCs respond by drawing firearms, all of the assembled townsfolk will raise their weapons and create a standoff that could easily erupt into violence. A quick apology will diffuse the situation, as will an offer to buy the group a drink.

► The Scene at the Bar

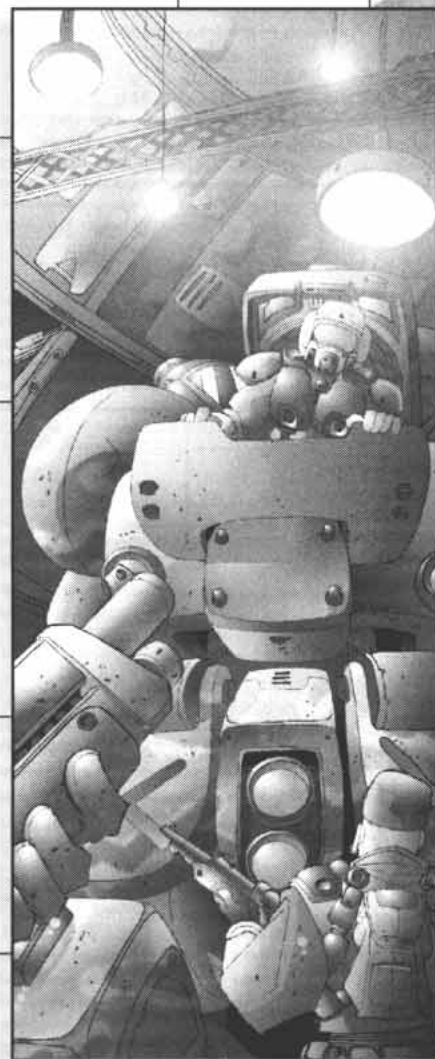
In the saloon, the first reaction to the Players is thinly veiled hostility and the PCs are likely to hear sarcastic mutterings about honorable butchers and the Lance Point suppression. One of the members of the crowd will buy the biggest PC one of "Nadyai's Special Extras" (potency 7, causes incapacitating dizziness, onset of 3 minutes). If the PC can drink it all without falling over, he will gain the respect of some of the locals. Regardless of the result, the Badlanders will strike up conversations. Eventually, an ex-Northerner, named Dayvid Curumbu, will whisper to a protective Badlander that one of the PCs has been ogling her sister. Reaction: "Hey, you! You like my sister, eh?" Yes: "Well, you ain't good enough for her!" No: "What? You DON'T like my sister?? She's not good enough for you?!" Either way, some brutality ensues and the heroes are run out of town.

► In the Dark

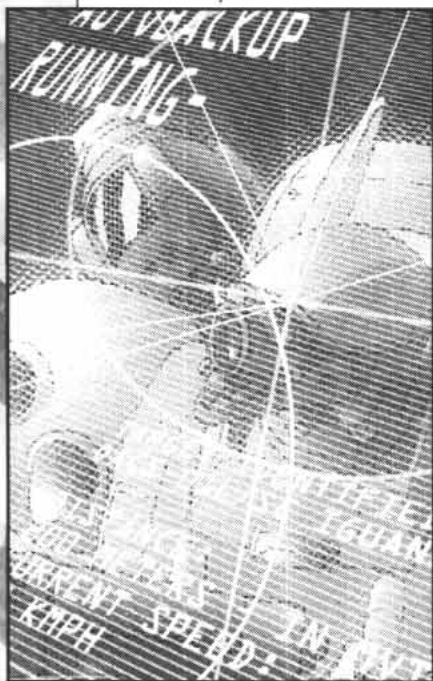
Once the Players have been ejected from town, they will be faced with the prospect of returning to the landship empty-handed. It is entirely likely that they will try to find out if the Northerners are really there or not in another way. Whatever approach they take, any and all clues that they find seem to indicate a hidden basement below the saloon. When the PCs go to investigate the area, it turns out to be the back door of the saloon, but there is a security system that is tripped and alerts the Badlanders of the situation. The PCs now have to find their way out of the town without getting shot at by a bunch of redneck Badlanders with guns.

► Non-Player Characters Statistics

Name	Quirks	Archetype	Modifications to Archetype
Nadyai Asala	Hardy	Cook, p. 42	Remove Bureaucracy, add Hand-to-Hand 2/0
Dayvid Curumbu	Prejudiced	Experienced Gear Pilot, p. 110	INF +1, Leadership 3/1



4.6.6 TACTICAL SCENARIO 1: DAYVID AND...



The captain of the escort ship believes that the expulsion of his investigation team is proof that the town is harboring Northern undesirables and orders a punitive raid. One cadre of Gears is sent to teach them a lesson and complete the search for the Northern insurgents. While only equipped with rifles, a couple of beat-up Gears and a pair of rocket launchers, the Badlanders fight with the ferocity of people defending their home against oppression. The defenders also have another trick up their sleeves — their leader is a veteran of the War of the Alliance who fought in the armies of the Western Frontier Protectorate. Dayvid does not want to lose many of his newfound friends, and will try to draw as much fire as possible to his *Hunter* and the other Gear with his tactics.

Due to the overwhelming superiority of the Southern forces, it is likely that the Badlanders will be defeated. If this occurs, some of the surviving Badlanders will step forward and offer to surrender to the Southern forces while others will send a very brief call for help to anyone listening.

Mission conditions ◀

Scale:	Skirmish
Weather:	Clear
Time of Day:	Day

Mission Objectives ◀

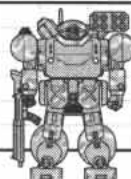
The Southern forces can claim victory if they destroy their opponents before two of their Gears are disabled; they can claim a partial (and costly) victory if they achieve their objectives with over two casualties. The villagers can claim victory by destroying or forcing all Southern units from the map.

Southern Forces ◀

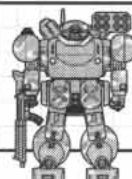


The Southern strike squad is composed of veterans to ensure things go well and greenhorns there to get valuable experience. The group commander expects this to be a cake-walk, and any serious damage to the Southern Gears will be considered incompetence. The Southern Player starts on the south edge of the mapboard on the town's avenue.

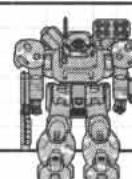
Total Threat Value: 1,249 ◀



Jäger - 3 x Lvl 1



Jäger - 1 x Lvl 2



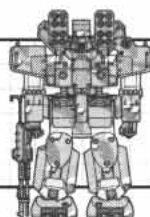
Iguana - 1 x Lvl 2

Enemy Forces ◀

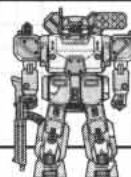


The Badlanders are determined to show that they can't be pushed around and start with their Gears placed anywhere on the map and the infantry hidden in buildings. While the townsfolk are confident, Dayvid understands their opponents and will surrender if things go badly for the locals. Dayvid has Leadership 3/1.

Total Threat Value: 569 ◀



Bear - 1 x Lvl 1



Hunter - 1 x Lvl 2

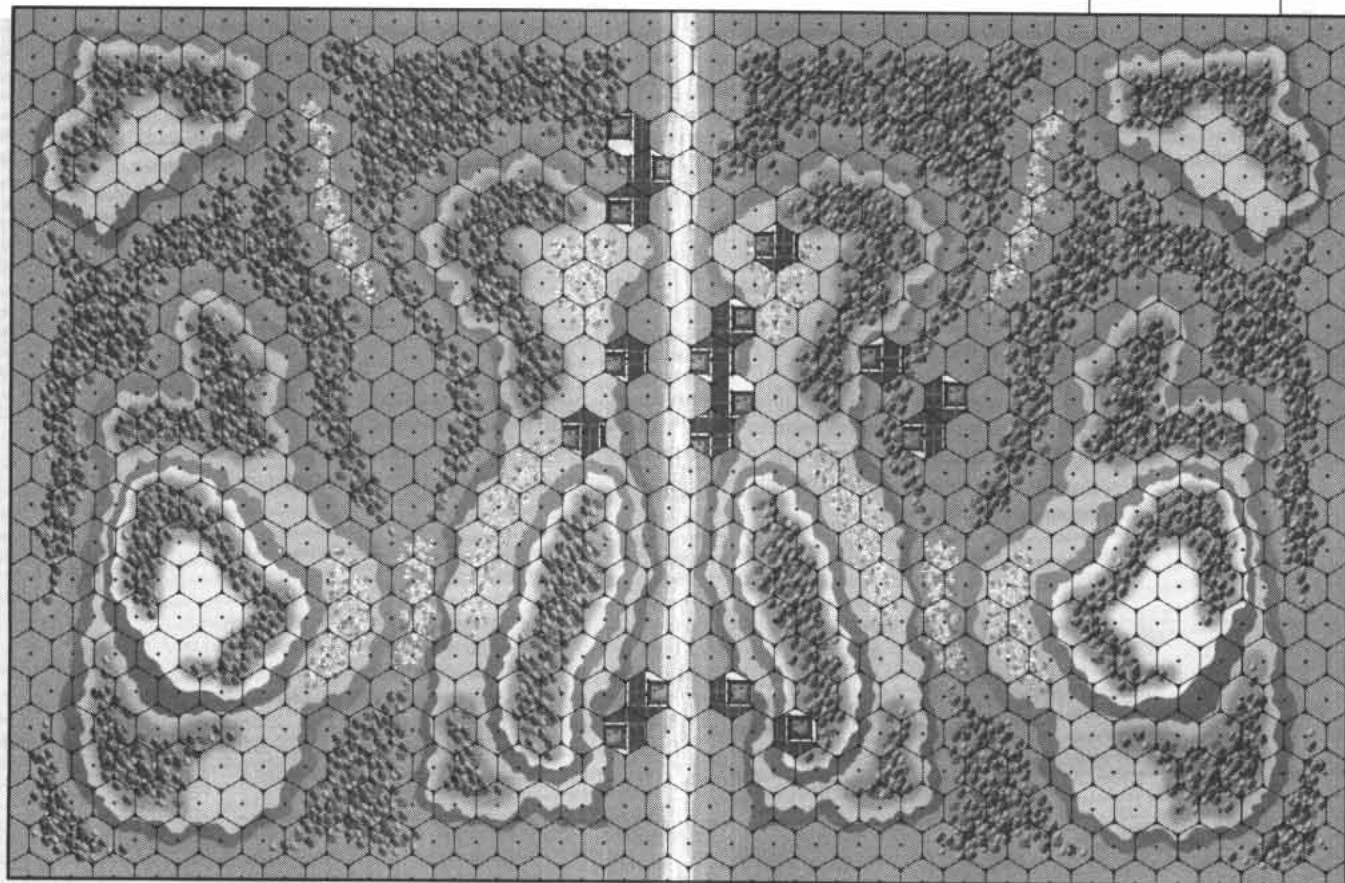


Heavy Patrol - 1 x Lvl 1



Std. Infantry Squad - 1 x Lvl 1

► Mission Map



● COMPLICATIONS AND VARIATIONS

The following options can be used to add variety to the scenario and can be mixed and matched. This scenario is intended to help introduce Players to the tactical side of Heavy Gear. If the Players or Gamemaster wish, then the Badlander's forces can be beefed up significantly to make things tougher for the Southern forces.

● HERE COMES THE CAVALRY

To everyone's surprise, the help that the Badlanders were calling for arrives in the form of a squad of Northern Gears. These pilots have been ordered to aid the callers in whatever way the commander deems needed. At the beginning of turn six, a squadron of Northern Gears arrive to help the beleaguered Badlanders. The Northern commander will give the Southern Gears one round to flee the scene before sending his troops in, and will respond to any attacks on his men with return fire. This Northern patrol consists of four *Hunters* with Lvl 1 pilots and one *Jaguar* with a Lvl 2 pilot. Enemy TV becomes 1,577.

● DIG IN, BOYS

The Badlanders have had run-ins with trouble before and have prepared some defensive works about the town. The Badlander Player may place sixteen hexes of ditches and six hexes of barbed wire in accordance with the rules set out in the **Tactical Field Support**, p. 40. The only restriction with these emplacements is that the ditches cannot be placed on hexes that are part of the community's avenue that runs through the center of town.

● MANO A MANO

Dayvid Curumbu feels that the only way he can avert a great deal of his fellow's blood from being shed is by defeating the Southerners in a duel. The Badlander will attempt to lure the Southerners into a one-on-one duel with him in his *Hunter*, and a single Southern pilot in a *Jäger*. In the event that the Southerners accept, Dayvid will try to keep as much of the fighting away from the village's buildings as possible. The Threat Value of each side is 380 in this case.

4.6.7 ROLEPLAYING SCENARIO 3: STIRRING THE POT

After properly trouncing the Badlanders with its cadre of Gears, the *Eagle Star* develops a small problem — it seems that the power transfer coupling has failed, and all of the ship's systems are down; even the backup generator cannot be used because of the malfunction, and the ship's guns are inoperable. The *Draco* happens to be short on these parts as well and the PCs are sent to get some spare parts from the town they just trounced. The unexpected delay threatens to put the landship over its expected time in the field and increase the required maintenance. They can try reconciliation, threats or outright force to achieve their goals, but it will be tough for the players to succeed regardless of their choice. If the players manage to get themselves captured, which shouldn't be too hard in this scenario, then one of the young girls in the town could easily help them out. In return, all she asks is to be taken away from this backwater place; of course if the players bring a civilian (and an "enemy" civilian at that) back to the ship, they will be in a great deal of trouble with the officers when they are found out, and their honor would be tarnished if they left her there.

• SUGGESTED MILESTONES

This scenario requires that all of the presented milestones be run order. The characters are sent back to the town that they marked as a target for Southern forces to retrieve parts needed to repair the damaged landship. While they are away, the *Eagle Star* is attacked and ransacked by troops from the landship *Vigilance* who are responding to the distress call of the town. This conveniently leaves them with only the matter of achieving their goals in Plateau without getting killed by the enraged Badlanders.

Preludes ◀

Before the players head out to try and complete their mission, John Esquire will remind them of their failure the last time they headed to the town, and threaten to make life difficult for them if they tarnish the honor of the group again with their incompetence. He will then shove one of the PCs into a nearby pail of grease and laugh as he walks away. Faith Leloup will notice this and console the PC and say in a cryptic way that she will find a way to take care of him for the Player Characters. She will then wish them good luck and help them make any preparations for the trip that they need to make. If asked about how she intends to deal with Esquire, she will only say that she has her own ways to deal with people like him, and that she will do it on her own.

The Hard Way ◀

If the players get set to go in with guns blazing, the town will appear to be deserted. When they actually enter the town, they will find that four squads of Northern infantry have responded to the call, and would very much like to turn the tables on the Southern troops. Any survivors from Tactical Scenario 1 will help the Northerners to defend the town. The Northerners will fight a house-to-house action and start things off with a rocket launcher ambush aimed at the lightest Gear.

The Harder Way ◀

If the players attempt diplomacy, they will have a very tough time convincing the villagers to help them. If the players offer additional tens of thousands of dinars (from their own pockets since the Commandant only gave them the 50,000 dinars needed for the parts), the villagers will grudgingly sell the parts. After all, they need to rebuild their village. If any opportunity for treachery presents itself, the Badlanders will jump at it and vengefully kill the Player Characters.

An Unpleasant Surprise ◀

When the PCs get to the *Eagle Star*, they find the landship surrounded by signs of battle. As they draw nearer, they see John Esquire lying on the ground, still breathing. If the PCs investigate, they will see he has no obvious wounds. If his helmet is removed, a large bruise covers the back of his head. An observant character can notice that several of the breastplate's attachment pins are missing. Once they enter the ship, they will hear that the ship was attacked and boarded by Northerners. Faith Leloup will run up to the PCs and give her "friend" a big kiss. She will look surprised upon hearing that Esquire was knocked unconscious and "hope that he will not give them a hard time in the future." She will then giggle a bit and say she has to go and report to her superior while she flitters from the room.

Non-Player Characters Statistics ◀

Name	Quirks	Archetype	Modifications to Archetype
John Esquire	Arrogant	MP, p. 111	INF +1, BLD +2, Intimidate 2/2
Faith Leloup	Giggles	Exp. Gear Pilot, p. 110	none



Sous-Sergeant Faith Leloup

4.6.8 ROLEPLAYING SCENARIO 4: VARIETY IS THE SPICE OF LIFE

The PCs are asked to stay aboard the *Eagle Star* temporarily and are assigned to help the engineers for a short time while a new captain and some specialists are ferried over from the *Draco* and its other escorts. The PCs will have to help out in various positions since there is only a skeleton crew left to man the ship. This gives the GM a chance to throw the players into unfamiliar situations (the gun-toting tough-guy now has to try his hand at an electronics helm). This can also introduce some light-hearted comedic relief after the recent tensions. If the Players are more action-oriented, the Gamemaster can easily expand the bomb-search by placing several different types of bombs in different places around the ship.

• SUGGESTED MILESTONES

In this scenario, *Hidden Trouble* should be played first, after which the other milestones can be played in any order the GM desires. The milestones of this scenario should not be particularly lethal and are designed to give the characters a chance to rest and recover from their recent ordeals.

► Hidden Trouble

The Engineers overheard that the Northern agents hid a bomb somewhere before leaving and that there is not much time before it goes off, but they don't know where it is. The players are given a piece of equipment that can detect compounds that are commonly found in explosives and told to search the ship. On the way to the players' objective, they will run into false alarms — the detector picks up a pair of old shorts in one of the marine's lockers, or a bit of left-over leakage from the power transfer coupling. Eventually the heroes should find the bomb in the engine room (which would be where they should look first) and run into a serious problem: the timer only shows two minutes left. If the players wait for one of the engineers to arrive, it might be too late, but if they do it themselves they might inadvertently blow the whole ship up.

► Under a Watchful Eye.

In the course of the players' duties, they work directly under the *Eagle Star's* executive officer, Collette Sevigny, while the Captain is cared for in the medical bay. She will be understanding that the players are in unfamiliar positions, but she will expect them to pick up their new duties quickly — after all, they are some of the highest ranking personnel left on the ship. This gives the players a chance to distinguish themselves in front of their new captain. If any of the PCs turn out to have a knack for the work that he has been assigned to, they will be assigned a field promotion to help with the running of the ship and must still carry out their normal duties until the group returns South.

► Conduct of What Nature?

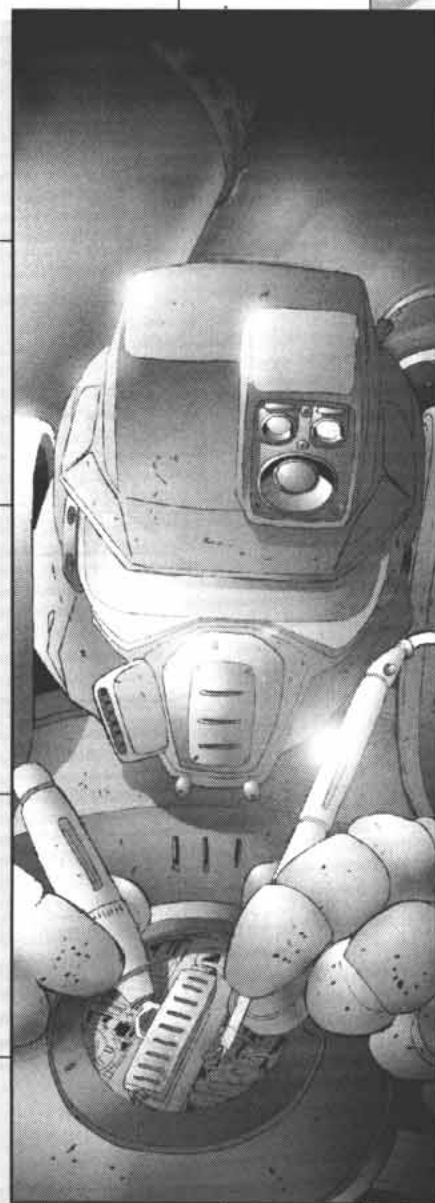
John Esquire, who has also been assigned duties on the *Eagle Star*, begins to spread rumors of cowardice among the party because they were absent from the fight (through no fault of their own). It will take the party a fair amount of time to figure out that something is wrong and also who is behind it since no one else wants to annoy Esquire. The situation will become most apparent when a fair number of the other Gear pilots start to snub the party at meals and the characters are not invited to the next diversion night. If the party wants to fight him, he apologizes and backs down; if the party chooses to ignore the problem, it may come to pass that someone in a higher position believes the allegations to be true and watches for similar actions in the future.

► The Big Ones

The players are shown how to fire the deck lasers by one of the few gunner's mates left on board. While she is off checking on some other new, unskilled gunners, a *Cheetah* with a damaged sensor suite and movement system (-2 Maneuver) stumbles into the players' line of fire. The players may fire four shots (DM x20) using the Gunnery (Ground) skill before the Northern machine gets out of range. In the event that the heroes manage to bring down the Northern machine, they will be congratulated by Sous-Adjutant MacFurnesse and elevated to the status of heroes for the day. This will earn them a meal in the officers mess and bragging rights for a while. It will also serve to dampen the effects of Esquire's machinations.

► Non-Player Characters Statistics

Name	Quirks	Archetype	Modifications to Archetype
Collette Sevigny	Thoughtful	Exp. Gear Pilot, p. 110	Change HG skills to Ground
John Esquire	Arrogant	MP, p. 111	INF +1, BLD +2, Intimidate 2/2
Francis MacFurnesse	Hard	Gunner's Mate, p. 110	PER +2, Leadership 1/0



4.6.9 TACTICAL SCENARIO 2: AND WHEN THE DUST SETTLED



The Southern commander sent a cadre of Gears to hunt down some of the Northern stragglers and destroy them. Instead of finding the damaged group of machines that had attacked the escort, however, the cadre ran into a small patrol of Northern Gears. The two commanders hailed each other and demanded their opponents' surrender — of course, both refused. After some brief posturing between the two forces' commanders, the Northern soldiers opened fire on the Southern Gears from an elevated position. The ensuing firefight was intense as the Southern forces sought to dislodge the Northerners and avenge their fallen comrades.

The only complication to the otherwise straightforward engagement was the wind. Every round, each player designates a target hex and then rolls for scattering as if an artillery strike had missed its target. The resulting hex is the center of an area effect one dust cloud that lasts for two rounds, then dissipates.

Mission Conditions

Scale:	Tactical — all Clear hexes should be treated as Rough
Weather:	Windy
Time of Day:	Day

Mission Objectives

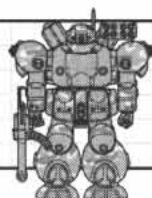
The Southern forces score a victory if they destroy the Northern Gears and two or fewer casualties. They score a marginal victory by routing the enemy otherwise. The Northern forces win if they destroy or route the Southerners. They get a marginal victory by destroying 3 Southern Gears and fleeing off the west map edge.



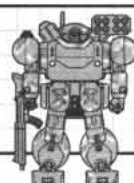
Southern Forces

The Southern player begins the scenario with one cadre of Gears. The unexpected strength of the forces encountered means that retreat will cause no loss of honor to the Southern commander, but he is expected to put forth a strong effort. The Southern forces are considered to be Tired, if morale rules are being used. The Southern forces must start within three hexes of the eastern edge of the map.

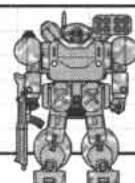
Total Threat Value: 2,381



Black Mamba - 1 x Lvl 2



Jägers - 3 x Lvl 2



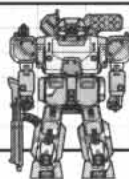
Jäger - 1 x Lvl 3



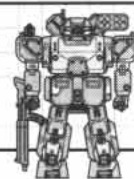
Enemy Forces

The Northern squadron of Gears have been waiting for the Southerners to come into their patrol zone. The Northern group commander expects his troops to win this battle and the Ranger in charge is under pressure. The Northern forces are considered Tired for morale purposes and must start within two hexes of point 1.

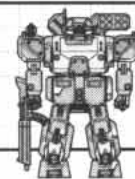
Total Threat Value: 2,338



Jaguar - 1 x Lvl 2

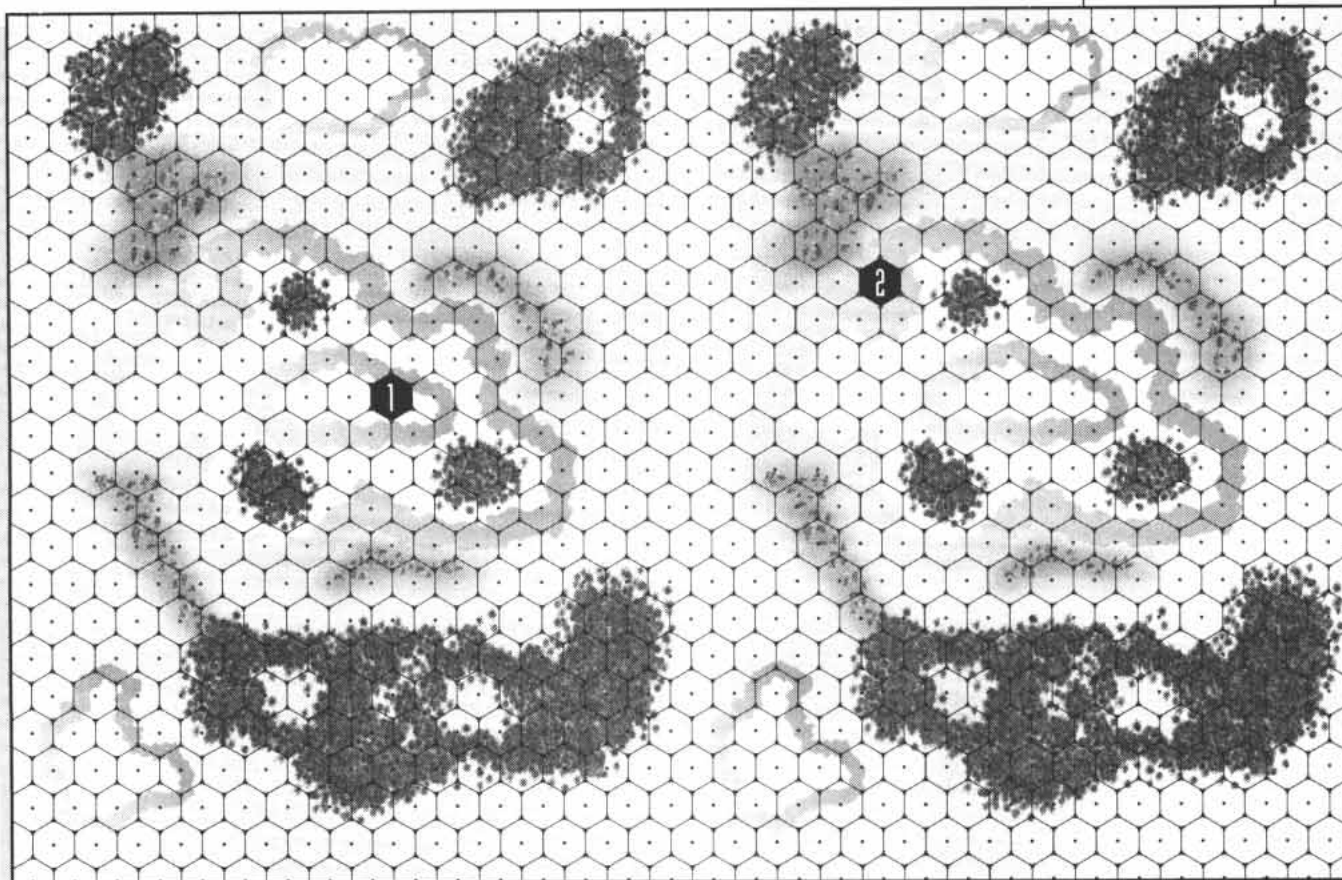


Hunters - 3 x Lvl 2



Hunter - 1 x Lvl 3

► Mission Map



● COMPLICATIONS AND VARIATIONS

The following options can be used to add variety to the scenario and can be mixed as desired. The complications for this scenario can all be played together to give an accurate depiction of the scene of the retreat from the wreck of the *Eagle Star*. If this is the case, the Player Characters should not be used as pilots under any circumstances.

● CATCHING THE JONESES

In this version of the scenario, the Southern forces have been quick enough to catch some the retreating Northern forces. The Northern Player starts with two *Badger* APCs that start at point 2. The Northern player's objectives change to getting the two APCs off the western edge of the map, and the Southern player's change to destroying the two APCs and retreating off the eastern edge of the map before two of his Gears are disabled. Northern Threat Value changes to 2,809.

● WATCH YOUR STEP

In anticipation of pursuit by Southern Forces, the Northerners have laid a slightly more devious trap for their enemies and will attempt to lure their enemies into it. The Northern Player may set up anywhere to the west of point 1 in this case, while the Southern Player may set up his forces in any hexes to the east of point 2. The Northern player may designate seven hexes as General Purpose, Proximity minefields. The modified Northern Threat Value inches up to 2,373.

● HELP FROM THE VICTIM

With the *Eagle Star* back under Southern control, the technicians have worked frantically to get the ship underway again before another Northern attack force arrives, although the Northerners have taken steps to ensure that they will not need to in the form of a hidden bomb on board the landship. The ship repairs quickly, and lets its units know that it can support them. The Southern player may call for artillery support (**Tactical Field Support**, p. 20) after turn six in the form of medium artillery missiles, one per round.

4.6.10 ROLEPLAYING SCENARIO 5: THE SHADOWS MOVE

As dawn rises over the horizon, relief forces finally arrive from the other escort landships. The players are given one more task before they return to the *Draco*: they are sent to take food to the prisoners in the holds below. Once there, they realize that all the prisoners were freed. Unbeknownst to even the Northern forces who rescued the prisoners, one Michelle Donata — a highly resourceful and motivated Protectorate military police officer — has escaped notice so far and is freely roaming the ship, undoubtedly up to no good. The heroes quickly get some help and set out to find the Northern agent, but quickly discover that she is quite apt at building makeshift traps. When they eventually catch up with her, she is in the process of reprogramming some vital functions of the fusion reactor to cause it to overload. She is finally captured and interrogated. She claims that she did not trust her rescuers and felt she would better serve her league by staying on board the *Eagle Star* and destroying it if she could. She is not troubled by her failure, however. As most Northern fanatics, she claims that she is not afraid to lay her life for her league. The interrogation is quickly cut short, however, and anyone insisting on talking to her is told in no uncertain terms to stay away from her.

• SUGGESTED MILESTONES

The provided milestones should be presented to the Players sequentially and should be augmented by any devious jury-rigged traps that the GM can come up with for the Northern spy to set. Donata is a highly motivated individual that the PCs should have a real challenge defeating. With this scenario, it is possible for the players to become heroes aboard the ship, and almost assuredly come to the attention of the commanding officers.

At the Scene of the Crime ◀

In one of the empty cells, the PCs find signs of a struggle. A thin trail of blood leaves the cell and continues for a brief time to where an empty medikit lies. If the players take the time to look around the brig area near the prison cell, they will find that some of the wires that are integral to the operation of the security system have been cut and it will take one of the technicians an hour to repair it.

Hide and Seek ◀

The players will be given assistance by two security officers who will help to their best of their ability. A series of minor acts of sabotage shows a trail that is heading towards Engineering. The PCs will have to disarm the traps that have been set for unwary crewmembers before anyone gets hurt. These traps should range from water spilled on the floor to cause someone to fall, to an exposed live wire (electrical intensity 9).

They Arrive Just in Time ◀

Because the Northern agent is assumed to be armed, the characters will be allowed to use whatever force they deem necessary to bring the swine to justice. Capturing the enemy alive will bring the players more glory and attention than blowing her to pieces, but may not be possible given the dedicated nature of Michelle Donata. Donata was once in the infantry of the Western Frontier Protectorate Army and is a highly trained soldier. The heroes will finally catch up with the spy near the main engineering center. She has overcome engineers and security personnel, and is equipped with a 9mm pistol with two extra clips and a light flak vest. Unfortunately for her, one of the security officers put up a bit of a fight, and she has flesh wound (-1 on all rolls). When the PCs enter the room, she will be busy working at a computer console trying to find a way to overload the fusion reactor. When she hears them enter, she will take cover behind an engine block. If the PCs are slow to leave and outnumber her by more than two to one, she tells the them to leave if they value their lives, bluffing that the fusion reactor is set to blow in five minutes.

Questions and Answers ◀

Once Donata is captured, the PCs may ask her why she stayed behind. She will say that she did not trust her rescuers, and decided to serve her country by destroying the landship. The ship's political officer will approach the characters and ask them to hold such questions until after the voyage is complete. Then, she says, the necessary crew will be debriefed. If the players insist on finding an answer, they will be assigned jobs that are increasingly distasteful.

Non-Player Characters Statistics ◀

Name	Quirks	Archetype	Modifications to Archetype
Michelle Donata	Intuitive	MP, p. 111	Stealth 2/1
Rochelle Hemien	Sad	Security Officer, p. 113	none
Misur Mamette	Paranoid	Security Officer, p. 113	none



4.6.11 ROLEPLAYING SCENARIO 6: FIT TO RAISE THE . . .

The players are sent back to the *Draco* with the Northern saboteur. The players are honored at the behest of the Commandant, who is pleased with their work. He assigns them the prestigious duty of raising the flag on the morning of the next day. Unfortunately, it seems to have vanished and no one knows where it is. A scavenger hunt sends the PCs all over the ship as they search frantically for the one item that can maintain their honor. Along the way, it is likely that they will make a new ally in the person of the assistant quartermaster and redouble the enmity of Esquire and his cohorts. The Gamemaster should emphasize how much of an honor it is to be allowed to perform the flag-raising ceremony, and how much of a symbol the flag is to most Southern troops. If they manage to get through the ceremony eventually, then they should be allowed to progress in some of their personal goals. This prestigious event is something that helps ease the way to a promotion and loosen the tongues of other soldiers on board.

► SUGGESTED MILESTONES

The milestones presented here give the PCs a chance to improve their standing among the crew if they can overcome a small setback — the original flag was hidden by Esquire under one of the PC's beds, but there are spares in a supplies locker. Since the quartermaster hasn't returned to the *Draco* yet, the PCs will have to either physically search all the lockers on the ship, or hack into the quartermaster's database where they also find evidence of diverted supplies to the quartermaster's personal coffers.

► Panic Attack

When the players first go to find the flag, they find that it is not in its normal place. At this point, the GM should keep strict track of game-time until the players have the flag in their possession or cancel the drill and disgrace themselves. Once the heroes find the flag, they must familiarize themselves with the procedures involved in the ceremony and check that all the equipment is assembled (which it is not). If they do not at least go through a dry run of the procedure (which takes fifteen minutes), then they fail to perform their duty with the exact ceremony that is required and lose face.

► Mutual Interests

If the PCs start snooping through all of the supply lockers on their own, Lieutenant Lloyd Flanders, the assistant quartermaster, will demand to know what the characters are up to. If the players say they are looking for the flag, he will wish them good luck on their venture. If the players ask him where it might be found, he tells them he has no idea, because the quartermaster locked all his files with an encryption process that he cannot get through yet but would be willing to let the player's find out themselves.

► Where in the World?

If the characters still want to physically look for the flag, they will have to enter each of the supply rooms (some of which are locked) and search. The GM should choose which room the flag is in, so that if the heroes search that room, they can make an investigation roll against a Threshold of 3 to find it. If the character try to hack the quartermaster's computer, they will have to spend at least four hours working on the code, after which, they can make a Computer roll against a target of 6. If successful, the characters will find both the extra flags and details about the quartermaster's illicit procurement activities — except for the names of his suppliers and buyers. The PCs can take this matter to the Commandant, who will have MPs investigate the actions of the man and those who associated with him when the ship returns to base.

► What a Tangled Web

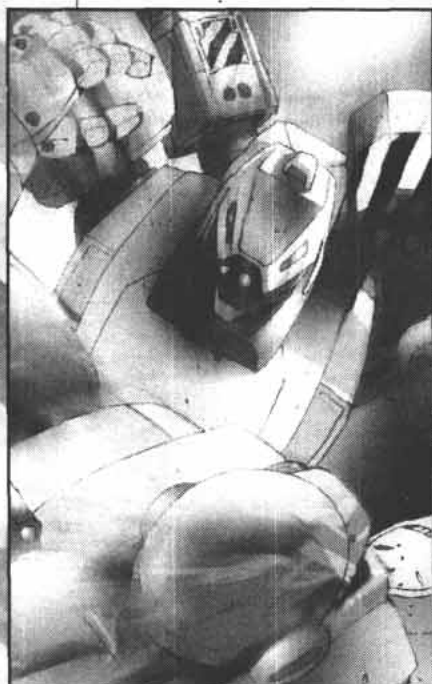
While the players are snooping about for the flag, some of the former quartermaster's acquaintances become disturbed about how close the PCs are to finding about the diverted supplies that the small circle has come to enjoy. If the character who was asked to make the special delivery in the first roleplaying scenario did receive a gift for his troubles, he will be handed a sealed envelope with his name on it by a landsailor who found it in one of the mess halls. The note will tell the PC to stop poking about or there will be trouble for the group. If the heroes persist, the dubious circle will act to preserve their anonymity. The group will start by having John Esquire harass the players in their work, but will quickly escalate their actions to booby-traps.

► Non-Player Characters Statistics

Name	Quirks	Archetype	Modifications to Archetype
Lloyd Flanders	Short-tempered	Quartermaster's mate, p. 112	Notice 1/1, Sleight of Hand 2/0
John Esquire	Arrogant	MP, p. 111	INF +1, BLD +2, Intimidate 2/2



4.6.12 TACTICAL SCENARIO 3: THAT'S WHAT IT'S ALL ABOUT



In an attempt to minimize the casualties of the two sides, the two group commanders agree to a duel between their best pilots. The Northerners send their pilot in a *Jaguar* while the Southern pilot chooses to fight in an *Iguana* despite the protests of his commanding officer and his fellow Gear pilots. The wording of the agreement between the pilots boils down to: The winner and his compatriots may maintain their position. While both captains expect the other force to retreat if they win, the wording of the agreement has been deliberately left vague though so that neither captain will lose too much face if they feel they must press their point. Due to the personality of the two commanders involved, it is entirely likely that the vagueness will be taken advantage of.

This scenario is one that can be enhanced by a bit of roleplaying. The announcement of the rules and results of the combat only takes a few minutes, yet adds greatly to the flavor of the combat.

Mission Conditions ◀

Scale:	Skirmish
Weather:	Clear
Time of Day:	Day

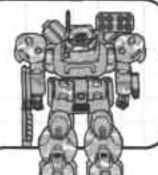
Mission Objectives ◀

Due to the high pressure on the pilots to succeed and the tactical disadvantage attached to a loss, each of the pilots may consider this to be a high priority mission for morale purposes. The objective of each pilot is simple: disable the opponent's Gear. To the winner goes honor and glory, to the loser the pity of his peers.

Southern Forces ◀

The Southern Duelist must rely on the speed of his machine to neutralize the superior firepower of his opponent's. The Duelist also wants to avoid sacrificing his life for this duel and will aim his attacks at his opponent's movement system. The Southern Duelist may be considered Tired for morale purposes. The Southerner starts within two hexes of the western edge.

Total Threat Value: 876 ◀

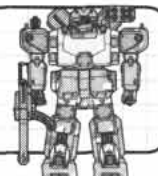


Iguana - 1 x Lvl 3

Enemy Forces ◀

Given the circumstances (his superior firepower, most especially), the Northern pilot is confident of his position and may play with the Southern foe; just enough to let his opponent know he should be more prudent the next time he's choosing a Gear. The Northern Duelist is Tired for morale purposes and starts within two hexes of the eastern edge.

Total Threat Value: 942 ◀



Jaguar - 1 x Lvl 3

► Mission Map



● COMPLICATIONS AND VARIATIONS

The following options can be used to add variety to the scenario and can be mixed and matched. If being run in conjunction with one of the roleplaying campaigns, it is strongly recommended that the second variation not be used since it appears as the central plot device of the next roleplaying scenario and the third not be played to avoid massacre.

● REAL PROS

Instead of using the standard level three pilots and standard machines, the group Duelists (see pages 15 and 49) and their machines (see pages 84 and 117) can be used with the Dueling Skill rules (see page 100 of the **Duelists Handbook**) to provide a more accurate depiction of the fight. If this version of the scenario is used, the threat values should change to 1395 for the North and 1152 for the South.

● METEOROLOGICAL MISJUDGMENT, OR DAMN THE WEATHER MAN

In the middle of the duel, the impending Badlands tempest hits. The violent nature of this storm is easily capable of throwing Gears to the ground and causing them damage. Starting at turn 5 and continuing for the rest of the battle, each of the pilots must make a Piloting Skill roll versus a Threshold of 5 at the beginning of each turn to avoid falling and incurring a light damage on his machine. Any ranged weapons that are fired must consider **each** hex passed through as a sandstorm for Obscurement (+1).

● CHAOS!

On turn 4, one of the observer's Gears activates its targetting system due to the peresence of so many foreign IFF signals (there can be disadvantages to semi-sentient Gears after all) and a general melee erupts. The Northerners field four *Hunters* and two *Jaguars* while the Southerners field four *Jägers*, a *Spitting Cobra* and an *Iguana*. All of the pilots are level 2 and the TVs are 3,396 for the North and 3,798 for the South.

4.6.13 ROLEPLAYING SCENARIO 7: STORM!

A sudden shift in the direction of a tempest causes it to hit the landship group just after the duel has finished. Even the landships are not immune to these gargantuan storms and the crew is kept busy ensuring that the ship continues underway. Unsecured items (and people) on the deck are blown away, the sensor boom is damaged, the flag is ripped off its pole and a myriad of other problems spring up.

With the impending storm on the horizon, the *Draco* sends the players to help out on the still understaffed *Eagle Star*. Back on board with their old "buddies," matters are finally resolved — in some ways.

• SUGGESTED MILESTONES

The order of Milestones can be determined at the discretion of the GM in this scenario. This action should keep the Players on their toes physically and mentally while they try to fix some of the massive problems that the storm causes. A horrible shock also serves to distract the party when one of their dear friends suffers a terrible fate.

Angels of Mercy ◀

The players are sent to check on a group of landsailors working in a hull pod who haven't reported in. The players will have to make an Athletics roll against a Threshold of 5 each turn to remain standing; if a player falls, he will be buffeted about the deck unless secured in some way and must make a Dodge roll against a Threshold of 4 to avoid taking x15 damage and an Athletics roll to stand up against a target of 5 each turn. The door has been jammed shut by the storm, and the players will have to find a creative way through several centimeters of high-strength armor. Inside, many of the landsailors, including their old acquaintance Hadley Mahut, have been injured when the lighting rack fell on them and jammed the door closed. The players will have to find a way to bring the landsailors belowdecks without much jostling despite the storm — and they thought getting in was hard.

Blown Away ◀

For a brief time, the landship hums along in the eye of the tempest and crewmembers rush everywhere to make quick repairs. At this time, the PCs discover Faith Leloup standing over the body of John Esquire with a smoking pistol in her hands. She immediately runs to her love and says that she has removed the obstacle between them. If they had not already suspected it, the party should now be fairly sure that Leloup is not altogether stable. Any harsh words from her perceived love will cause her to flee from the scene if possible and hide belowdecks until the storm passes; she will then stalk her love and have her happiness, one way or another. While she intends only to show her affection when she meets the character, if her paramour refuses her advances, she will use force. If her idol treats her with respect and at least feigns affection for her, she can be escorted to the brig or the medical theaters.

Nuthin' but a Heartache ◀

When the ship's doctor gets around to seeing her after the tempest has subsided, he will find that she has a dangerous tumor that is exerting pressure on her brain. This unusual condition is what has resulted in her insanity — unfortunately, she has less than two weeks to live, and any surgery would, in all likelihood, kill her. Over the next weeks, she will slowly lose her faculties, but will die happy if her love continues to at least drop by daily and check on how she is doing. Even if she is told what is happening to her, she will continue to act in this manner as her short term memory has begun to fail.

Sand-Blind ◀

In order to gain a tactical advantage over the Northerners, the *Eagle Star* must continue on through the storm. Just after the eye has passed, the ship's sensor boom is damaged by a flying rock and the players are sent to scout a safe path for the landship in their Gears. The players must pick their way among the fast-changing dunes and watch for sudden sand-slides. To make matters worse, any communications to the landship must pass a Communications test versus a Threshold of 4 due to the inclement weather and the landship's use of backup systems. To make things really bad, the GM can opt to send a small compliment of enemy Gears to distract the PCs and have the landship run them all over if the Players aren't careful.

Non-Player Characters Statistics ◀

Name	Quirks	Archetype	Modifications to Archetype
Faith Leloup	Giggles	Exp. Gear Pilot, p. 110	none
Hadley Mahut	Stern	Landsailor, p. 44	Leadership 2/0



4.6.14 ROLEPLAYING SCENARIO 8: POLITICAL SOUTHERNERS

The day after the tempest, after the PCs have had a chance to rest, they are called to work on the bridge again. The character that mans the communications console receives a transmission from Colonel Janus which he must relay to the *Draco* and Commandant Murène agrees to speak with him. If the Northern Duelist won the duel, the Colonel will demand that the Southern forces relinquish their position. If the Southern Duelist won, the Northern commander will advise Murène that he intends to use the site where the Southern fleet is located as a target for his artillery and suggests the Southerner move his group southward or be destroyed.

• SUGGESTED MILESTONES

The Milestones presented show the typical divisions that Republican forces feel and should be presented in the order they appear. After the events described in the opening, Commandant Murène asks for the opinion of each ship's crew and then promptly cuts communications.

► Resolutions

Immediately after Sous-Commandant Sevigny asks for the opinions of the assembled people on the bridge, an argument breaks out between the NPCs of the *Eagle Star* about whether the group should flee or fight. Lieutenant Parselles says that on the grounds of honor, the Southern forces must engage the enemy, while Lieutenant Salisbury argues that the landship group has accomplished its mission and should now return home. Sevigny sees both sides of this matter and asks the PCs for their opinions. Whichever of the PCs speaks up first will be denounced by the officer with the opposing view. If the PCs are divided about what the group should do, they are given a chance to argue for a while before Sevigny makes up her mind based on the strongest view put forward.

► Fisticuffs

It is entirely possible that the two Lieutenants will come to blows over this matter, and the players will have to choose sides or attempt to stop the fracas. Regardless of which action they choose, they will earn the enmity of someone (even staying neutral will cause some to think the players lack the guts to stand up for what they believe). If PCs get involved in the fight and are split on both sides, Sevigny will call for the MPs to subdue those involved.

► A Political Officer's Nightmare

While the arguments are flying, the ship's political officer watches everyone closely from the corner saying little and keeps track of any "anti-Republican sentiments" that might be expressed by anyone who is there. After the matter is decided, she will approach each PC and ask him to give an account of what he saw on the bridge. After the statement is given, Lieutenant Nicollette asks for comments upon some of the actions that the involved parties took. This is a test of the characters' loyalty to the Republic, and those who answer correctly for the political officer may receive some sort of support from the nation — increased chance for promotion or information that will help further one of the character's personal goals are likely; those who do not live up to the political officer's expectations will find their way barred in official matters and be passed over for promotion if an excuse can be found. In the answering of the questions, the political officer is more interested in seeing through the answers that are actually said to the character's true motivations and feelings about the Republic.

► Heartfelt Goodbyes

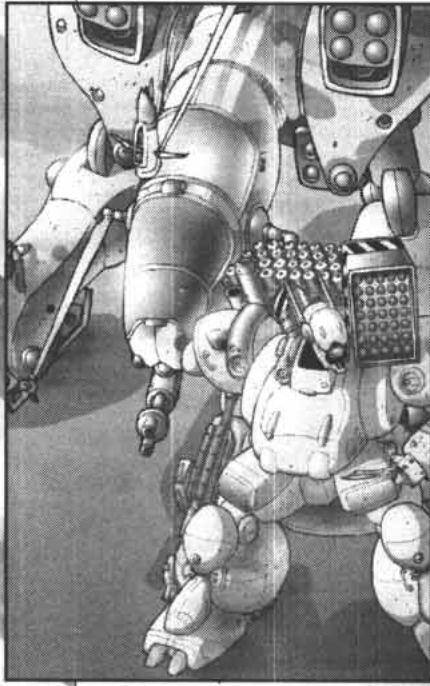
After an artillery complement is sent to soften up the Northern forces, the rest of the escort vehicles are sent to finish the job. Murène would like to use the landships as well, but has been controlled by his political officer since it is too likely that such an action would be perceived as an act of war. All of the vehicle pilots are treated with respect and pity for the few hours that they are on board before they are sent to the killing ground. Any non-pilot NPC enemies the PCs have made along the way will give them a grudging farewell, and friends will be positively tearful.

► Non-Player Characters Statistics

Name	Quirks	Archetype	Modifications to Archetype
Sinthya Nicollette	Shifty	Quartermaster, p. 112	Etiquette 2/0
Sasha Parselles	Honorable	Sup. Gear Pilot, p. 113	CRE +1, Music 1/1
Simon Salisbury	Patient	Engineer, p. 109	Phys. Sci. 1/2, HG Pilot 1/1
Collette Sevigny	Thoughtful	Exp. Gear Pilot, p. 110	Change HG skills to Ground



4.6.15 TACTICAL SCENARIO 4: DESPERATE MEASURES



Regardless of the arguments that are put forward in the last roleplaying scenario, the Southern commandant refuses to let things stand as they are and sends an artillery compliment (a *Naga* and two *Spitting Cobras*) to pound the enemy forces into compliance with his wishes. Before the artillery platforms move into position they are spotted and, in response, the Northern commander sends a squad of Gears to hunt them down. Just as the Gears catch up with the artillery forces, the *Spitting Cobras* begin to launch their mortars.

The two forces involved in this skirmish are both aware that the escalating tensions between the two landship groups are now out of control, and each feels that a quick victory for their group is necessary to avert further bloodshed. Because of the importance they perceive about the mission, both sides will fight as if the mission has high priority for morale checks.

Mission Conditions ◀

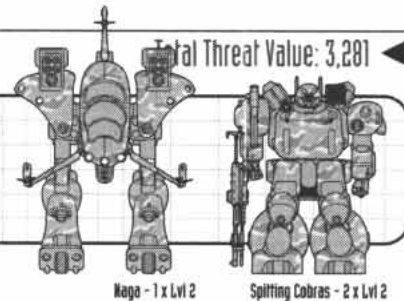
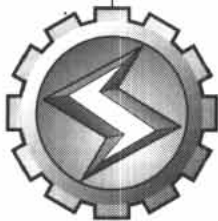
Scale:	Skirmish
Weather:	Clear
Time of Day:	Night

Mission Objectives ◀

The 3 Southern walkers must survive ten rounds, and the *Cobras* must fire a combined total of ten well-placed rounds off board to triumph. To do so, they must fire their LGMs at off-board targets and move at combat speed or less while performing no other actions. For the Northerners to win, they must destroy both *Spitting Cobras* before the ten artillery shots are fired, and before ten rounds of time pass.

Southern Forces ◀

The machines sent by the Southern commander are feared by Northern troops as some of the heaviest machines the Southern forces have to offer. The extended nature of their assignment has worn at the efficiency of the unit, and they should be considered Tired for morale purposes. They may start anywhere on the map, but must place units first.



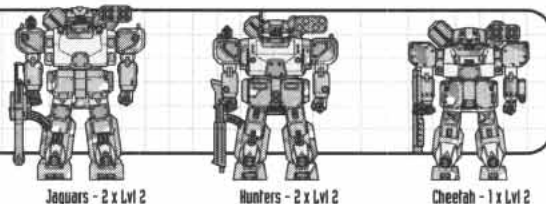
Naga - 1 x Lvl 2

Spitting Cobras - 2 x Lvl 2

Total Threat Value: 3,281 ◀

Enemy Forces ◀

The Northern squadron knows that it has a tough fight ahead of it. A concerted attack on one machine at a time has been recommended by their commander, but the choice ultimately lies in the hands of the soldiers at the scene. The Northern soldiers are Tired by way of morale. They must start at the northern edge of the map.



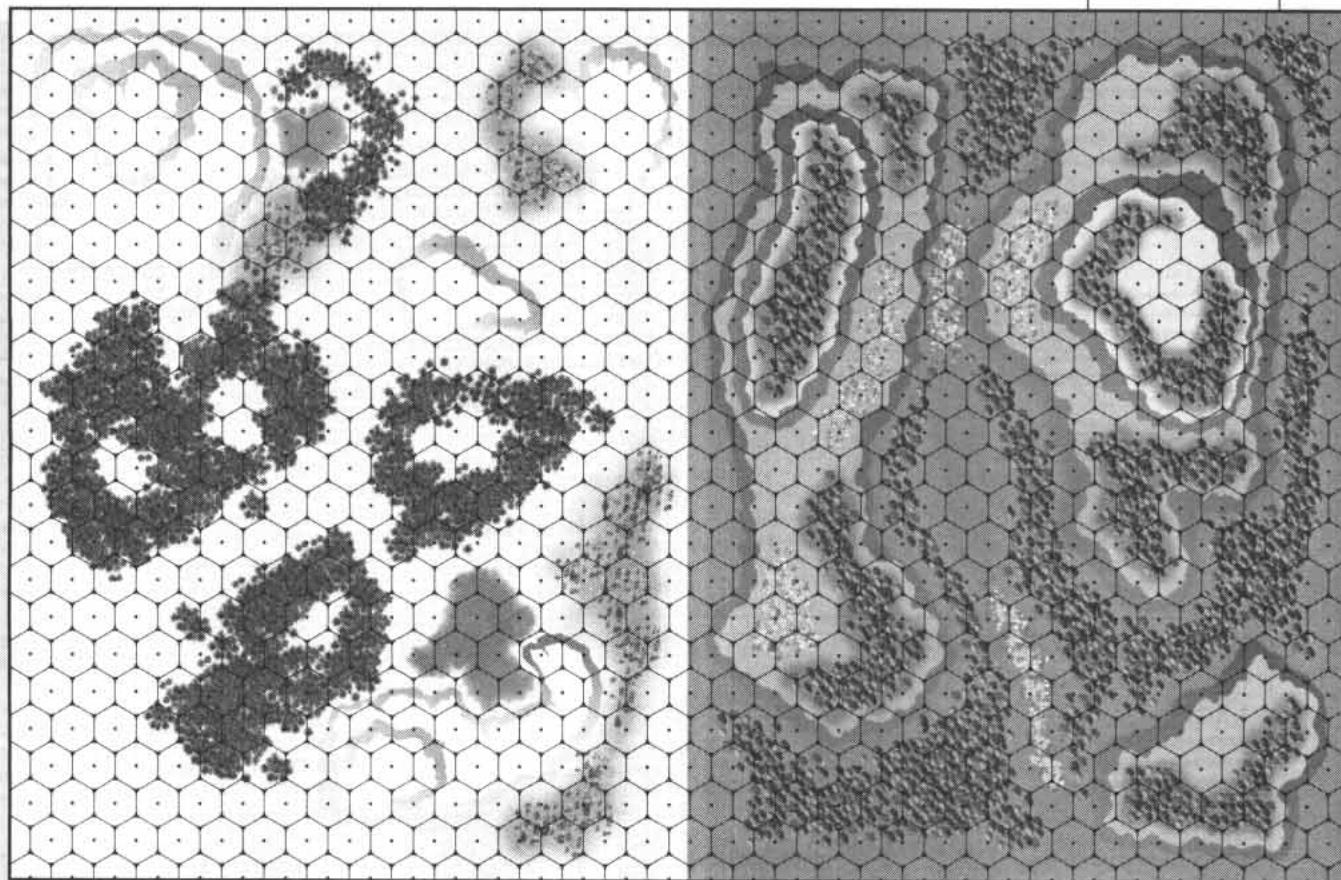
Jaguars - 2 x Lvl 2

Hunters - 2 x Lvl 2

Cheelah - 1 x Lvl 2

Total Threat Value: 2,641 ◀

► Mission Map



● COMPLICATIONS AND VARIATIONS

The following options can be used to add variety to the scenario and can be mixed and matched. As the final battle in the Southern side of the tactical campaigns, the Players should use the largest force that they will have time for. A Grande Finale is always a great way to end a major part of a campaign.

● HEAVIER HUNTERS

The Northern commander sends a group of machines that are more adept at the seek and destroy mission than the ones provided above. Replace the *Cheetah* and one of the *Hunters* with *Grizzlies*. The Northern threat value becomes 3412. The slower machines finally catch up with their comrades and appear on the beginning of turn 3. These forces are all piloted by level 2 pilots who are likely to sit back and let the other machines act as forward observers for their long-range weapons such as light guided mortars.

● BIGGER BATTLE

In this variation, both sides send larger forces. The Northern patrol consists of 2 level two *Jaguars*, 2 level one *Hunters*, 2 level two *Cheetahs* and a Level two *Kodiak*. The modified Northern threat value becomes 3,768. The Southern complement consists of 1 level two *Naga*, 2 level two *Spitting Cobras*, 2 level two *Black Mambas* and 1 level one *Iguana*. The modified Southern threat value is 4,769.

● WHITE SAND

The recent tempest has left a dangerous legacy for the forces of both sides to find. At the beginning of play, before units are placed, each Player may secretly write down two hexes that are considered white sand that the opponent has not detected. When an opponent's machine enters the hex, that pilot must make a Piloting roll against a Threshold of 5 or suffer a Light hit to his movement system.

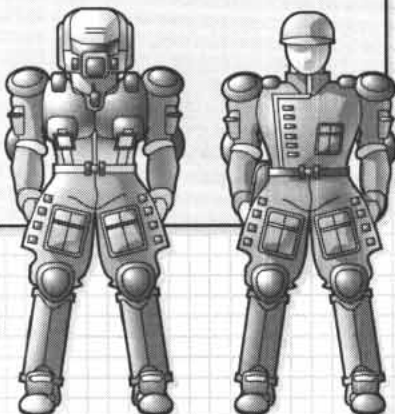
UNIFORMS AND RANKS

Soldier

Fighting personnel wear a slightly modified version of the standard burgundy Republican uniform. Gear pilots strap on a light and sturdy chest harness with armored padding. They also wear a helmet with full HUD capabilities. Marines wear the standard uniform with epaulettes and a cap, although they occasionally replace this outfit with a camouflage jumpsuit.

▼ Gear Pilot

▼ Marines

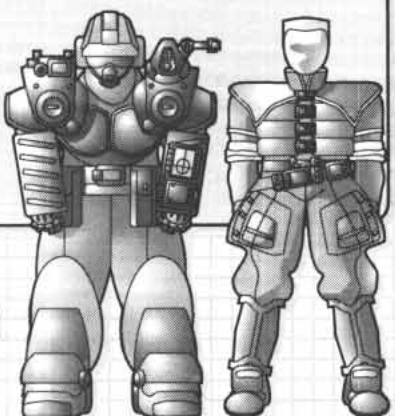


Support Personnel

Engineers wear uniforms equipped with datagloves, protective pads and shoulder-worn technical harness designed to tolerate a high level of radiation. The uniform also includes a high-resistance helmet, goggles and an air filter. Gun Mates and technicians are far from being encumbered in a similar fashion, and wear very light uniforms and utility belts.

▼ Engineer

▼ Gun Mate

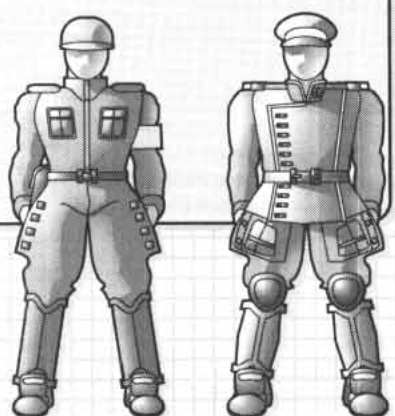


Landsailors

Landship crewmembers from the Naval Branch wear a distinctive combat uniform consisting of a burgundy jumpsuit and garrison cap, and featuring a silver-gray armband. Officers wear a cap and the standard uniform, but without the epaulettes, which are replaced by ranking stripes. In dress uniforms, naval officers wear light gloves and a saber.

▼ Landsailor

▼ Officer



Ranks

The soldiers of the *Compagnie Draconienne* and the naval personnel of the *Draco* are all members of the Southern Republican Army and wear SRA rank pins, despite their current deployment with the *MILICIA*. These badges are worn on the right sleeve of their uniforms. Rank is also indicated by silver and gold collar pins.

Sous-Caporal



Caporal



Sous-Sergent



Sergent



Sous-Adjudant



Adjudant



Adjudant-Chef



Sous-Lieutenant



Lieutenant



Sous-Commandant



Commandant



Sous-Prefect



Order Of Charon

When a soldier aboard the *Draco* scores his first combat kill, fellow troopers often hold a mock ceremony to induct him into the "Order of Charon." The recipient is toasted, humiliated and intoxicated. At the end of the ritual, he is awarded his first black, skull-shaped kill marker. White skulls mark five kills and red skulls mark twenty. This is a unique tradition for a Republican ship.

Order of Charon
[1 Kill]Order of Charon
[5 Kills]Order of Charon
[20 Kills]

ELECTRONIC WARFARE OFFICER

The modern battlefield is a haze of electronic devices that seek to confuse and interfere with the enemy's operations while preserving those of your allies. The large Electronic Counter-Measures and Electronic Counter-Counter-Measures systems that most landships are equipped with ensure that well-trained people must be on board to operate those systems. Most EW officers are considered to be techno-geeks by the other members of the crew. In reality, while certainly more adept at and interested in technology, most of these individuals are relatively normal people. As some of the most highly trained specialists on the landship, the electronics warfare officers are expected to provide a good example for the other crewmen. Because of the pressure they feel from this heavy responsibility, many EW officers spend their R&R leave away from other crew unwinding.

Attributes

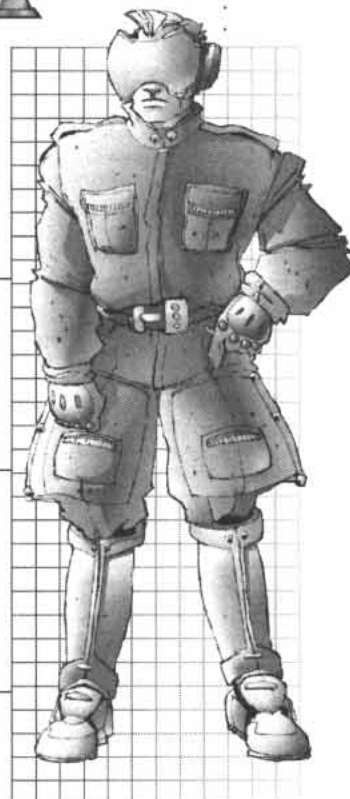
AGI	0	APP	0	BUI	0	CRE	1	FIT	1
INF	0	KNO	1	PER	1	PSY	0	WIL	1
STR	0	HEA	1	STA	30	UD	4	AD	3

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	1	Electronics	2	1	First Aid	1	1	Leadership	1	0
Combat Sense	1	1	Electronic War	3	1	Hand-to-Hand	1	0	Tactics	1	1
Communications	1	1									

Typical Equipment

Dress uniform, combat uniform, portable computer with latest project, various bits of hardware, 6 mm pistol, military ID badge.



ENGINEER

The engineers of a landship are charged with keeping the behemoths in working order which subjects them to a variety of deadly hazards. Possible plasma and heavy radiation leaks in the fusion reactor chamber, the horrendous fields of various sorts which emanate from the underside of the ship, and other hazards make the engineer's job one which requires the utmost care. Engineers routinely wear NBC suits to protect themselves from these dangers and are regularly tested for contamination. In return for their bravery, these engineers are well provided for by the military, especially with respect to health care. Landship engineers receive a health-insurance package that is even more generous than the standard for the Southern military. Engineers are given virtually free access to several clinics throughout the Southern hemisphere.

Attributes

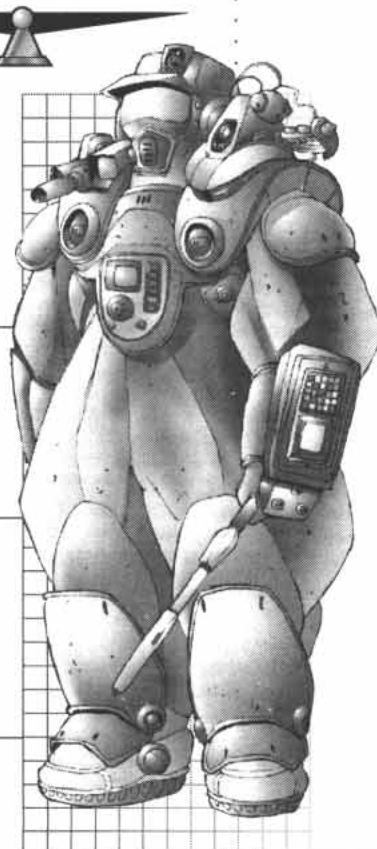
AGI	0	APP	0	BUI	0	CRE	1	FIT	1
INF	0	KNO	2	PER	0	PSY	0	WIL	1
STR	0	HEA	1	STA	30	UD	3	AD	3

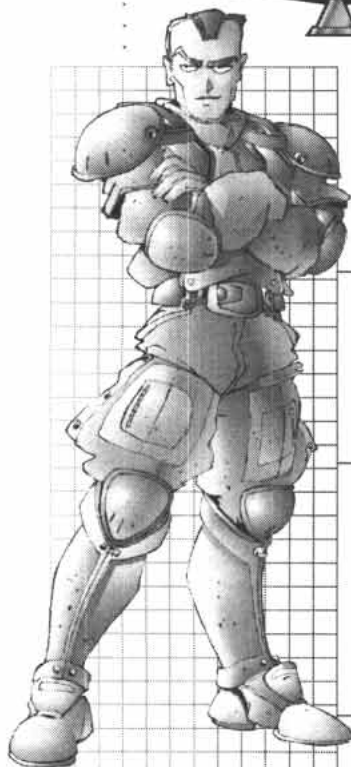
Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Computer	2	2	First Aid	1	1	Mechanics	2	2	Survival	1	1
Earth Sciences	1	2	History	1	2	Physical Sci.	2	2	Tinker	2	1
Electronics	2	1									

Typical Equipment

NBC suit, cutting torch, dataglove, electronics tool kit, mechanical tool kit, flashlight, geiger counter, personal communicator, watch, knife.





EXPERIENCED GEAR PILOT [QUALIFIED]

The majority of Gear pilots who travel as part of a landship group are experienced pilots who have been in the military for a number of years. These pilots act as escorts to the landships and are sent on forays into areas where the landship's awesome might cannot reach. Many of these pilots are accustomed to fighting in the confines of an urban setting or other terrains which are too broken to allow other landship units' assistance. In the social sphere, these soldiers are well-off and have considerable wealth at their disposal to spend on their shore leaves with which to indulge themselves and others if they so choose. As per the standard Southern soldier, these pilots are expected to spend conspicuously to promote the Republic to its civilian citizens.

Attributes

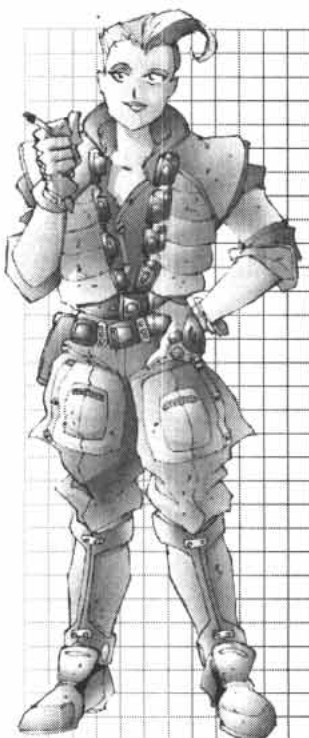
AGI	2	APP	0	BUI	0	CRE	0	FIT	1
INF	0	KNO	0	PER	1	PSY	1	WIL	1
STR	0	HEA	1	STA	30	UD	5	AD	4

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	1	Etiquette	2	0	Leadership	1	0	Small Arms	2	2
Communications	2	0	First Aid	1	0	Melee	1	2	Survival	1	0
Dodge	1	2	Gunnery(HG)	2	1	Pilot: HG	2	2	Tactics	1	0
Electronic War	1	0	Hand-to-Hand	2	2						

Typical Equipment

Pilot's suit, dress uniform, sidearm (varies depending on pilot), Gear pilot helmet.



GUNNER'S MATE

A landship's offensive power is centered in two places, its escorts and its on-board turrets. While the pilots of the escort vehicles often get more glory, it is the gunners and their mates that often dish out the real pounding to the group's target. Few gunners revel in what their duties entail, but they know that the honor of their country must be upheld through vigilance and strength in arms; these individuals spend long hours in training and practice exercises to hone their aim to pinpoint accuracy. Most of the gunners of the Southern Republic are long-time soldiers who started as privates in Gear, armor or infantry units and impressed their NCOs and officers. After finishing their first tour of duty, these individuals applied for another tour in a combat unit and were transferred into the landship group and trained in using the various weapons systems onboard the behemoths.

Attributes

AGI	0	APP	0	BUI	0	CRE	0	FIT	1
INF	0	KNO	0	PER	1	PSY	0	WIL	1
STR	0	HEA	1	STA	30	UD	4	AD	4

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	1	Gunnery: Ground	2	1	Intimidate	1	1	Notice	1	1
Communications	1	0	Hand-to-Hand	1	0	Mechanics	1	0	Small Arms	1	0
First Aid	1	0									

Typical Equipment

Dress uniform, combat uniform, 9 mm pistol, ID badge.

MARINE

The landship marines are not marines in the strictest sense of the word because they are not trained in amphibious assault techniques; they are, however, highly trained assault infantry who are trained similar to marines in the use of "beachhead" tactics against enemies. These men and women are also taught a very strict interpretation of Republican honor that is similar in scope and intensity to regimental Duelists' honor. While not on duty, the marines can often be found training in one of the small onboard gymnasiums which are intended for exactly this use. Many marines develop superiority complexes to other infantry because they are always given the most dangerous and glory-laden missions; unfortunately, these sentiments sometimes spread to include other branches of personnel and the marines come into conflict with these other branches.

► Attributes

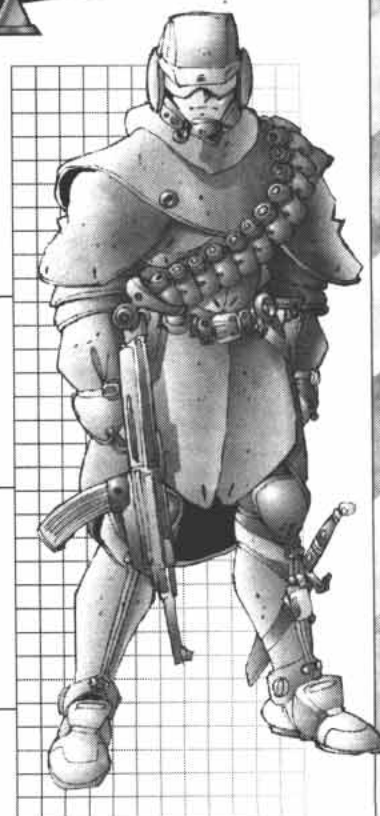
AGI	1	APP	0	BUI	2	CRE	0	FIT	2
INF	0	KNO	0	PER	0	PSY	0	WIL	0
STR	2	HEA	1	STA	40	UD	9	AD	8

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	2	1	Dodge	2	1	Melee	1	1	Survival	1	1
Athletics	2	1	Hand-to-Hand	2	1	Small Arms	2	1	Throwing	1	1
Combat Sense	2	1	Intimidate	2	1						

► Typical Equipment

Heavy flak suit, dress uniform, ID badge, 9 mm pistol, survival kit, first aid kit, 7 mm assault rifle or 37 mm grenade rifle, vibroknife.



MILITARY POLICE OFFICER

The security on a landship is a serious affair and the small complement of military police officers on the ship are always busy ensuring that the rest of the crew stays in line. While any truly major troubles are handled by the security forces that normally guard the entrance hatches and bays, most of the internal security and crew monitoring is handled by the MPs. Highly trained and motivated, the MPs have access to nearly all files in the computers of the ship and use them to keep detailed tabs on the performance and personality of all personnel. Military police tend to form close-knit groups with each other and, on landships, with the security officers. These cliques are frowned upon by all officers and they are frequently forbidden by commandants through the Southern armed forces; unfortunately, it is virtually impossible to enforce these edicts.

► Attributes

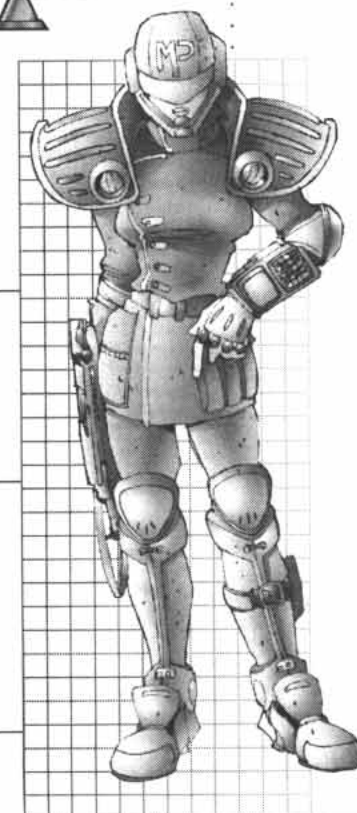
AGI	1	APP	0	BUI	1	CRE	1	FIT	1
INF	0	KNO	0	PER	2	PSY	-1	WIL	1
STR	1	HEA	1	STA	35	UD	7	AD	6

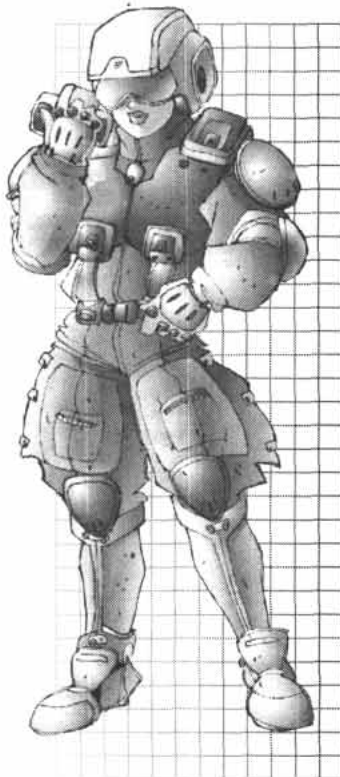
► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	1	Etiquette	1	0	Investigation	1	2	Notice	1	2
Combat Sense	2	2	First Aid	1	0	Law	1	0	Small Arms	2	1
Computer	1	0	Hand-to-Hand	2	1	Melee	1	1	Survival	1	1
Dodge	2	1									

► Typical Equipment

Uniform, ID badge, data disk, 9 mm pistol, communicator, data glove.





NOVICE GEAR PILOT (ROOKIE)

Although rare, it is possible for well-connected soldiers to be posted to plum positions such as a landship group by pulling the right strings. These schemers are quite young, but are usually very highly motivated to succeed at their position. Due to this drive, they quite often step on the toes of other, more experienced pilots; the result is usually a messy affair as the youngster is put in his place. Depending on the connections of the youngster, he may be transferred to a post more fitting his experience, or he may manage to retain his position on the landship. Occasionally, these young pilots are motivated enough to perform their duties adequately, yet learn to listen to more experienced pilots — such pilots often rise quickly through the ranks.

Attributes

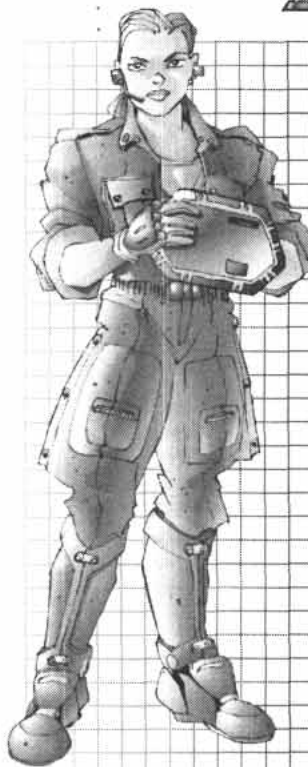
AGI	1	APP	0	BUI	0	CRE	0	FIT	1
INF	0	KNO	0	PER	1	PSY	0	WIL	1
STR	0	HEA	1	STA	30	UD	5	AD	4

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	1	Etiquette	1	0	Hand-to-Hand	2	1	Small Arms	2	1
Communications	1	0	First Aid	1	0	Pilot: HG	1	1	Survival	1	0
Dodge	1	1	Gunnery: HG	1	1	Melee	1	2	Tactics	1	0
Electronic War	1	0									

Typical Equipment

Pilot's suit, dress uniform, sidearm (varies depending on pilot), Gear pilot helmet.



QUARTERMASTER'S MATE

The people in charge of maintaining the stocks of a landship group are generally overworked and underestimated. The need to ensure that proper amounts of supplies are being used on extended operations brings them into conflict with officers and others who wish to requisition equipment and food for operations which are unplanned for. Quartermaster personnel are also known for their "acquisitive nature" — history and the media are both replete with individuals who are willing to trade some of the supplies they have on hand for some supplies that someone else has on hand, sometimes for the good of the ship, sometimes for themselves. When quartermasters are found withholding supplies from their units, it is usually treated as grand theft and punished according to military law. If found guilty, punishments typically range from a long time in prison (or the ship's brig on extended missions) to transfer to the MILICIA to court marshal. These quartermasters are often stripped of rank and are usually shunned by the other members of their unit.

Attributes

AGI	0	APP	0	BUI	1	CRE	1	FIT	0
INF	0	KNO	1	PER	0	PSY	0	WIL	2
STR	0	HEA	1	STA	35	UD	3	AD	3

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	1	Communications	1	0	First Aid	1	0	Streetwise	2	0
Business	2	1	Computer	2	1	Notice	1	0	Survival	1	1
Combat Sense	1	1	Dodge	1	1	Small Arms	1	1			

Typical Equipment

Dataglove, uniform, sample of good "stuff."

SECURITY OFFICER

The security officers on a landship guard doors to vital areas, patrol the corridors and act as a light infantry group in times of desperation. While not as highly trained as the MPs or marines, the security officers of the ship are, nevertheless, dangerous adversaries. When in the depths of their own ship, they have intimate knowledge of the corridors and access panels which they use to their advantage. When in other milieus, security officers are level-headed and will seek to call for help from whatever allies may be available to them. When performing their normal duties, security officers have rather boring jobs and must remain alert despite long hours of tediously checking the ID badges and papers of people passing their post. To help the security officer stay alert, they are often taught methods of meditation and self-hypnosis — it is not uncommon to come upon a security agent quietly chanting a mantra to himself.

► Attributes

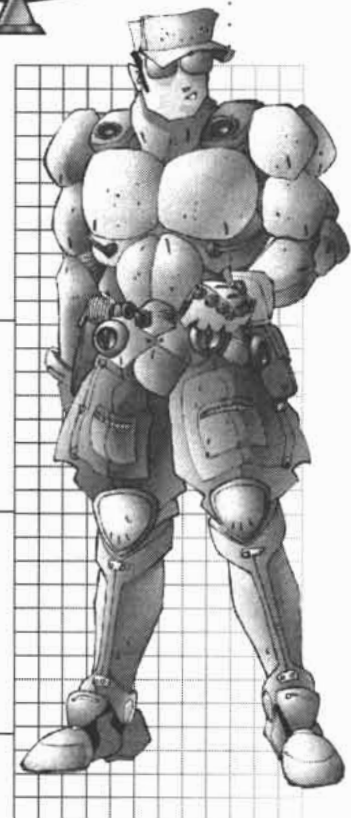
AGI	1	APP	0	BUI	1	CRE	1	FIT	1
INF	0	KNO	0	PER	1	PSY	0	WIL	0
STR	1	HEA	0	STA	30	UD	6	AD	6

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	1	1	Dodge	2	1	Melee	1	1	Survival	1	1
Athletics	1	1	Hand-to-Hand	1	1	Notice	1	1	Tactics	1	1
Combat Sense	2	1	Intimidate	1	1	Small Arms	2	1			

► Typical Equipment

Dress uniform, combat uniform, ID badge, 9 mm pistol, communicator



SUPERIOR GEAR PILOT (VETERAN)

These few pilots are the *creme de la creme* of Southern forces. They are usually well-connected, and occasionally involved in the political machinations of others. The honor that is possessed by these individuals is high, and most of them have had to prove their honor in the past both on the field of battle and in the spoken arena as well. These pilots are the leaders of the ground forces attached to the landship group and make sure that their followers are a well-trained and disciplined lot. With the relatively recent war, there are a higher proportion than normal of these pilots in the militaries of Terra Nova, and as a result, the discipline and morale of most units is higher than the historical average. Due to the higher discipline, these veterans are often called upon to show new recruits how to behave in the Southern military.

► Attributes

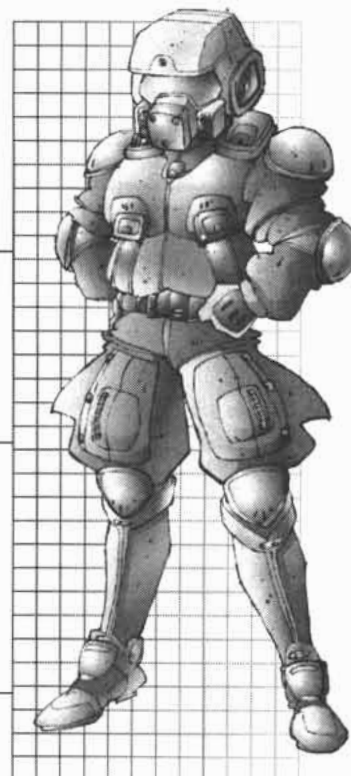
AGI	2	APP	0	BUI	0	CRE	0	FIT	0
INF	0	KNO	0	PER	2	PSY	0	WIL	2
STR	0	HEA	1	STA	30	UD	5	AD	5

► Skills

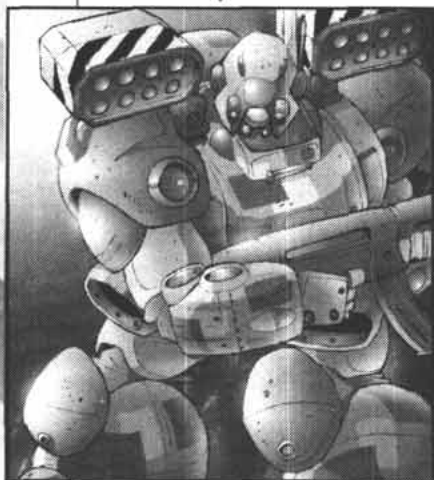
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	2	Etiquette	2	0	Leadership	2	0	Small Arms	2	2
Communication	2	0	First Aid	1	0	Melee	2	2	Survival	1	0
Dodge	2	2	Gunnery: HG	3	2	Pilot: HG	3	2	Tactics	2	0
Electronic War	2	0	Hand-to-Hand	2	2						

► Typical Equipment

Pilot's suit, dress uniform, sidearm (varies, but is usually comprised of a pistol and fencing sword), Gear pilot helmet.



BLACK MAMBA



The *Black Mamba* is just now beginning to slide off the cutting edge of Southern Gear design, and it has been widely distributed among units that have influential commanders who can pull some strings for their troops. *Black Mambas* are also seen among some units that have high-profile assignments such as the home guard of some cities and some of the border patrol battalions that see significant action against rovers. Commanders of less prestigious units and units stationed at backwater posts have just begun to receive these machines for their soldiers.

Black Mambas are typically assigned to long-time veterans of the army or to pilots who know the right strings to pull. These machines are sometimes deployed as the punch of a general purpose cadre where they are placed alongside *Jägers*. In this capacity, they often perform such duties as routine patrols or light attacks. More often, the *Black Mamba* is seen as part of an assault cadre to provide escort for heavier machines such as *Spitting Cobras*.

Vehicle Availability ◀

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

IGUANA



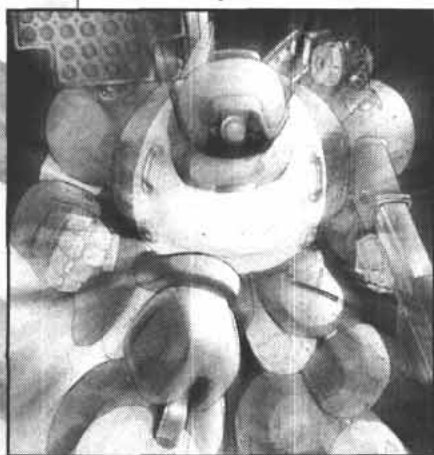
Iguanas are the most common scouting Gears in the Southern forces; the machine suits its role well combining small size and high mobility. The *Iguana* also serves well in the capacity of forward observer where the target designator it carries can mark targets for friendly artillery to decimate. *Iguanas*, while relatively common, are used sparingly by most commanders because their thin armor leaves the pilot vulnerable to heavy firepower.

When placed in a unit that is not dedicated to a scouting mission, the *Iguana* is usually found at the front of a cadre equipped with indirect fire weapons. The *Iguana* uses its quickness to get close enough to accurately call coordinates to its mates who launch flights of rockets while suffering from little danger themselves. Because of this role, *Iguana* pilots tend to be very skilled at avoiding incoming attacks and taking cover behind whatever presents itself; they also tend to have life expectancies that are lower than average.

Vehicle Availability ◀

Availability Threshold:	2
Maximum Number of Units in the Field:	4

JÄGER



The *Jäger* is the old standby of the Southern military and has been used since the original designs to the *Hunter* machine could be obtained and examined. While it is not a particularly tough machine by the standards of today's technology, it is a well-rounded vehicle that can hold its own in a fight against other general purpose Gears.

The *Jäger* is often used as a training machine for recruits and few pilots regret the time they spent learning in the cockpit. After all, there are many machines that are much more uncomfortable to drive these days. *Jägers* are assigned the jobs that none of the other machines in a cadre are suited for — which is not to say that the *Jäger* is necessarily more suited to it than those others. Inexpensive to produce and present in large numbers throughout the Southern Hemisphere, *Jägers* are considered relatively expendable by many Southern commanders and most pilots are only too happy to be reassigned.

Vehicle Availability ◀

Availability Threshold:	1
Maximum Number of Units in the Field:	16

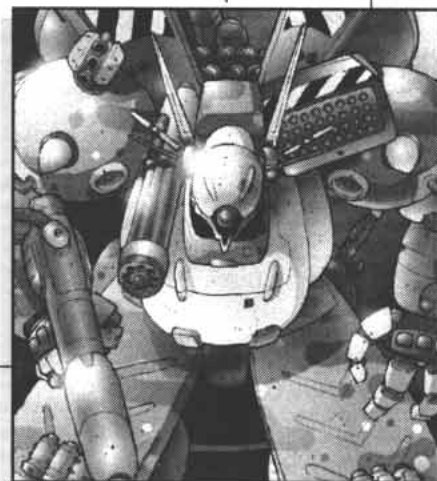
KING COBRA

The *King Cobra* has been called the most powerful Gear ever produced and its extremely heavy array of weapons ensures that few dispute the fact too strongly. Equipped with enough offensive systems to load down two lesser machines, the *King Cobra* was designed with the sole purpose of hunting down Earther hover tanks. Frighteningly efficient at its task, there are surprisingly few pilots willing to take the controls of one of these machines; enemy forces have made it common practice to call heavy artillery and air support strikes down upon any *King Cobra* that dares to show up on a battlefield.

On the rare occasion that one of these machines shows itself on the field, it is typically assigned the unenviable task of charging straight into enemy formations and annihilating whatever happens to cross its line of fire. It is also used as a fire support machine if a less expensive model is not readily available.

► Vehicle Availability

Availability Threshold:	8
Maximum Number of Units in the Field:	1



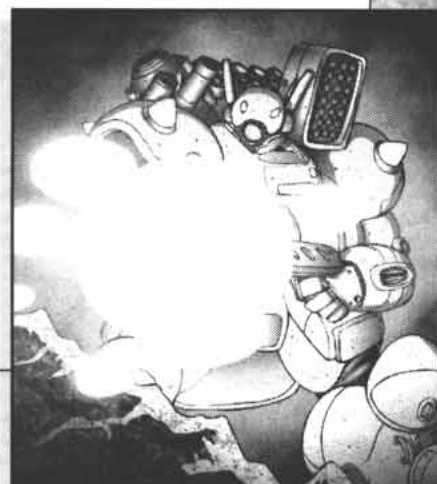
SPITTING COBRA

The *Spitting Cobra* is the Heavy Gear commonly assigned to the fire support position in an assault cadre and is also the most common unit paraded through areas in need of pacification. *Spitting Cobras* are the machine of preference for most Southern pilots due to the lower than average frequency of use in the field and the thicker armor that surrounds the pilot when actually on the field. Duelists and other soldiers who seek great personal honor will often shun this machine because of the small proportion of action that it sees.

In most cadre formations, the *Spitting Cobra* will be found at the back waiting for target coordinates for its guided mortar. There are a few cadre commanders that choose to lead by example in this machine, but such practice is generally frowned upon by supply officers and commanders who see this as a wasteful use of an expensive machine. If a pilot should be unfortunate enough to survive the destruction of one of these, he is likely to be given undesirable assignments.

► Vehicle Availability

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



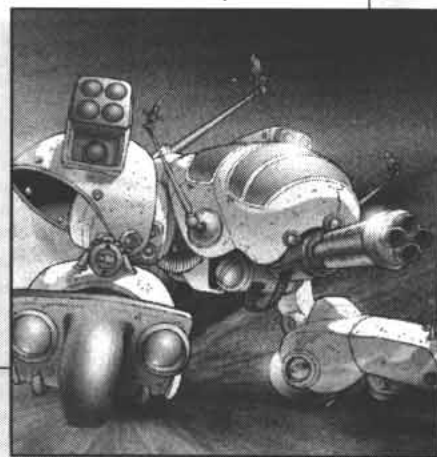
NAGA

The most common strider in Southern forces is the *Naga*. Used as a heavy assault unit and equipped with deadly anti-tank missiles, the *Naga* is an ungainly-looking machine. The limited supply of missiles it carries is the strider's biggest drawback and it is rarely posted to a position where it cannot receive quick rearmament. When on a landship where the matter of resupply is not a problem, *Nagas* are still employed only when needed due to their high production cost.

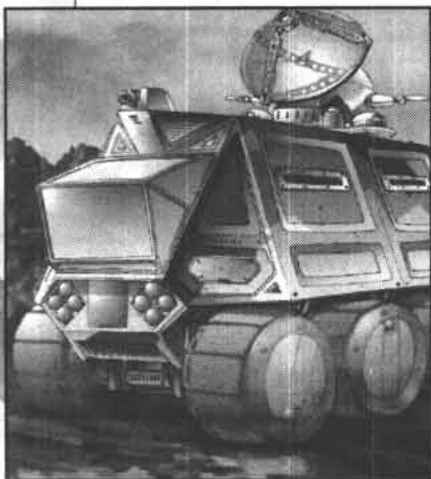
When deployed in the field, *Nagas* are usually incorporated as part of a cadre that is assigned hunter-killer or heavy assault duties. In these roles, it is most often deployed with Gears that carry target designators which scout ahead for enemies and then "paint" their target for the *Naga's* missiles to destroy. In desperate situations, the *Naga* will engage enemies with its medium autocannon, but such actions usually occur when an enemy has foolishly charged up close to the *Naga* and none of the *Naga's* escorts are near enough to engage it.

► Vehicle Availability

Availability Threshold:	5
Maximum Number of Units in the Field:	2



MURDOCK



The *Murdock* mobile command post is a wheeled vehicle obtained from the Northern leagues during the War of the Alliance. It usually only sees action when a large-scale operation is to take place. Although unofficial, many junior officers have labeled it the "suicide cube" because of commanders' tendency to send the *Murdock* into the center of a firefight. The *Murdock* is manned by a crew of three who are accompanied by a group of officers that relay commands through the holotank and various other C3 equipment that is stuffed into the machine's belly.

When in the field, the *Murdock* is universally escorted by a bodyguard of at least three Gears that are assigned to solely protect it from any vehicles that might attack it. In the event that it is attacked by a large enemy force, the *Murdock* will flee while using its grenade launcher to suppress any infantry that are in its immediate area. *Murdocks* are sometimes used as a last ditch center of resistance by captains who escape a ship after it has been captured by enemy forces.

Vehicle Availability

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

TITAN



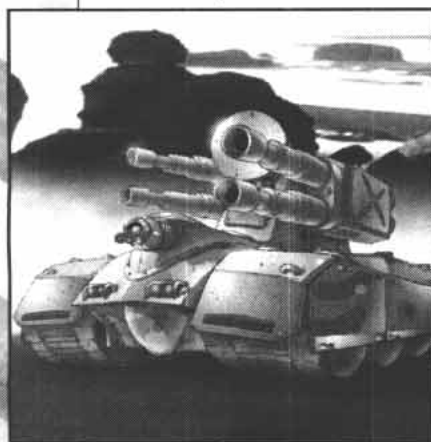
The *Titan* is an attack helicopter used by Southern forces against enemy ground units. Heavily armored for a VTOL, the *Titan* have poor speed and maneuverability. In an attempt to keep the VTOL from suffering from these weaknesses, *Titans* are equipped with a chaff dispenser to confuse guided weapons that its targets might launch. Pilots of *Titans* quickly learn to use hit and run tactics with long-range weaponry to avoid the bullets that are aimed at their craft.

To fulfill its role, the *Titan* is equipped with anti-tank missiles and rocket pods as primary weapons and a light autocannon to deal with damaged or weak targets. When called for, the *Titan* usually arrives on a scene where it can expect little aid from allied forces, and usually hits its targets hard and fast to help equalize the ground forces. Inexperienced enemy forces often concentrate too much of their firepower on the *Titan* and allow Southern ground forces to recover a tactical advantage.

Vehicle Availability

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

ARTEMIS



The *Artemis* is an anti-aircraft platform that is only fielded by Southern forces that have a very high likelihood of encountering enemy aircraft. Like the *Murdock*, the *Artemis* is always escorted by a group of armored vehicles, and the two are often deployed together to reduce the number of vehicles that must be allocated for such duty. The combination also serves as an efficient anti-aircraft unit because fighter pilots are often told to concentrate their fire on the command vehicle which allows the *Artemis* an unharassed sight at the aircraft.

Artemis crews are typically paranoid individuals which is a result of the constant strain they feel when in the field. Vigilantly watching their monitors for death from above, they tend to look for danger at all times. When in their vehicle, the four linked light anti-aircraft cannons are enough to deal with any aircraft that come close and can be turned against ground attackers in extreme cases. When outside their vehicle, they are alert to all that goes on around them.

Vehicle Availability

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

CHRISTOPHE CASTIGAN'S IGUANA

Duelist Castigan uses a very heavily modified *Iguana* for both duelling and normal assignments. He is extremely proficient at hand-to-hand and melee combat in Gears, and his custom model reflects this. In order to accommodate his request for more armor without sacrificing speed, the technicians had to get creative with what they could do away with. First, they reconfigured most of the power transfer cables and several hydraulics to change the torque the machine produces and followed this up by decreasing the size of the fuel tanks. In a final effort to reduce the weight to equalize that of the extra armor skirts, they had to do away with several electronics systems.

In accordance with his requests, the *Iguana*'s standard pack gun was removed and replaced with two massive vibrorapiers. In order to properly control the new weapons, the neural net and controls of the Gear were updated to some of the finest Obelisk brand equipment available to the military. The result of all these modifications is a fearsome dueling machine that compliments the Southerner's penchant for close combat.

Castigan's *Iguana* also benefits from some benefits in regular actions. The small number of ammunition-based weapons ensures that he can remain on the field long enough to inflict serious damage against enemy troops. In an urban setting, or any setting that features a fair amount of hard cover, his machine is particularly deadly because he can close to melee range while not being subjected to enemy fire. Unusually light for a dueling machine, several of the other veterans in Castigan's unit have suggested he should use a heavier machine, but he has ignored them to date. Several of the officers have also suggested that he cut off his beard so the Gear helmet will fit better, but he responds that he could only do that if he were an Ashantite.

► Vehicle Specifications

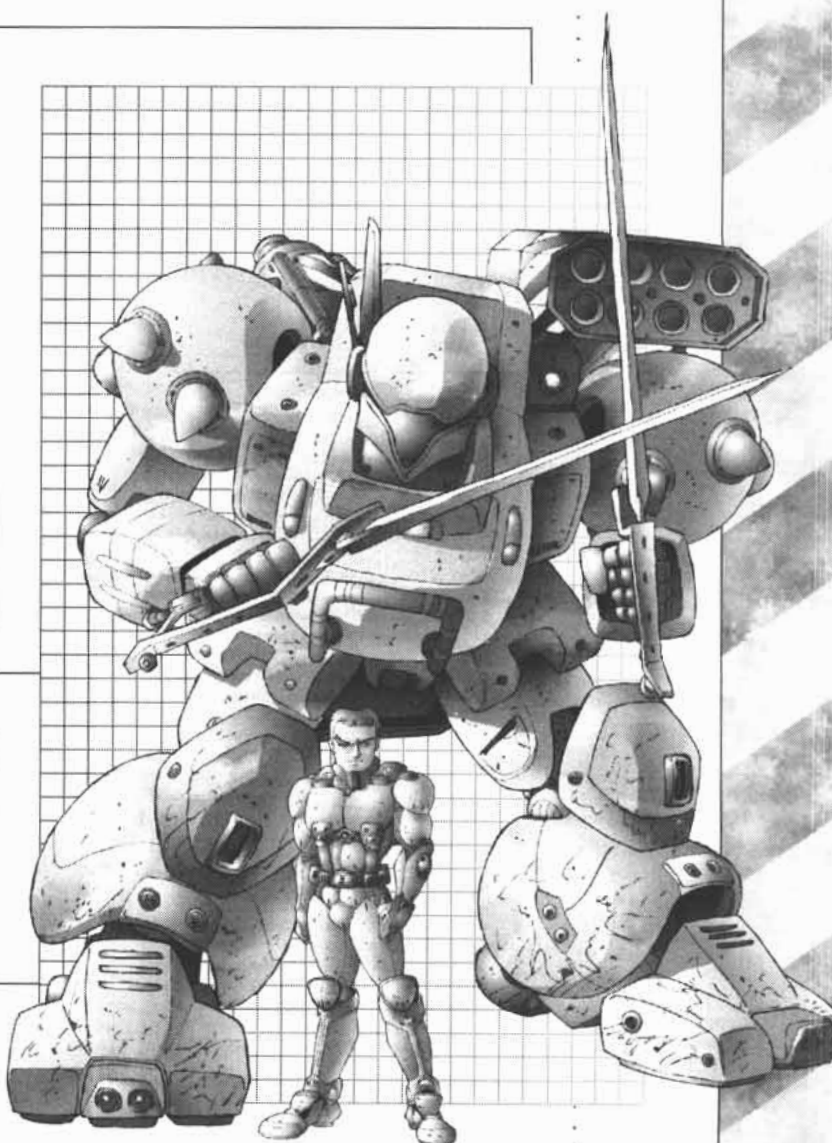
Code Name:	Iguana (heavily modified)
Production Code:	OACS-01L/SC
Production Type:	Mass Production
Cost:	471,000 marks
Manufacturer:	Territorial Arms/Skavara Heavy Industries
Use:	scout/recon Gear (modified for dueling)
Height:	4.1 meters
Width:	3.4 meters
Average Armor Thickness:	52 mm
Armor Material:	armoplast w/alloy
Standard Operational Weight:	5100 kg
Primary Movement Mode:	Walker (52 kph)
Secondary Movement Mode:	Ground (84.2 kph)
Deployment Range:	400 km
Sensor Range:	80 hexes /4 km
Communication Range:	600 hexes/30 km
Powerplant:	WV-750TC/B V-Engine
Horsepower:	360 Hp

► Modifications

Add:	2x Vibrorapier, Advanced Controls, Poor Towing Capability
Remove:	VB, DPG, ECM, Backup Sensors
Change:	Base Armor to 16, Deployment Range to 400 km
Modified Threat Value:	512
Offensive:	317
Defensive:	554
Miscellaneous:	666

► Special Characteristics

Model Notes:	NNet cannot learn
Habits:	None



4.9 THE DRACO

The ill-fated Khan class was the brainchild of Amiral Gustav deBoisclair, who during the 1910s felt that Southern warships had become too large and made the fleet too rigid for the Southern Republic's needs. In 1912, he began campaigning for the production of small and powerful ships which could go perform discreet surgical strikes whenever required. At the time, the Republic favored larger ships because of their public image and the sense of awe they inspired in the average Republican. With ships like these, people thought, how could the Republic be at risk?

The unfortunate truth was that while these larger vessels were impressive and intimidating, they required tremendous maintenance and tied up considerable resources whenever they would go on any mission. Amiral deBoisclair's vision was to create a fleet of relatively small but powerful warships, equipped with the firepower of ships twice their sizes and capable of reaching remote areas quickly. Thus was born the Khan class. The design, while lacking the comfortable crew accommodations usually found on such ships, was mildly popular with younger members of the political committees in charge of monitoring ship construction. The general lines of the ships were more aerodynamic and guns were designed to remain inside the ship, protected from the environment, until combat was necessary. As is the case with most Southern ships, the tradition to hide the weapons until they must be used prevents the enemy from guessing how powerful the ship really is. It also facilitates repairs and maintenance during difficult weather conditions.

The first Khan-class ship, *L'Aventurière*, was designed to bear twice the weaponry of a normal ship of its size. It was heavily armored, fast and highly maneuverable. The costs were also astronomical, and the designs were extensively modified for her successors, the *Vengeresse* and the *Tigresse*. The latter, while more powerful than regular ships in their categories, were toned-down versions of *L'Aventurière*. The *Draco*, considered the bastard child no one wanted, was further trimmed and turned out to be no more powerful than most vessels with the same tonnage.

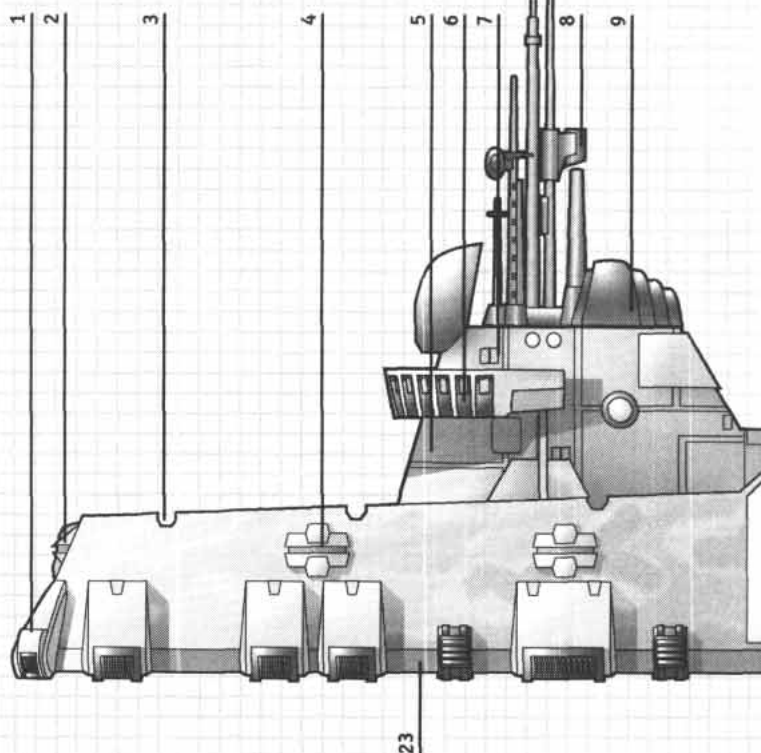
It is no secret that the *Draco* was going to be cancelled and only saw the light of day thanks to the tenacious lobbying of Amiral deBoisclair. Several parts from decommissioned ships were scavenged in order to complete its systems, and it is often referred to as a "Frankenstein" construction without the soul of a "real" ship. Because of last-minute modifications to its designs, it often suffers from inexplicable breakdowns and requires non-standard parts for its maintenance.

Side View

- 1 Forward Thrust Port
- 2 Gun Port (closed)
- 3 Ammunition Loading Door (closed)
- 4 Lateral Gun Port (closed)
- 5 Armored Conning Tower
- 6 Bridge Housing
- 7 Observatoire (w/shutters closed)
- 8 Main Antenna Array (extended)
- 9 Antenna Compartment Armor (open)
- 10 Dorsal Sensor Array (not visible)
- 11 Port Runway (retracted)
- 12 Port Runway Access Door (not shown)
- 13 Long Range Missile Silo Doors (closed)
- 14 Port Laser Turret
- 15 Helipad Elevator
- 16 Port Rear Hull Sensor Blister
- 17 Rear Missile Silo Doors
- 18 Rear Access Ramp (retracted)
- 19 Thrust Port (typical)
- 20 Lateral Bay Door
- 21 Landing Pad (retracted)
- 22 Runway System Hinge Housing
- 23 Armored Repulsor Coil Array (not visible)

The *Draco* is a Khan-class Landship. These were designed as hunter-killers and are capable of impressive speed for a vehicle of their size. Their smooth skin has few protuberances and most of its systems can be retracted inside the hull for protection and a reduced sensor profile. In this illustration, the main antenna array is shown extended.

ALS-27 DRACO (KHAN CLASS)

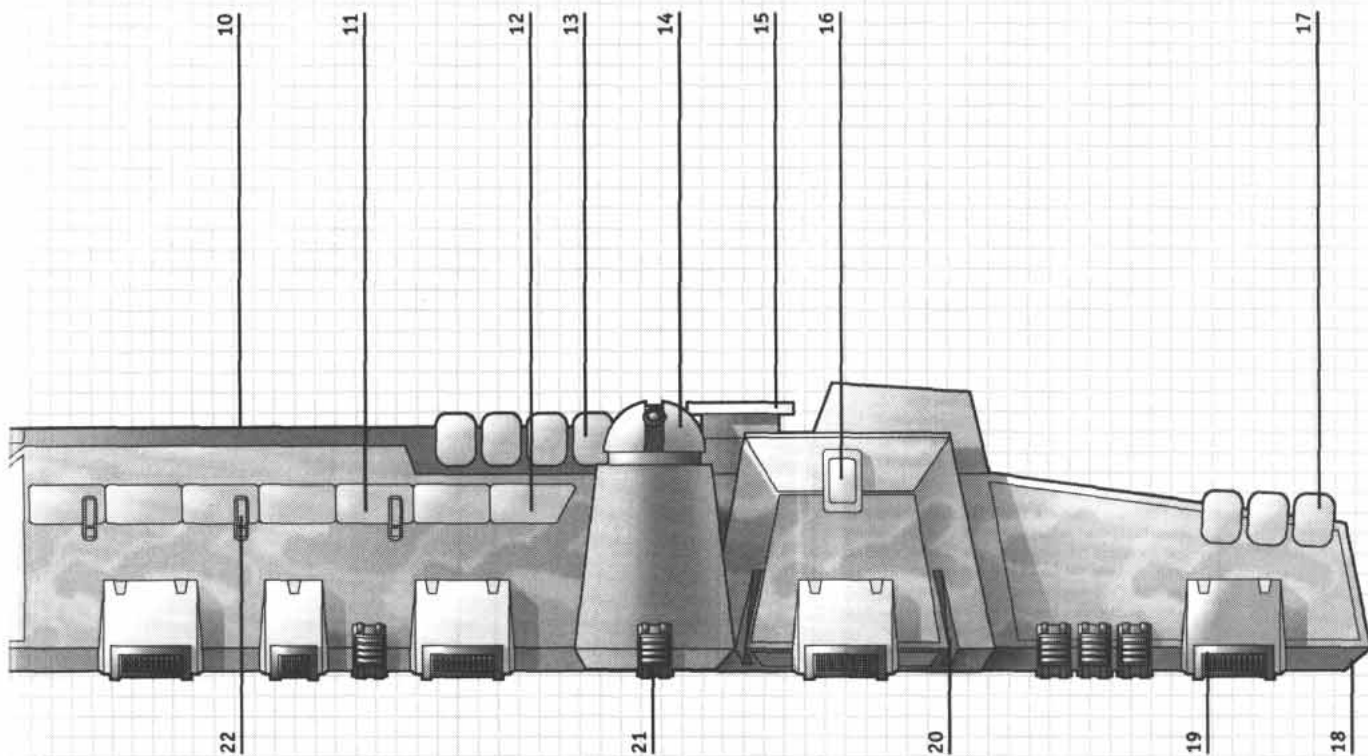
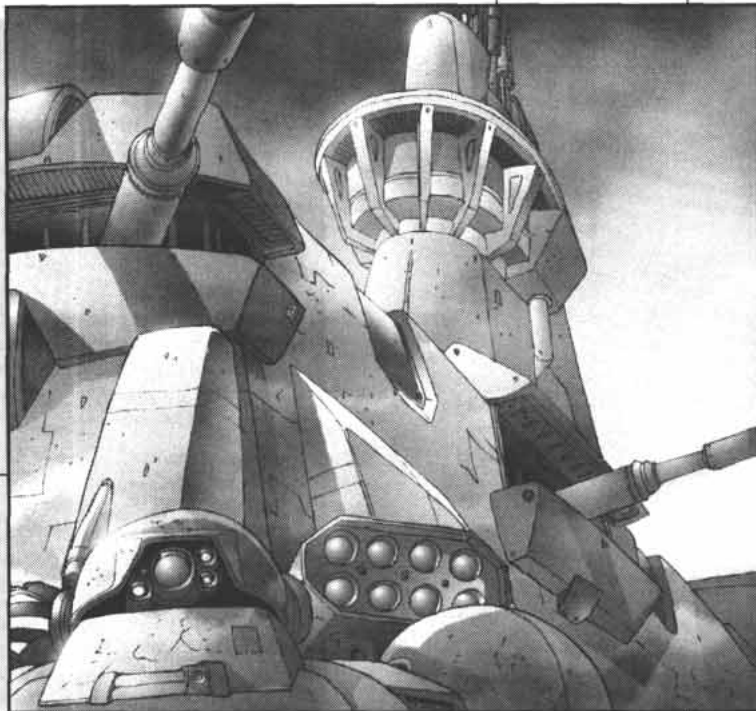


► Vehicle Specifications

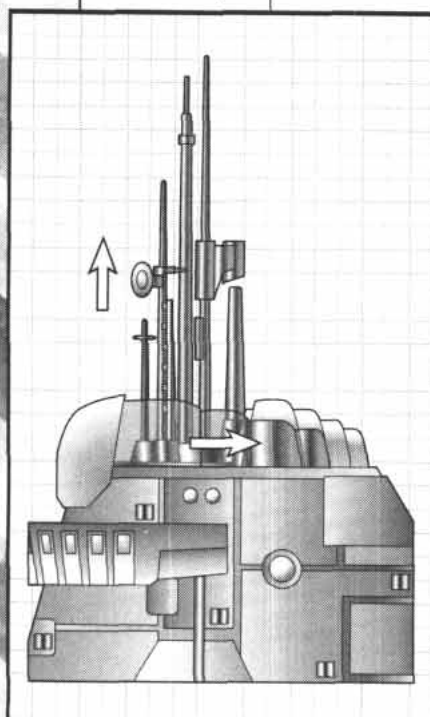
Name:	Draco
Class:	Khan
Production Code:	RLS-27
Manufacturer:	Republican Dockyards, Marabou
Use:	Assault Landcarrier
Length:	260 meters
Height:	50 meters
Width:	70 meters
Overall Weight:	40,000 tons
Armor Material:	Heavy Laminate
Average Armor Thickness:	1.3 meter
Maximum Speed:	42 kph
Powerplant:	2.3 GW Fusion Core
Secondary Powerplant:	6 x 62 MW Turbogenerator

► Weapons

Name	Ammunition Payload
5 x 150 mm Cannon	500 rounds each
14 x Missile Launcher Tubes	72 missiles
2 x Laser Cannon	300 shots each before recharge
4 x 7 mm PDS	600 bursts each
Vehicles and troops	



Comm Array ◀



Most of the Draco's sensitive antennae are located in a retractable mount placed on top of the main conning tower. The high position of the ship's sensors gives them a wide field of operation which is crucial for sensors that require a direct line of sight. The entire sensor assembly can be retracted inside the hull for protection; a segmented armored roof slides forward to cover the compartment. The largest antenna cluster houses the primary Electronic Detection Array (EDA) equipment. This is used to detect and locate electronic emissions in a broad band of frequencies going from low MHz to the GHz and THz ranges. When coupled with receivers placed elsewhere on the ship, the EDA can define and pinpoint the source of almost any detected signal.

The forward section of the array holds a powerful Quantum-8 surface search radar, with a smaller U-90K search radar operating on a narrower band riding beside it. Both can rapidly hop across a wide range of frequencies to confuse enemy listeners and can function in both direct and synthetic aperture mode. In addition to the main radar sets, retractable mast-mounted "sweepers" provide excellent coverage of the surrounding countryside. They are supplemented by twin Obelisk Electronics Seeker-B air-search radars, which are linked to the main fire control center. These keep constant vigil over the *Draco's* airspace, each usually covering one half of it. The Seeker-B is fully steerable and automatically switches modes to ensure the best tracking of the target. Permanent coverage of the target(s), however, may not be assured due to hostile jamming, stealth systems and ground formations.

A small collapsible dish antenna is housed in the rear section of the mast array. When deployed, the satellite uplink provides direct tight-link communication to satellites and ships in orbit. Other antennae can also relay orbital signals, though they operate in a wider function and might be picked up or jammed by enemy listeners. Most of the communication mast is dedicated to a phased array surveillance radar unit and its associated equipment. This specialized radar detects and tracks the position of enemy artillery, mortar and rocket-launching vehicles to bring quick and efficient counterbattery fire upon them before they can move.

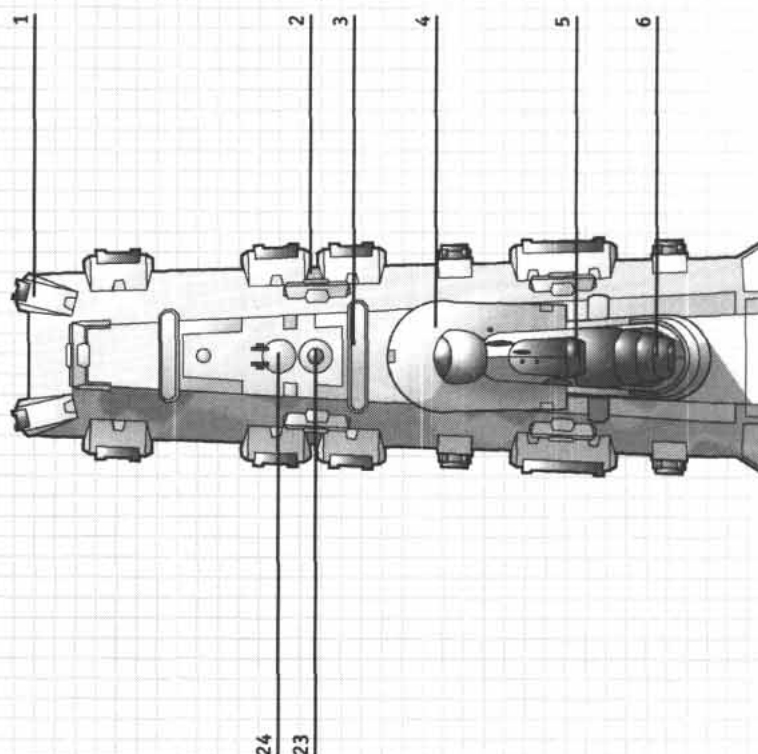
The rest of the communication and detection equipment is placed within the armor panels of the ship's hull. All along the sides of the vessel, phased arrays hold counter-measure sensors that detect enemy ECM activity and evaluate it to provide accurate countersignals. A long line of sensors imbedded along the spine of the ship form a magnetic anomaly detector (MAD) that is used to detect the presence of landships and other large vessels. The ship must shut down its drives to avoid parasite emissions, and thus only uses its MAD at rest.

Top View

- 1 Thrust Port (typical)
- 2 Gun Port (closed)
- 3 Ammunition Loading Door
- 4 Bridge Housing
- 5 Main Antenna Array (retracted)
- 6 Antenna Compartment Armor (closed)
- 7 Armored Top Deck
- 8 Dorsal Sensor Array Access Doors
- 9 Starboard Runway (retracted)
- 10 Starboard Runway Access Door (not shown)
- 11 Starboard Laser Turret
- 12 Rear Hull Sensor Blister
- 13 Lateral Bay Door
- 14 Heat/Air Vent
- 15 Landing Pad (retracted)
- 16 Rear Missile Silo Door (closed)
- 17 Rear Access Ramp (retracted)
- 18 Thrust Port
- 19 Helipad Elevator
- 20 Dorsal Missile Silo Door (closed)
- 21 Hull AMS Housing (retracted)
- 22 Runway System Hinge Housing
- 23 Forward Heat/Air Vent
- 24 Engineering Access

This top view shows the sword-like shape common to many Republican landship designs. The sides of the hull are sloped for protection against small vehicular weapons, while the top deck is thickly armored to resist shells and missiles launched indirectly by other landships. It is very rare that two vessels will be close enough to pound each other with direct fire, but it has been known to happen. The reinforced upper surface also increase survivability when under artillery or orbital support fire.

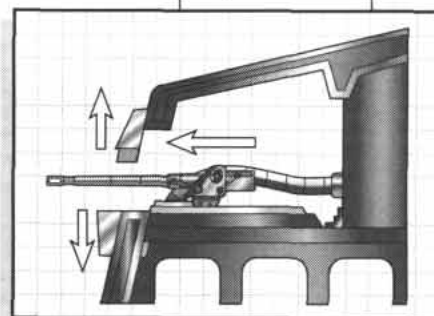
THE DRACO [TOP VIEW]



► Gun Port Open

The medium range punch of Khan landships is assured by five heavy cannons located on sliding mounts at the prow of the ship. The guns' operation is entirely automated, though there are gunner crew on hand to help if any mechanical problem, such as a misfeed, occurs. The gun compartments are isolated from the rest of the ship by thick blast-proof walls which have been designed to channel the energy of any internal detonation away from the ship. Airlock-style hatches allow access to each of the gun rooms for the maintenance and repair crew, with one hatch on each side of the compartment.

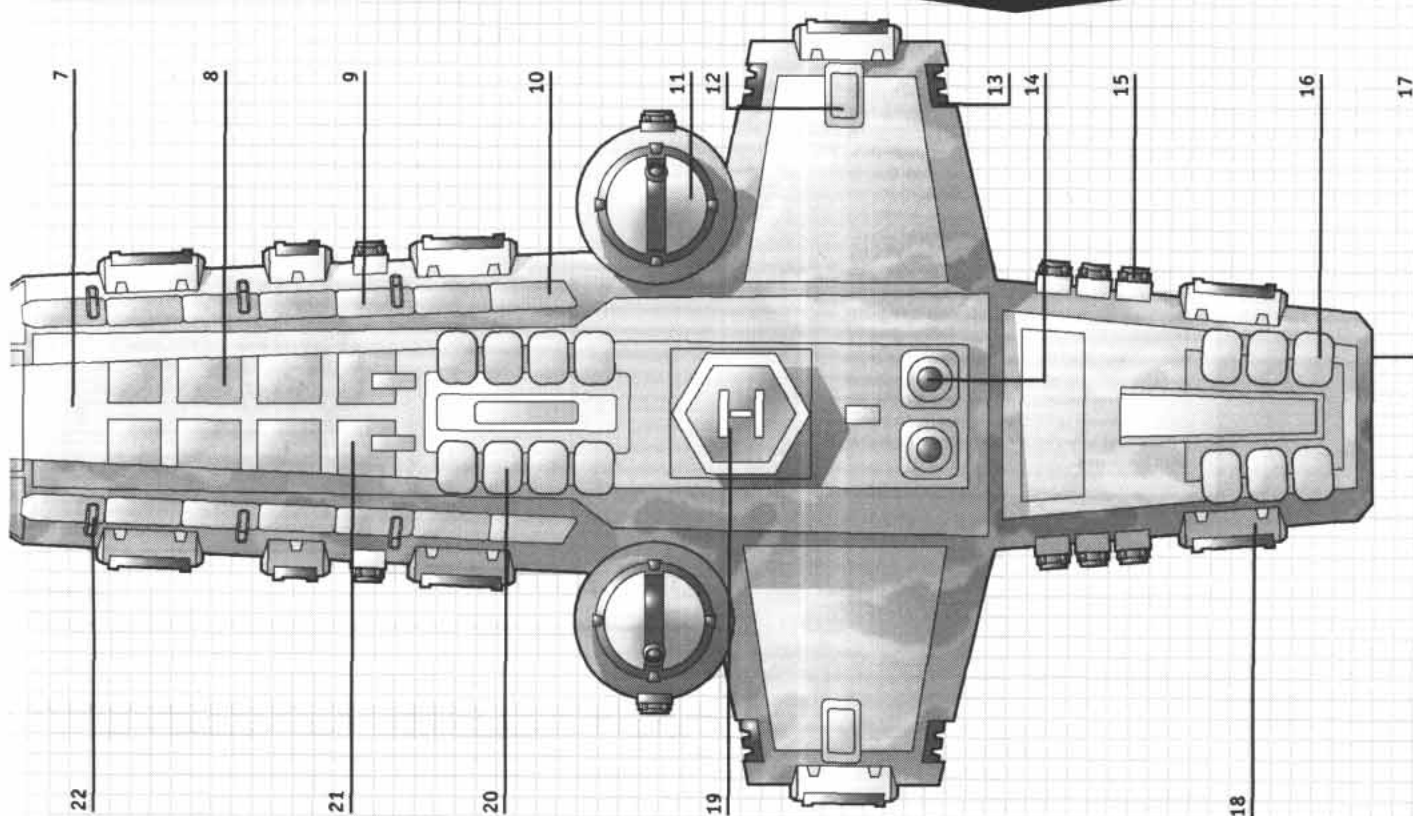
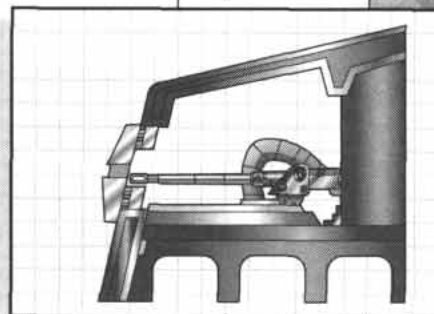
Each weapon is mechanically belt-fed from a large armored ammunition container. These containers are located in special compartments across the bow that are designed to open to facilitate the reloading operations (see page 127 for more details on these). Though the belt must be manually connected to the ammunition container when a new one is brought aboard, the rest of the loading operations are automated. Any crew present in the chamber during combat operations wear protective garb as standard procedure to protect them against both the weapon's backblast and any chemical agent that may have been deployed by the enemy.



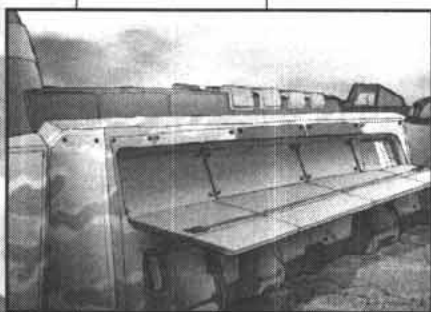
► Gun Port Closed

When not in use, or if the ship is under heavy fire, the cannons are retracted inside the hull and the armored shutters are closed. Each gun pivots sideways in order to fit within the structure and slides back along an electrically powered track. The five retraction mechanisms have their own power supply and operate independently from one another. If power is cut, or a mechanism is damaged, the gun can be manually retracted by its crew, though this takes considerably more time and effort. Both the shutters and the gun tracks are activated by controls located in the gunnery station, though there are duplicate controls on the bridge.

The gun port shutters are powered by a double pair of hydraulic actuators, each pair fully capable of doing the job by itself. Power is supplied by twin heat turbines located on the lower decks, just above the main reactor room. The shutters are lined by high-density plasticeramide foam to ensure an airtight closure, maintaining the ship's protection against NBC weaponry and the inclement weather the ship encounters. A series of electrically-powered interlocking latches are located in the middle section of each shutter panel to ensure the structural integrity of the closed assembly.



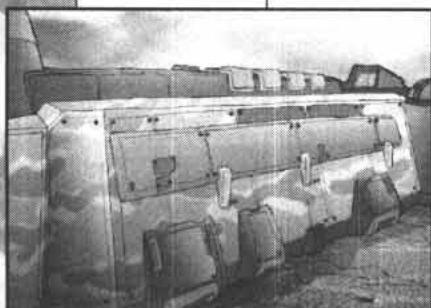
Airstrip Open ◀



The *Draco* and its brethren are equipped with two runways for their minimal aircraft complement. "Runways" is perhaps too strong a term for the small surfaces deployed on either side of the hull. They are barely long enough to allow the plane to catapult itself into the air with the aid of a rocket-powered take-off system, and landings are one of the most nerve-wracking experience there is for a Republican pilot. A large net is deployed at the end of the runway to catch the plane, since there is not enough room for it to slow down on its own. The ship must turn into the wind whenever launching or recovering its aircraft.

An aircraft-sized opening, placed at one end of the runway, gives access to the main aircraft storage and maintenance area. Its large doors slide along tracks recessed within the side walls of the ship, hydraulically-powered by the same system that deploys the airstrip itself. To ensure an airtight closure and to reduce the variety of resupply materials on board, each door is equipped with the same high-density plasticeramide foam and latches as the ship's gun shutters. The doors are heavily armored but their mobile structure means they remain a weak point in the ship's armored hide.

Airstrip Closed ◀



Both airstrips have been designed so that they can retract against the side of the ship for protection against weather and combat damage. Each airstrip folds in half before pulling up against the hull, covering the main hangar door. The underside, which ends up facing the outside, is heavily armored with multiple layers of spaced composites. There are three large, blister-like protrusions spaced evenly along the lower surface to house the large hinges and mechanisms that operate the airstrip. These are well-armored to avoid damage that would prevent them from working and have polymer seals to protect them against sand infiltrations.

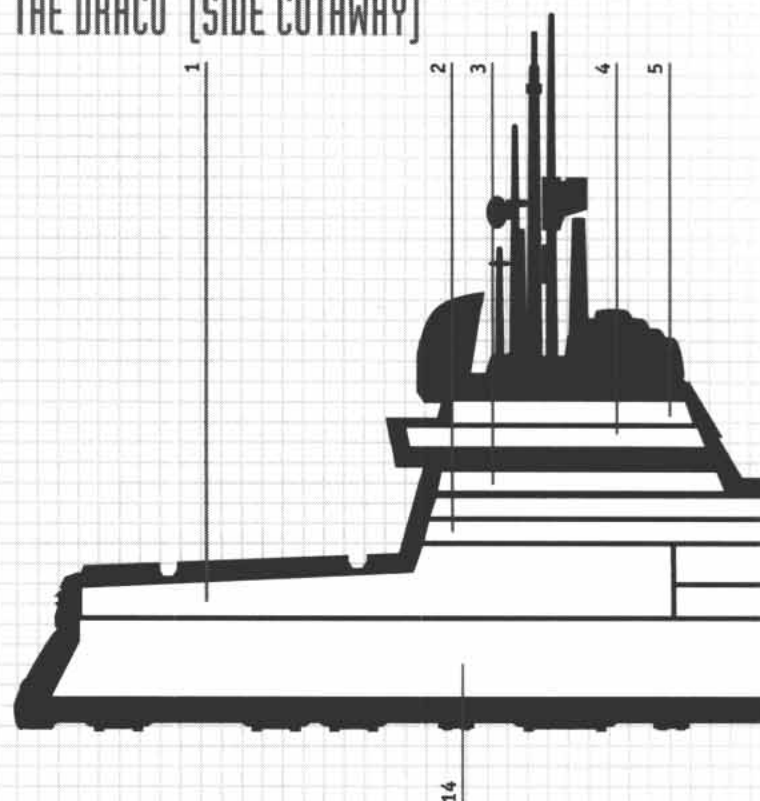
Opening or retracting the runway is a major operation that requires a few minutes of preparation. Loud horns warn the deck crew to be ready for the airstrip's movement. The horn blares only briefly when the airstrip is deployed, and longer when it is about to be retracted, to ensure that all personnel have cleared the deck. The actual deployment or retraction takes about thirty seconds. In the event that the ship comes under fire, the deck is usually retracted to prevent enemy fire from damaging the relatively fragile strip and also to prevent enemy infantry from storming through the open side of the landship.

Side View - Interior

- 1 Cannon Bay and Upper Engineering
- 2 Living Quarters
- 3 Ship Systems
- 4 Bridge
- 5 Observatoire
- 6 Crew Quarters
- 7 Dorsal Missile Bay
- 8 Aircraft Bay
- 9 Helipad Elevator
- 10 VTOL Bay
- 11 Aft Missile Bay
- 12 Main Hangar Bay
- 13 Cargo Bay
- 14 Main Engineering

There are few internal decks in the ship. Most of the space is taken up by storage areas for the huge amount of supplies, consumables and spare parts that the ship must carry in order to function. The need for thick armor and structural buffers further reduce the floor area dedicated to the crew.

THE DRACO [SIDE CUTAWAY]



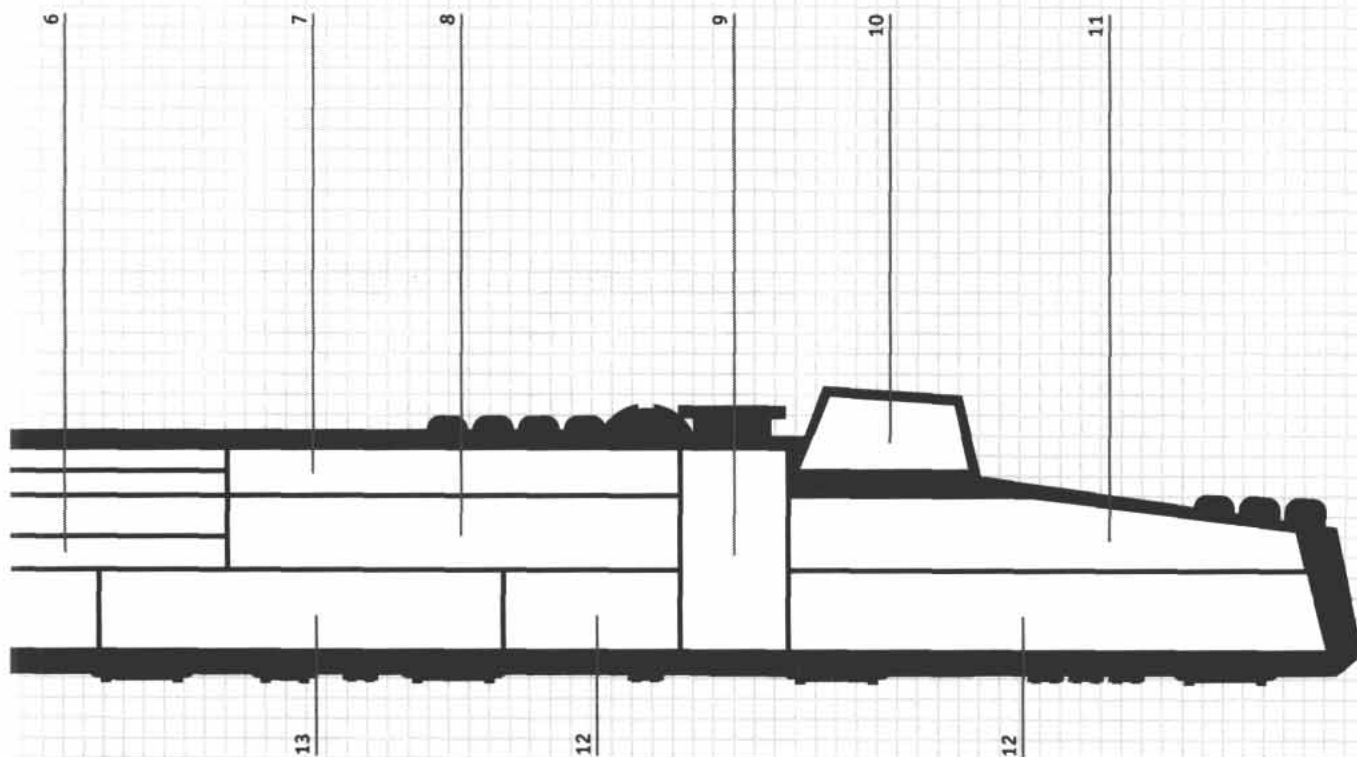
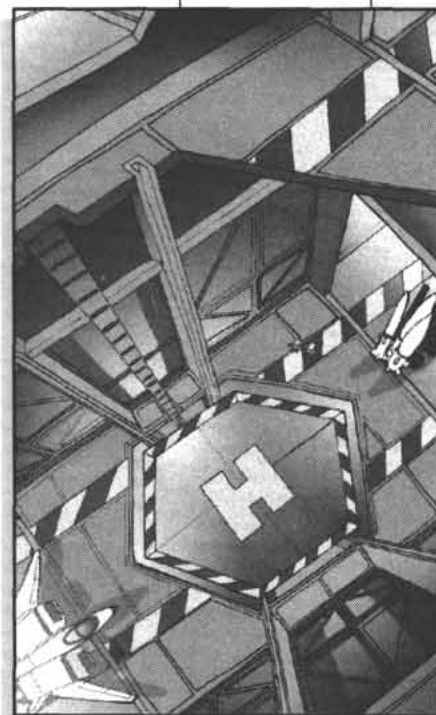
► Helipad/Lift Shaft

The ship is equipped with a retractable helipad located at the rear of the hull. The helipad services all hangar levels but primarily serves to launch the landship's sole *Titan* heavy attack helicopter and the various drones that serves as the landship's eyes and ears in the field. The pad can also be used to launch automated cruise missiles, when the ship is carrying them, with a special launch cradle that can be rolled onto it.

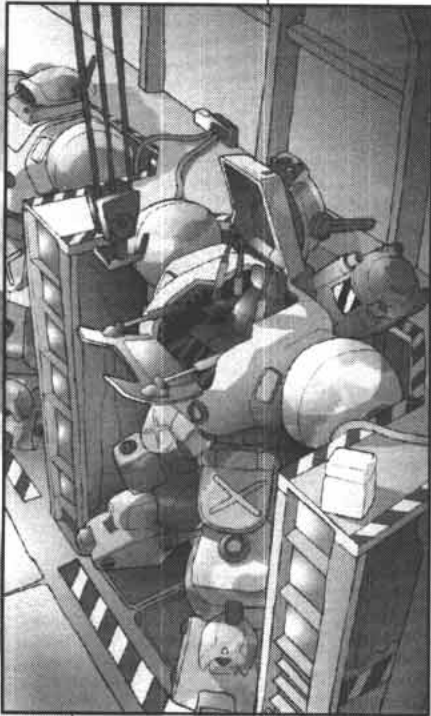
Hydraulic pressure to power the large actuators that move the helipad is derived from a set of turbines that use waste heat from the ship's main fusion core. Many of the heat transfer pipes are the same as the ones used to operate the directional thrusters placed along the bottom of the hull. If pressure should be lost, either through a malfunction or combat damage, the helipad can still be retracted by gravity, gradually releasing pressure in the actuators to lower it down. A mechanical lock, placed on a separate circuit, ensures the pad does not suddenly retract once in the upper deck position (securities ensure that the lock cannot be operated unless the pad is in place). These locks can be controlled from the bridge or from an engineering station in the helicopter hangar. The station is normally locked, with the keys available only to the command crew and the chief section engineers.

The inside of the helipad's shaft, as well as the helipad itself, is fully armored and shielded. It does not give direct access to the inside of the ship except through the helicopter bay. A small ladder is welded in a recessed groove to the side of the shaft for maintenance purposes. Most of the power lines and local non-critical hull systems can be accessed through locked maintenance panels along the side of the groove. The shaft is painted in the same battleship gray as the rest of the interior of the ship, though the color is obscured by the grime, dust and oil stains deposited by cycles of operations. The upper half of the shaft is cleaner and somewhat discolored from the constant exposure to the harsh Badlands sun.

When not in use, the helipad is sometimes used for "unofficial" purposes, such as sunbathing. Provided the ship is not cruising in an hostile zone (or a white sand area), off-duty crewmen will sometimes use the elevator as a handy R&R area. As long as the work crew on duty are not bothered in their work, the Commandant generally tends to turn a blind eye to such actions. There have been several reports of problems with this practice, and an inquiry is being held after several landship personnel have lodged complaints against other crew which have ranged from inappropriate remarks to outright assault. The commision is interested in the fact that most of those who have lodged complaints are Ashantites.



Gear Bay ◀



The main Gear storage area is located on the first level of the ship and occupies most of the rear half of the ship. It is here that the *Draco's* complement of ground fighting vehicles is stored between missions. The bay itself is divided into sectors, each dedicated to a specific type of vehicle. All sectors are equipped with a full array of maintenance and repair equipment and can handle a large variety of vehicle models. The bay is accessed through large ramps (see next page) that deploy to the rear and side of the ship.

The gray-painted walls are a maze of exposed conduits and power lines snaking their way through the bulkheads and structural members. At ground level, many of them are protected by movable panels and bumpers to ensure they will not get damaged by a carelessly-maneuvered vehicle. The bay is illuminated by rows of ceiling-mounted, powerful high-intensity lamps. Each section has the master switches for its lights, though they are rarely, if ever, shut off in normal operations. If the ship finds itself in combat, red-colored emergency lighting is turned on. Rotating warning beacons and a horn are activated when a vehicle is powered up to tell technicians to be wary of its movements.

Each Gear is stored in an individual storage cradle that doubles as a maintenance, repair and resupplying station. The cradles are built into rows that are serviced by mobile, ceiling-mounted gantries that are strong enough to lift a complete Gear. Steps, a work platform and a ladder are welded and molded into the main structure to facilitate access to the parked vehicle. Two panels, located on either side at man-height, contain access points and hose fittings that connect directly to the bay's fuel reserve and power supply. Each panel has one high-voltage outlet (for charging batteries), one main fuel port and three standard outlets for plugging power tools and diagnostic equipment. A simple hardwired intercom links the various sections to the Chief Engineer's office and the Engineering and Operations stations on the bridge.

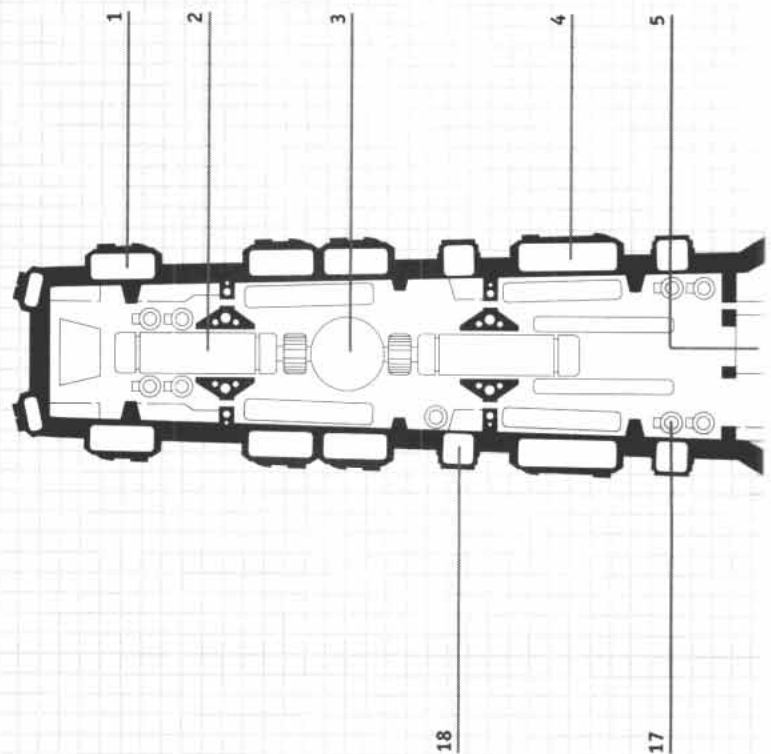
The interior of the bay is heavily worn by the work that goes on inside. Grime gathers in the notches and crannies of the walls and support struts, resisting most efforts to dislodge it. Discolored patches on the deck tell of past fluid spillage. Odors of half-burned pressure fluid, mixed with ozone from cutting torches and the acrid smell of combusted gasses, seem to be constantly released from the walls, regardless of how much scrubbing is done. Only the surfaces of the hangar that are near the exit ports are constantly exposed to harsh climatic conditions and have a well-worn appearance; however, even these weathered walls, floors and pieces of equipment exude the stench of the mechanical processes that infest the rest of the bay.

First Deck

- 1 Drive Thrust Port Housing
- 2 Heat Exchangers
- 3 Fusion Core
- 4 Drive Turbines
- 5 Main Engineering
- 6 Main Cargo Bay
- 7 Internal Support Strut
- 8 Blast Door (typical)
- 9 Laser Turret Housing
- 10 Strider Cubicule
- 11 Lateral Exit Ramp
- 12 Rear Access Ramp (retracted)
- 13 Heavy Gear Storage Cubicule
- 14 Helipad Elevator
- 15 Ground Vehicle Parking
- 16 Storage Area
- 17 Turbogenerators
- 18 Landing Pad Mechanism Housing

The first deck is divided into three main sections, engineering, cargo and vehicle bay, each taking up about a third of the space. The ship's huge powerplant is located under the thickest armor, at the front. Vehicles released from the bay exit at the rear of the ship, which can then shield them from return fire with its considerable bulk.

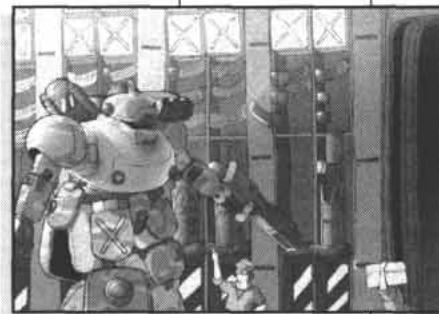
THE DRACO [VEHICLE DECK CUTAWAY]



► Armory and Gun Racks

The ship's stores of vehicle and personal weapons are stored in the armory. The room is subdivided into several armored sub-chambers to prevent accidental detonations from the multiple boxes of ammunition. Blow-away panels and blast directors ensure that concussion damage will do as little harm as possible. The ammunition storage area is lit by large ceiling panels; all fixtures are shielded to protect the bay against static discharges. The floor is made of modular non-slip composite panels. There are numerous security systems in place to ensure the safety of the ship and its crew. Access to the armory is by keycards only. These are issued only to the chief armorer, the political officer, the security personnel and the command staff. There are automatic chemical fire extinguishers throughout the room, each with independent power supply.

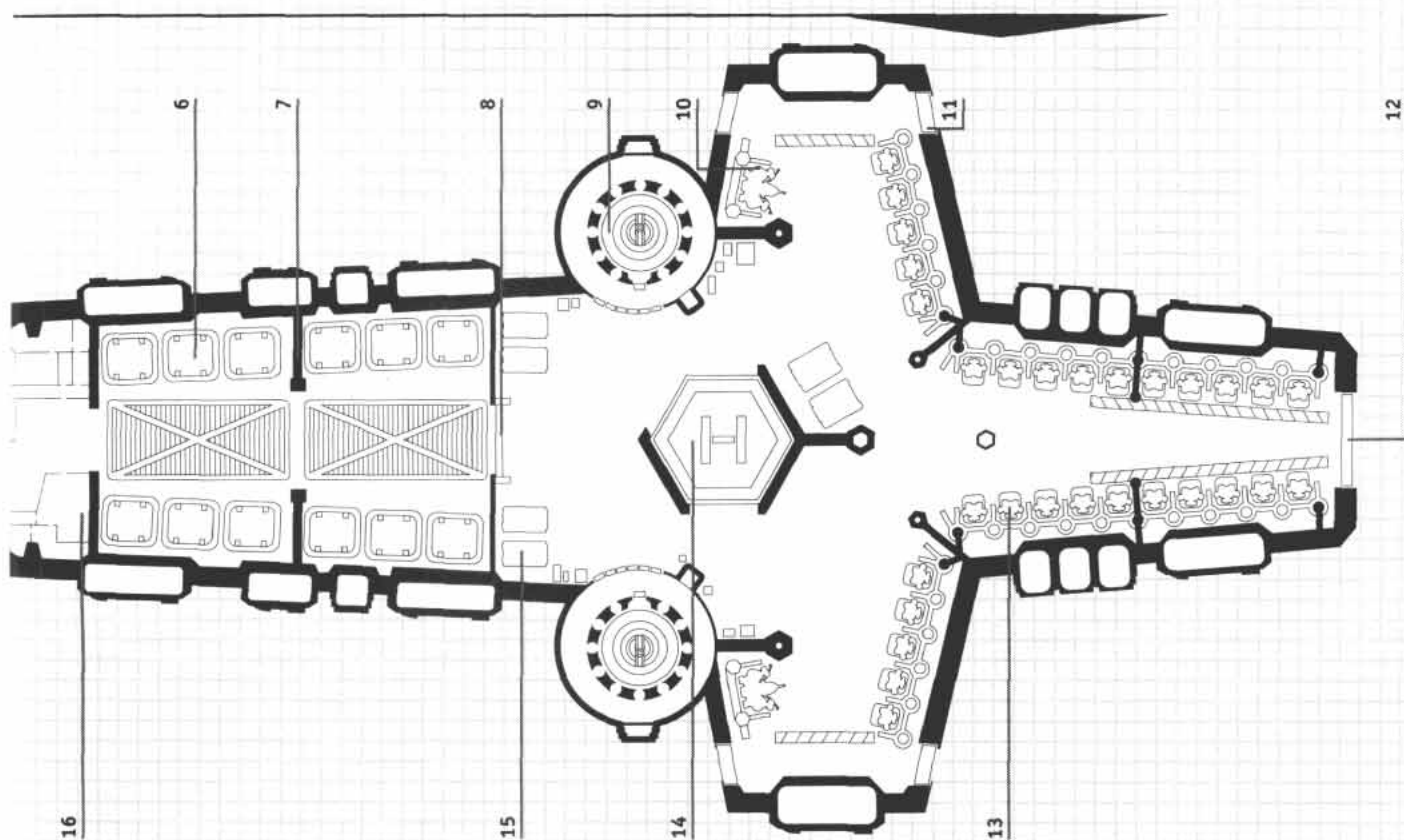
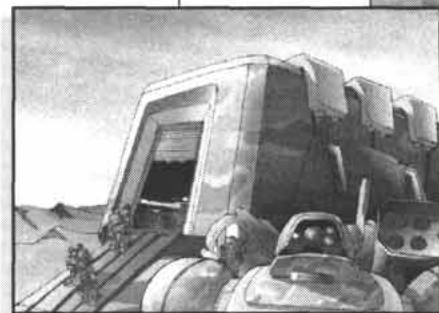
The hand-held weaponry of the Heavy Gears is stored elsewhere, in rapid-access gun racks that are located in the hangars themselves. Before each mission, the ship's armorers bring out freshly-loaded clips and recently cleaned rifles to the gun racks, so that Gears can equip themselves as they head for the ramp. The gun racks can be shielded by removable covers that are locked between missions to prevent unauthorized access.



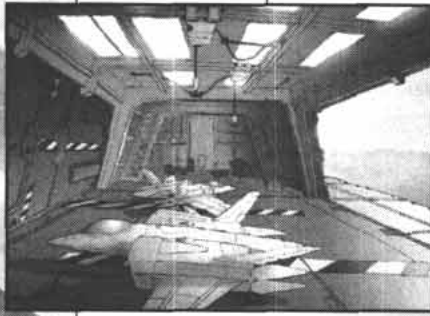
► Launching Gears

Gears and other land vehicles are released through the ship's ramps. These large pieces of equipment ring the rearmost portion of the ship, just under the missile launchers and the laser turrets. While heavily armored, they must remain mobile and thus cannot bear the same armor as the rest of the hull, though they are extremely sturdy nonetheless. The inner surface of each ramp is made of non-slip panels that can bear the weight of a main battle tank. Special "lanes" are marked for Gears, with deployable ramp panels at the bottom to ensure that the vehicles exit and enter without problem. The rim of the ramp section and the matching locations on the frame are interlocking and feature an airtight coating to maintain the ship's internal atmosphere.

Ramps are raised and lowered through a pair of hydraulically-powered rams located on either side. The actuators are powered by large turbines that use waste heat diverted from the fusion core, much like the directional thrusters. An electrical back-up system ensures redundancy, and the ramp can be dropped by gravity if needed, using the actuators as a brake. Simple articulated shutters are in place above each access, ready to be rolled down should damage prevent the main door from closing.



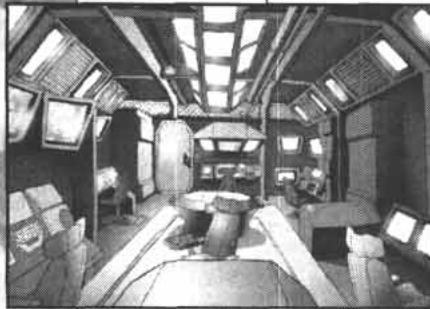
Aircraft Bay ◀



The *Draco*'s small aircraft complement is housed in the mid-deck hangar. The bay has access to the twin side take-off and landing strips through large armored doors (see page 122). The equipment required to service and maintain the planes, such as heavy lifting equipment, is found here. There are two main work areas, one for each of the *Quetzal* fighter-bombers. The technicians can perform preventive maintenance and repair many kinds of damage with the equipment and tools at hand, but the manufacture of new structural parts is impossible given what they have to work with. Hoses and power cords snake across the floor, while small electrical carts are available to access the various part storage bays.

The bay's gray-painted walls and floor have multiple access panels for power and aircraft-grade fuel, which is pumped from armored tanks located deeper inside the ship. Thin strips of ceiling-mounted lamps illuminate the area under a harsh glare, when not competing against the glare of Helios shining through open lateral doors. The main deck is constantly filled with sounds of maintenance: the aircraft, while unbelievably sturdy, need to be constantly pampered in order to keep functioning under the harsh Terranovan climatic conditions.

Secondary Bridge ◀



Despite being well-armored, the conning tower remains one of the ship's most sensitive and vulnerable locations. In order to ensure that the ship remains battle-worthy even after catastrophic damage, the designers incorporated a small secondary bridge in the mid-deck of the main hull. It can be accessed by a small elevator that reaches up to the main bridge. The secondary bridge normally serves as an auxiliary command station to handle most of the ship's basic functions, and would only house the command staff — or whatever is left of it — in case of major combat damage.

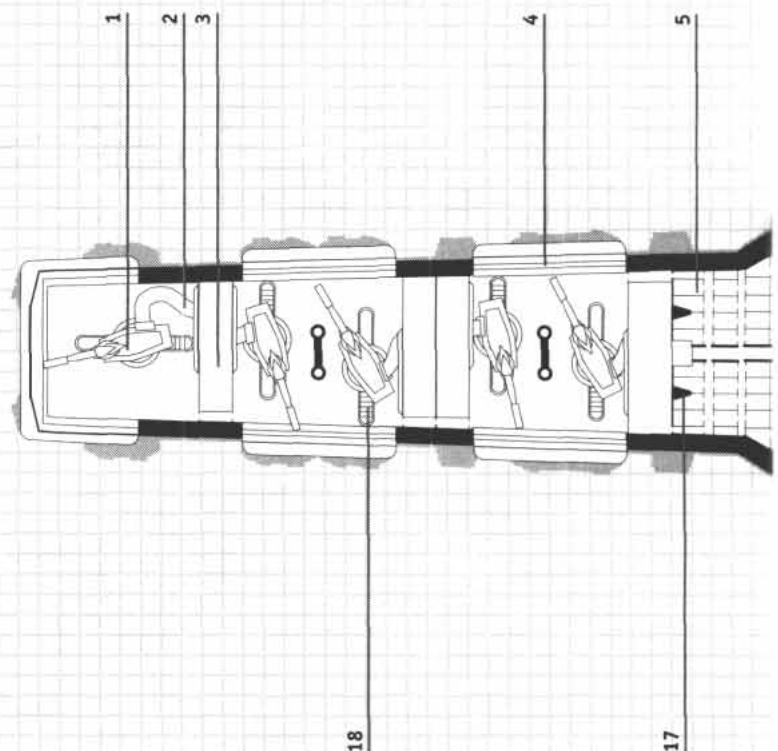
The internal layout is very similar to the main bridge, with navigation, sensor, weapon and command crew stations all grouped together around the captain's chair. Large holographic displays and computer-aided tactical screens fill the place, bathing the secondary bridge in a ghastly electronic glow. Each station has a comfortable chair placed on sliding or rotation mounts, depending on its position. A smaller holotable is placed slightly off-center in the middle of the room, just beside the captain's station. It can be used to give a real-time ship damage report or to plan additional strategies.

Second Deck

- 1 Forward Cannon Mount (retracted)
- 2 Ammunition Belt
- 3 Ammunition Container
- 4 Armored Shutter (closed)
- 5 Crew Quarters
- 6 Sickbay
- 7 Elevator Shaft (typical)
- 8 Aircraft Bay
- 9 Laser Turret Housing
- 10 Helipad Elevator
- 11 Missile Storage
- 12 Rear Ramp (retracted)
- 13 Automated Missile Reloader Track
- 14 Port Access Door
- 15 Storage Area
- 16 Mess Hall
- 17 Firewall
- 18 Gun Track

The second deck contains yet more storage area and some living quarters. The ship's medium range armament, five autoloading cannons, is located on this level.

THE DRACO (FLIGHT DECK CUTAWAY)



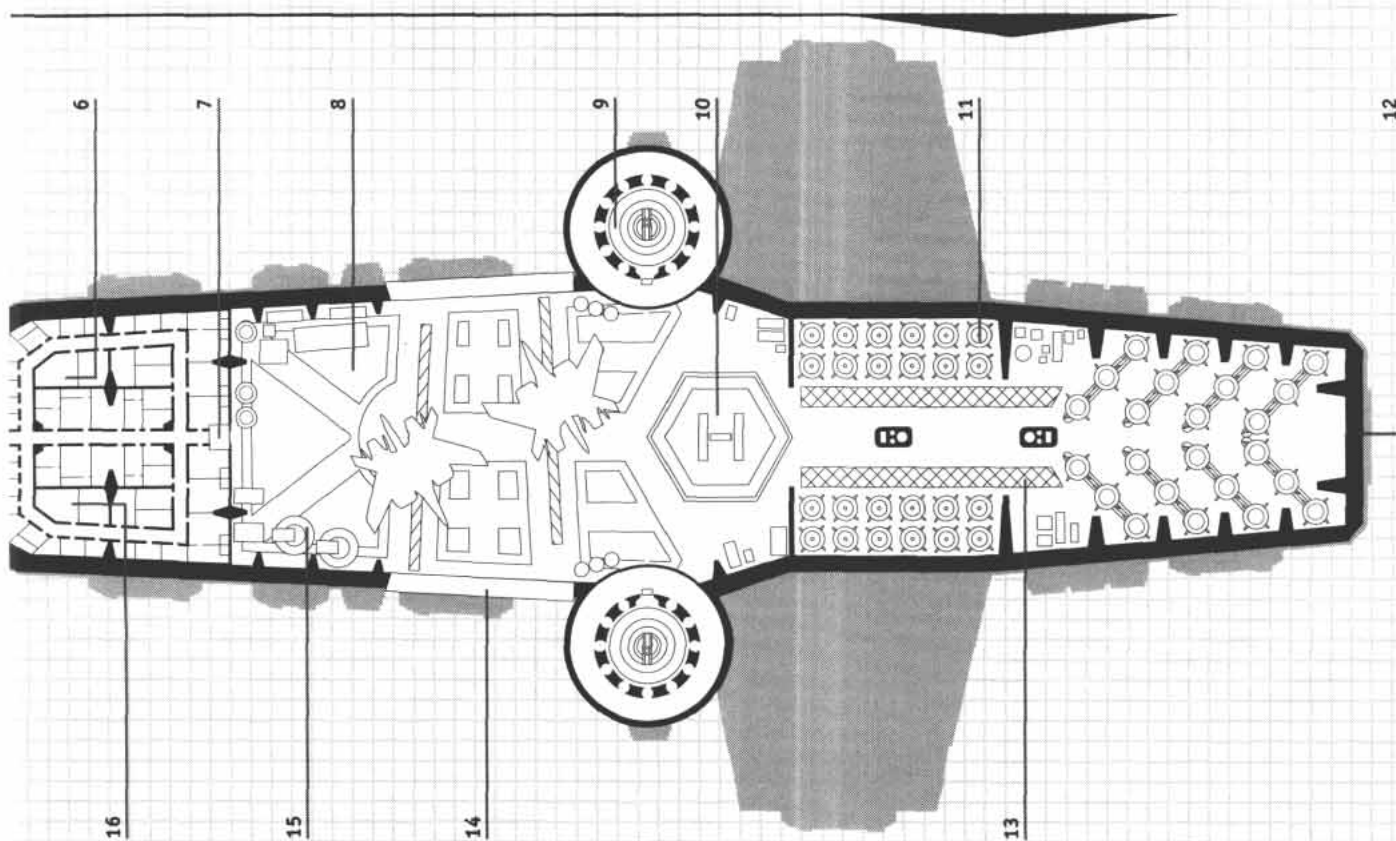
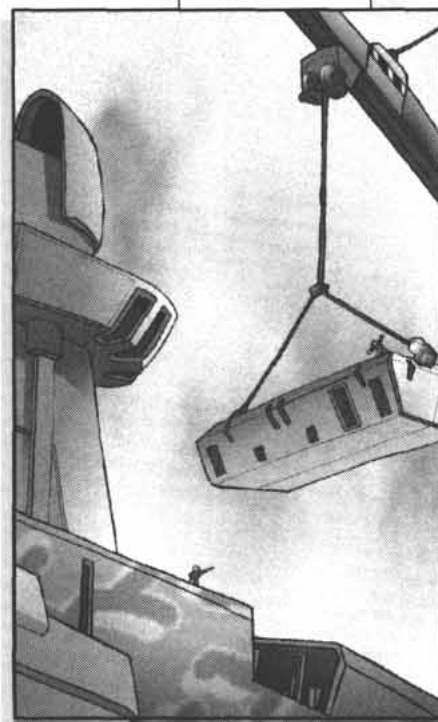
► Reloading Operations

The ammunition for the prow cannons is packed within large blast-proof containers that are loaded through huge armored access doors located across the upper part of the hull. The containers are always reloaded on the ground, never aboard ship. Each container is first filled with shells, a job generally left to an automated loader arm that is both faster and more accurate than human loaders. Crew are on hand to check that the shells are correctly oriented and linked to one another. If mishaps are ignored at this stage, misloads and jams may occur later when the container is installed in the ship and linked to the automated feed. The ship's quadruple set of point defense guns use a similar loading method for their own ammunition, except that the boxes are much smaller and more numerous, and are usually loaded as normal cargo.

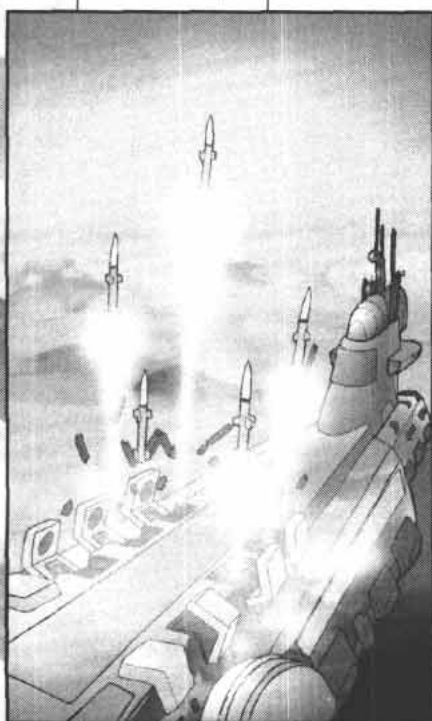
Once each container is inspected, approved and sealed, it is placed in the landnaval base's ammunition storage area. Whenever a landship is scheduled to stop for resupplying, a number of containers are pulled from storage and brought to the docks by tractors. There, the crew unlocks the access panels and slides them back into their lodgings. A powerful crane extracts the old ammunition container — empty or not. It will be transferred to the ordinance handling area to be inspected and recertified, then reloaded. The new container is then slowly lowered into place, using guiding rails placed on either side of the ammunition bay. The container is locked into place by a series of interlocking latches and the cannon ammunition belts are connected by the gun crew. Finally, the upper deck blast panels are pulled back into place and locked down.

The ship's long range missiles are loaded vertically through the launching doors, one at a time. This requires a reloading crane with a special attachment that fits the missile's housing. Care must be taken when fitting the missile, as the tolerances of each launching tube are very close. Once the missile is in place, the reloading mechanism places it automatically into storage, and another missile can be loaded. Internal access panels allow the gunnery crew to place the data links that will be used to download the firing solution.

The energy banks of the laser turrets are normally recharged by the ship's main fusion core, but can be dismantled and exchanged for newly-charged ones if needed. This is a complex operation that requires the presence of a heavy crane to remove the outer armor panels covering the turret housing. The banks can then be disconnected and pulled out of their racks. This operation rarely takes place since it is complex and expensive, and only a small amount of time is gained by replacing instead of recharging. Still, the capacitor exchange is performed at least once a year to ensure that the energy banks remain in top physical condition.



Missile Launchers ◀



The main offensive weapons of the *Draco* are the many racks of heavy long range missiles located at the rear of the ship. These multiple-missile launching tubes form the core of its long range offensive and defensive power. Using targeting information from friendly Gears and aircraft, each tube launches large hypervelocity missiles that can be used against other landships or enemy assault vehicles. Their heavy warheads will make short work of any opposing armor unit, and they are precise enough to hit low flying vehicles (though air defense is usually left to the ship's twin laser cannon turrets). The launchers download their ranging and heading information to the missiles prior to launch, using data provided by the command center. All missiles can either be preprogrammed for a specific location or can be launched in seeking mode to guide themselves with target designation beams provided by auxiliary craft such as Gears and drones.

The missiles are stored vertically in special racks that allow them to be moved into position by automated machinery (see Reloading Operations on the previous page). Each missile is packed within a two-part breakaway housing that is jettisoned when the missile is fired. The racks are sheathed in extra armor plates to protect the missiles from damage and feature blast panels designed to channel ammunition explosion up and away from the ship (this, obviously, ruins the affected tube). To prevent catastrophic cascade damage, each set of launchers has its own auxiliary power supply and data routing lines, though in practice, these have proved only marginally effective at reducing loss of efficiency.

Missiles are brought up to firing position by a fully automated "tray" that is loaded with a single missile from the armored underdeck magazine. Flip-open armoplast covers protect the weapons until they fire. The covers are moved by vertical hydraulic actuators that are entirely concealed within the hull for protection. There is a mechanical back-up system, though it takes a lot of time and effort to operate. In case of combat damage, stuck covers can be blown off and thin mechanical shutters can replace them, though they are more effective at protecting against the elements than enemy fire.

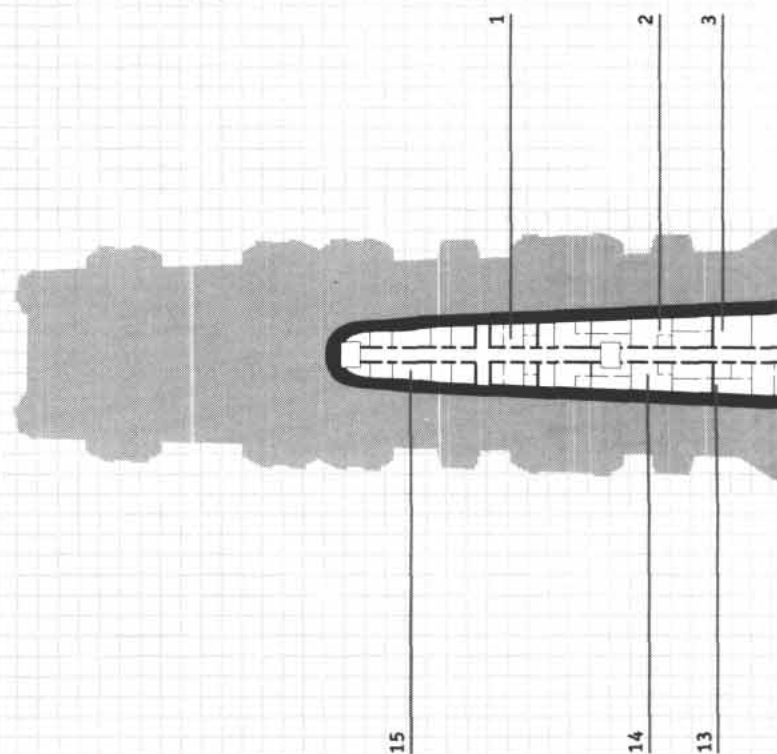
Missile launch is activated from dedicated gunnery stations. The walls are well-protected with layers of shrapnel-catching composite foam; the computer lines that link it to the bridge are similarly well-shielded. Tubes are made ready and fired through flip-open switches on the master control panel. As the missiles rise into the air, the protective storage tubes around them split in half and are ejected. Gimballed motor mounts send the projectile toward its target, enabling the tubes to fire anywhere within the landship's sensor sphere.

Third Deck

- 1 Washroom
- 2 Captain's Cabin
- 3 Officer's Commons/Meeting Room
- 4 Mess Hall
- 5 Elevator Shaft
- 6 Automated Missile Reloader Track
- 7 Missile Silo
- 8 Helipad Elevator
- 9 VTOL Bay
- 10 Storage Area
- 11 Missile Storage
- 12 Commons
- 13 Crew Services
- 14 Political Officer's Cabin
- 15 Officer's Quarters

The smaller third deck holds the missile silos that form the *Draco's* main armament. While none of the missiles is powerful enough to pierce an enemy landship's hull (unless nuclear ammunition is used), they can destroy external drive and weapon systems with ease. They can also be used against enemy vehicles and infantry, either in support of friendly forces or as a direct assault.

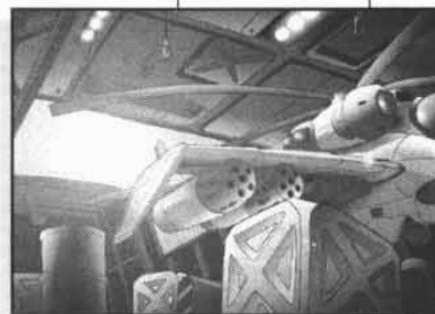
THE DRACO [VTOL BAY CUTAWAY]



► VTOL Bay

The VTOL bay is located just underneath the main deck. The bay contains heavy lifting equipment and maintenance tools as well as multiple access panels for power and VTOL-grade fuel, which is pumped from armored tanks located deeper inside the ship. The ship's deck elevators open directly on the VTOL bay to ensure fast deployment of the aircraft. The hangar has pretty much the same physical appearance as the rest of the ship's structure: gray-painted walls, exposed structural members, area color coding. Lighting is ensured by large banks of ceiling-mounted lamps. The VTOL deck is constantly filled with the sounds of technicians at work.

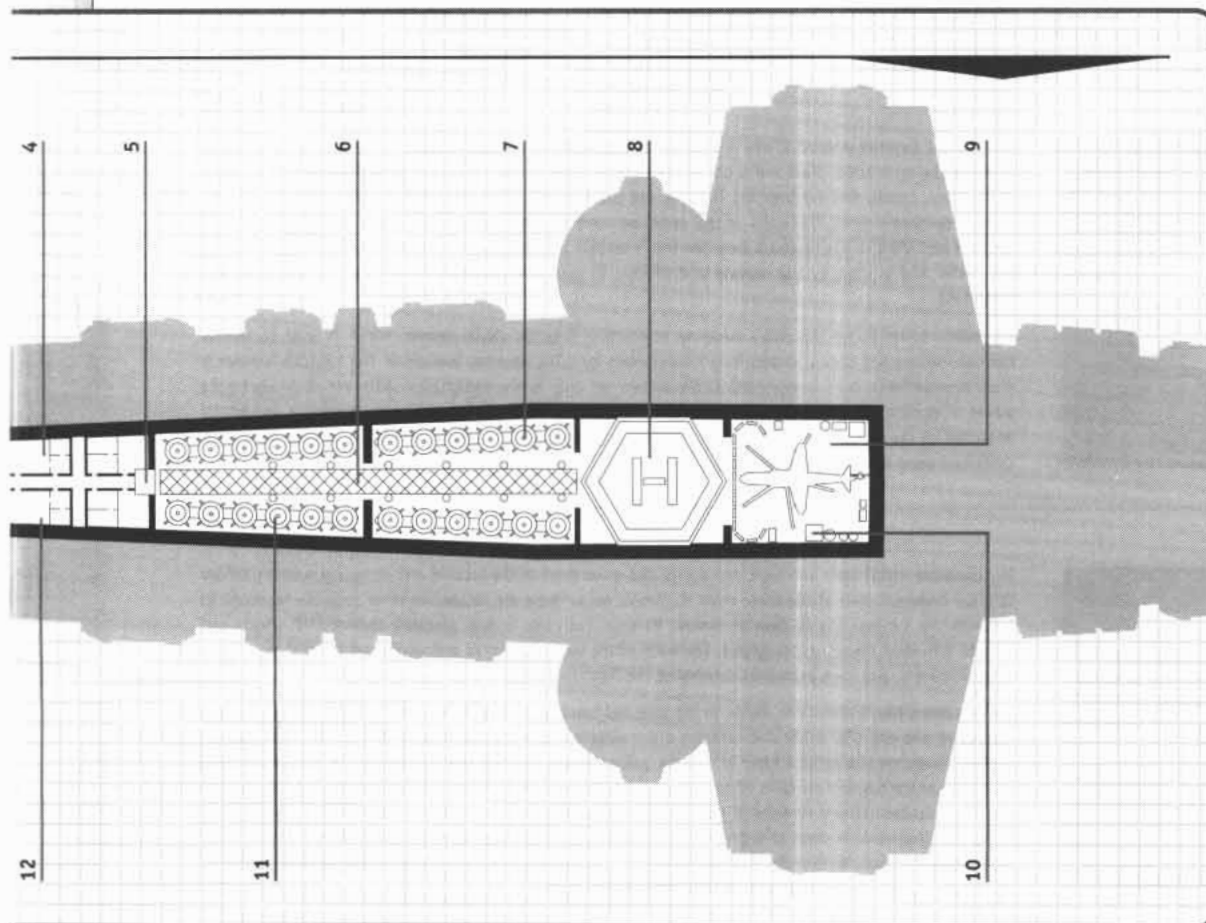
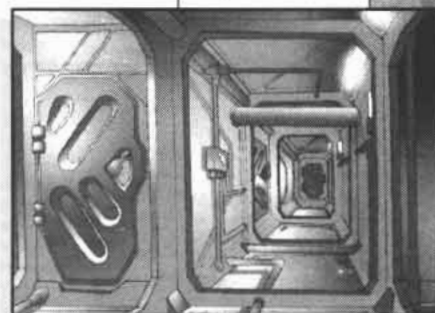
The bay also houses the ship's complement of drones and cruise missiles (when any are carried), which are launched from the same pad as the helicopters. The standard complement is twenty-five drones, though this may be reduced through battle attrition. The drones scout ahead of the ship's path to alert it of potential danger, and act as forward observers for the missiles batteries. The helicopter drones are normally recovered when possible. In a prolonged battle, the ship will often lose its drones fairly fast, forcing it to rely on its Gears and light tanks for scouting and forward observing.



► Corridor

The *Draco's* corridors give access to all locations aboard ships. Much like the rest of the vessel, they are narrow and crisscrossed with machinery, though they are wide enough to accommodate two people side by side. Crew are trained to keep to the right when moving to ensure a smooth and efficient circulation. Damage control and medical staff, identified by arm badges, have the right of way at intersections and bottlenecks. The floor is broken at regular intervals by structural ribs. In battle (if time permits), non-slip pads are installed on top of the ribs and power lines to prevent accidents.

There are light fixtures behind translucent panels along the ceiling. Many of the onboard systems and conduits are located behind modular panels and are easily accessible for maintenance and repair work. Each panel is held in place by recessed latches and is not normally locked, though only authorized repair crew may open them. Some of the pipes are too large to be hidden behind panels and simply follow or cross the corridors wherever they happen to be installed. The corridors are painted in a uniform battleship gray; colored tags are used to indicate the function of various locations. Some pipes are also color-coded for easy identification.



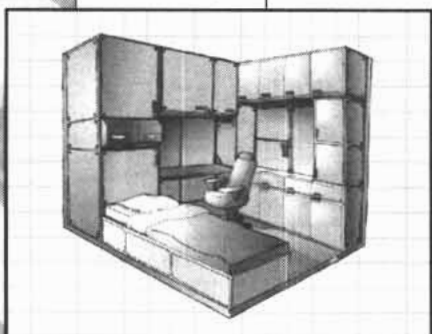
Observatoire ◀



Landships carry sophisticated sensor suites capable of detecting enemy units at great distances. They are the ship's primary eyes, sending their information to the bridge for further analysis. Dedicated computers analyze and compile data from the forty-five sensor clusters mounted on and around the hull. Sometimes, though, the human eye and intuition are just as useful, hence the Observatoire was installed as both a backup to the sensors should it be needed and as a place for crew to enjoy the scenery when official duties don't demand that it be cleared of personnel.

The Observatoire is located in the main conning tower. It relies on the time-honored method of using one's eyes, and is equipped with several high-resolution, electronic-assisted binoculars mounted on stabilizers. Each set of binoculars incorporates infrared and ultraviolet sensing devices. In addition, there are two low-light and one Starlight systems available. The Observatoire is normally manned by one crewman (when manned at all) and serves both as a backup to the sensors and an occasional navigational aid. All around the room, large windows give a view of the surrounding countryside. They are made of sturdy armored polymer and can be covered by armored shutters when the ship enters battle, practically disappearing from the vessel's surface. The controls to the shutters are in the Observatoire itself, although there is an override switch on the bridge.

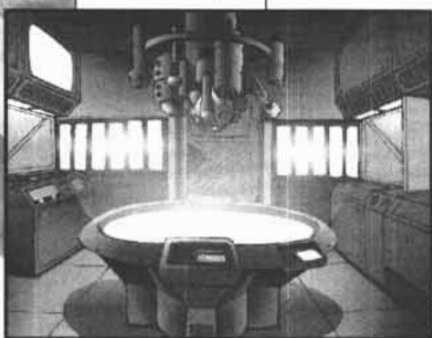
Officer's Cabin ◀



The officer's cabins are built around the same modular framework as the one for enlisted men, but features only one bed. The space liberated is taken up by a small desk for handling paper-work and additional storage lockers to store the reams of paper that the desk is used to create. A computer with a hardcopy printer and a datapad are normally available at the desk to ease the officer's job, as well as an intercom with visual input/output functions to check up on his subordinates. The room is painted in the same gray color as the rest of the ship, though officers are free to add personal touches of their own. Unlike the enlisted men's bunk rooms, the officer's cabins are kept locked at all times.

The officers have access to a semi-private washroom that is situated between and joined to two adjacent cabins. The cramped washroom is reduced to the bare necessities, with only one small shower, a toilet and a sink with mirror as permanent fixtures. Little sliding tags on the outside of the bathroom show if it is currently occupied. Maintenance of the cabins and the washrooms is seen to by an enlisted man on cabin duty. Cabin hands are usually senior landsailors that have proven their loyalty, and they are usually left to work without much supervision.

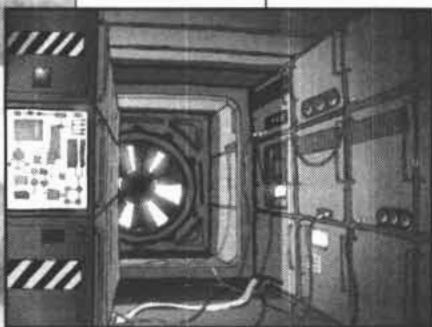
Tactical Room ◀



The Tactical Room is located at one end of the bridge "horseshoe." Like the rest of the conning tower, it is protected by thick armor plate and is accessible through a heavy door. A marine generally stands picket duty at the door. Inside, the subdued red lighting and the multiple datascreens bathe the Tactical Room in a ghastly electronic glow. The walls of the room are covered with readouts and maps that are constantly updated according to the feedback from the ship's sensors and scout units. A large round holotank occupies the center and is used by the captain and officers to plan their strategy on a miniature replica of the battlefield.

The bridge tower house the ship's Neutrino Interaction Detector (NID) system, which is used to receive communications and special orders from headquarters by using neutrino emissions. The neutrino emitter is much too cumbersome to carry aboard, so the system can only receive information. NIDs are extremely fragile pieces of equipment and thus are well-protected by buffer panels and cooling grids. Access to the NID is restricted to the Commandant, XO, political officer and master comm officer (the latter only to ensure the continued good functioning of the system, not to read incoming messages).

Electronic Bay ◀

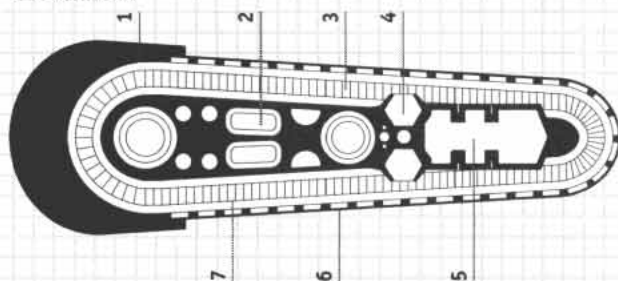


The computer mainframes and logic processors that drive most of the tactical and operating systems aboard ship are housed in one of the three main electronic bays. These are located in three separate locations to augment the survivability in case of combat damage. Each bay is fully shielded against EMP effects and include redundant circuitry throughout. The walls of the bay are armored and reinforced by extra plates and foamed spacers, and have dedicated automated fire fighting devices.

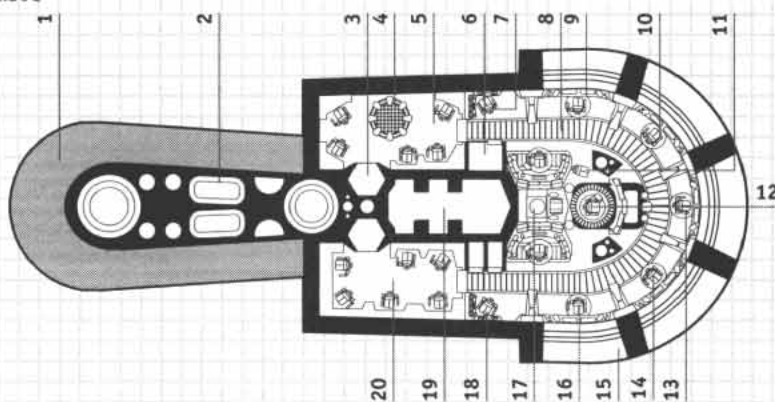
The electronic bay is about one meter on the side and two meters long. It can be accessed through a hatch located at one end. The other end contains a fan assembly which connects with an isolated heat transfer conduit. There are two general types of circuits inside the bay. The first one is found in the cabinets located at the left of the bay and contains often-replaced or heat-producing circuits. The wall at the right houses the various dedicated military modules in tamper-proof boxes that contain their own heat-transfer system. Most of the circuitry inside is made of superconductors, so there is little heat to move. All the boxes can be easily removed and replaced to expedite combat repairs. This setup ensures that the heat producing circuits located on the left do not affect the super-sensitive ones on the right.

DRACO [TOWER CUTAWAYS]

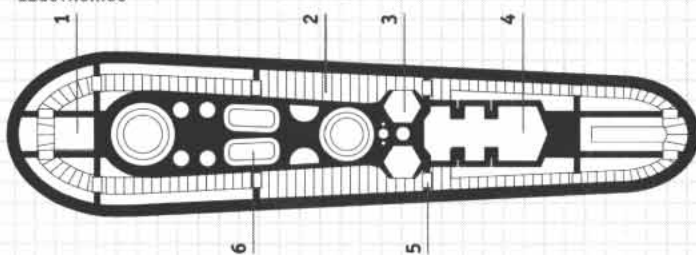
● OBSERVATOIRE



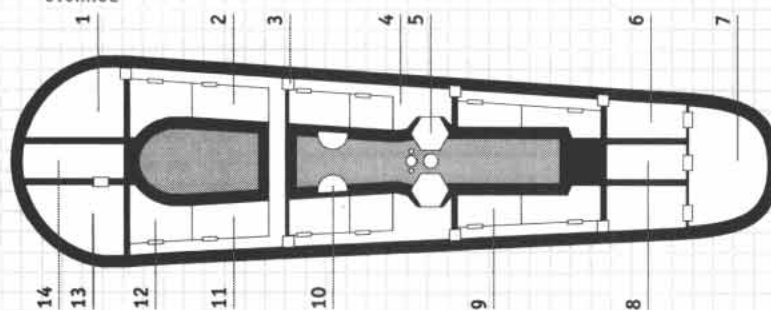
● BRIDGE



● ELECTRONICS



● STORAGE



Observatoire

- 1 Ship Systems
- 2 Antenna Array Housing
- 3 Main Elevator Shaft
- 4 Walkway
- 5 Electronic Bay
- 6 Armored Window (w/open shutters)
- 7 Electronic Binoculars (not shown)

The last deck is mostly a housing for the main antenna array and its associated system. A walkway with shutter-equipped windows goes around the tower, permitting direct observation of the surrounding countryside.

Bridge

- 1 Ship Systems
- 2 Antenna Array Housing
- 3 Main Elevator Shaft
- 4 Holographic Tactical Table
- 5 Tactical Room
- 6 Washroom
- 7 Ground Control
- 8 Bridge Access Corridor
- 9 System Ops/Communication Station
- 10 Tactical Display
- 11 Political Officer's Seat
- 12 Command Chair
- 13 Navigation Station
- 14 Tactical/Gunnery Station
- 15 Armored Windows (w/shutters open)
- 16 Sensors Station
- 17 Engineering Station
- 18 Electronic Warfare Station
- 19 Electronic Bay
- 20 Flight Control and System Monitoring

The sixth deck is heavily armored, since it contains the bridge and tactical room. It is equipped with large armored windows that can be covered with sliding shutters when the ship enters combat. The windows can also serve as HUDs if needed.

Electronics

- 1 Storage
- 2 Passageway
- 3 Tower Elevator Shaft
- 4 Electronic Bay
- 5 Blast Door
- 6 Antenna Array Housing

Most of the bulk of the fifth deck is composed of ship systems, many of them sensors. The main antenna array occupies the center of the level when retracted. There are also some storage areas.

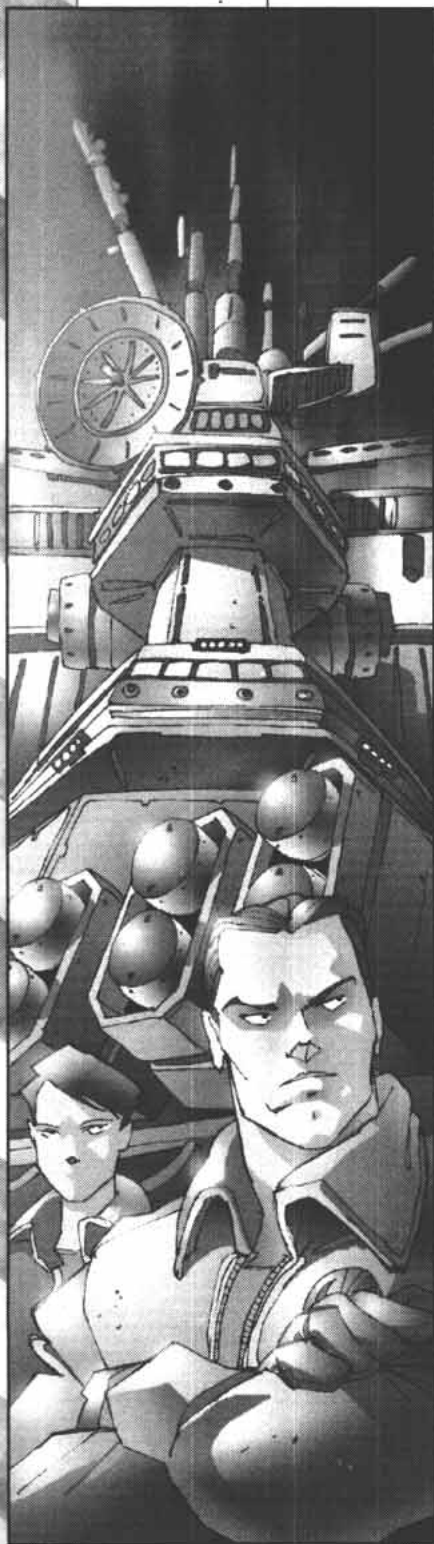
Storage

- 1 Storage
- 2 Storage Lockers
- 3 Blast Door
- 4 Passageway
- 5 Tower Elevator Shaft
- 6 Officer's Kitchen
- 7 Officer's Mess
- 8 Pantry
- 9 Washroom
- 10 Antenna Conduit
- 11 Food Storage
- 12 Kitchen
- 13 Mess Hall
- 14 Lounge

The first level of the tower is mostly made up of storage space, ship systems and relaxation areas.

VORTEX-CLASS LANDCARRIER

Vehicle Description



Total Threat Value:	673,388	Total Cost:	752,310,000 marks
Total Size:	108 (on 6 hexes)	Total Mass:	34,500 tons
Movement Mode	Combat Speed	Top Speed*	Maneuver
Hover	3 (18 kph)	6 (36 kph)	-5
*Top Speed is reduced by two point for every drive section lost.			
► Main Hull			
Cost:	573,038,000 marks	Crew:	200 (8 Actions)
Mass:	11,000 tons (Def. Size 81)	Armor:	150/300/450
Sensors:	0/2 km	Communications:	0/10 km
Fire Control:			-5
◆ Perks & Flaws:			
Name	Rating	Game Effect	
2 x Anti-Missile Systems	3	350 bursts each	
Backup Communication	-	Absorb first "Comm" hit	
Backup Life Support	-	Absorb first "Life Support" hit	
2 x Cargo Bay	-	9,000 m³ (30x30x10 m)	
HEP: Desert	-	Desert protection	
Life Support	-	Full	
Passenger Accomodations	-	1000 people, military	
Reinforced Crew Compartment	3	Absorbs first three "Crew" hits	
Sick Bay	2	Two surgical theaters	
Vehicle Bay — Aircraft	-	Size 33, 1000 tons of vehicles	
Vehicle Bay — Ground Vehicles	-	Size 24, 400 tons of vehicles	
Vehicle Bay — Walkers	-	Size 40, 1800 tons of vehicles	
Large Sensor Profile	8	Too large to hide	
Weak Point	20	Vehicle Bay Doors	
► Conning Tower			
Cost:	27,037,000 marks	Crew:	35 (6 Actions)
Mass:	1500 tons (Def. Size 30)	Armor:	60/120/180
Sensors:	+3/20 km	Communications:	+5/30 km
Fire Control:			-5
◆ Perks & Flaws:			
Name	Rating	Game Effect	
Anti-Missile Systems	3	300 bursts	
Backup Communications	-	Absorbs first "Comm" hit	
Backup Sensors	-	Absorb first "Sensors" hit	
Chaff/Flare Dispensers	4	100 charges	
Counterbattery Sensors	2	Detect source of incoming fire; BR 40 km	
ECM	3	Offensive Electronic Warfare equipment	
ECCM	6	Defensive Electronic Warfare equipment	
HEP: Desert	-	Desert protection	
High Capacity Computer	-	Processing power for non-combat programs	
Life Support	-	Full	
Passenger Accomodations	-	50 people, military	
Satellite Uplink	-	Allows orbital communications	
Exposed Auxiliary System	-	"AUX" Hits are one step higher	
► Gun Turret (x2)			
Cost:	57,167,000 marks	Crew:	4 (3 Actions)
Mass:	500 tons (Def. Size 35)	Armor:	55/110/165
Sensors:	0/2 km	Communications:	-3/10 km
Fire Control:			0

▶ Vehicle Description (Continued)

◆ Perks & Flaws:													
Name		Rating										Game Effect	
Backup Fire Control		-										Absorbs first "FireCon" hit	
HEP: Desert		-										Desert protection	
Life Support		-										Full	
Reinforced Crew Compartment		-										Absorbs first "Crew" hit	
Weapon Link		-										All three guns	
● Weapons:													
Name		Code	Fire Arc	S	M	L	Ex	Acc	Dam	Qty	ROF	Special	Ammo
Very Heavy Artillery Gun		VHAG	*	60	120	240	480	-2	x30	3	0	AE2, IF, MR20	50 each
*one turret Forward, one turret Rear													
▶ Laser Turret (x8)													
Cost:		1,906,000 marks						Crew:				4 (3 Actions)	
Mass:		250 tons (Def. Size 12)						Armor:				45/90/135	
Sensors:		0/2 km						Communications:				-3/10 km	
Fire Control:		0											
◆ Perks & Flaws:													
Name		Rating										Game Effect	
Backup Fire Control		-										Absorbs first "FireCon" hit	
HEP: Desert		-										Desert protection	
Life Support		-										Full	
Reinforced Crew Compartment		-										Absorbs first "Crew" hit	
◆ Weapons:													
Name		Code	Fire Arc	S	M	L	Ex	Acc	Dam	Qty	ROF	Special	Ammo
Heavy Laser Cannon		HLC	*	5	10	20	40	+1	x20	1	0	-3RB	300
*one turret Forward, one Rear, three Left, three Right													
▶ Missile Turret (x4)													
Cost:		3,788,000 marks						Crew:				4 (3 Actions)	
Mass:		250 tons (Def. Size 16)						Armor:				45/90/135	
Sensors:		0/2 km						Communications:				-3/10 km	
Fire Control:		0											
◆ Perks & Flaws:													
Name		Rating										Game Effect	
Backup Fire Control		-										Absorbs first "FireCon" hit	
HEP: Desert		-										Desert protection	
Life Support		-										Full	
Reinforced Crew Compartment		-										Absorbs first "Crew" hit	
◆ Weapons:													
Name		Code	Fire Arc	S	M	L	Ex	Acc	Dam	Qty	ROF	Special	Ammo
Heavy AT Missiles		HATM	*	5	10	20	40	+1	x30	1	0	G, IF	64 each
*one turret Forward, one Rear, one Left, one Right													
▶ Drive Section (x4)													
Cost:		1,875,000 marks						Crew:				30 (5 Actions)	
Mass:		4500 tons (Def. Size 12)						Armor:				75/150/225	
Movement Mode		Combat Speed						Top Speed				Maneuver	
Hover		3 (18 kph)						6 (36 kph)				-5	
Sensors:		0/2 km						Communications:				-3/10 km	
Fire Control:		-5						Deployment Range:				3000 km (valid for entire ship)	
◆ Perks & Flaws:													
Name		Rating										Game Effect	
Double Towing Capacity		-										Carry up to its weight	
HEP: Desert		-										Desert protection	
Life Support		-										Full	
Reinforced Crew Compartment		-										Absorbs first "Crew" hit	
Rugged Movement System		-										Absorbs first "Movement" hit	

KHAN-CLASS LANDSHIP

Vehicle Description ◀



Total Threat Value:	368,539	Total Cost:	393,279,000 dinars
Total Size:	98 (on 5 hexes)	Total Mass:	25,000 tons + Cargo
Movement Mode	Combat Speed	Top Speed*	Maneuver
Hover	4 (24 kph)	7 (42 kph)	-5
*Top Speed is reduced by one point for every drive section lost.			
► Main Hull			
Cost:	110,608,000 dinars	Crew:	120 (7 Actions)
Mass:	7,000 tons (Def. Size 48)	Armor:	120/240/380
Sensors:	0/2 km	Communications:	0/10 km
Fire Control:			-5
◆ Perks & Flaws:			
Name	Rating	Game Effect	
2 x Anti-Missile Systems	2	200 bursts each	
Backup Communication	-	Absorb first "Comm" hit	
Backup Life Support	-	Absorb first "Life Support" hit	
Cargo Bay	-	15,000 m³ (50x30x10 m)	
HEP: Desert	-	Desert protection	
Life Support	-	Full	
Passenger Accomodations	-	400 people, military	
Reinforced Crew Compartment	3	Absorbs first three "Crew" hits	
Sick Bay	2	Two surgical theaters	
Vehicle Bay — Aircraft	-	Size 15, 100 tons of vehicles	
Vehicle Bay — Ground Vehicles	-	Size 24, 400 tons of vehicles	
Vehicle Bay — Walkers	-	Size 24, 400 tons of vehicles	
Large Sensor Profile	5	Too large to hide	
Weak Point	20	Vehicle Bay Doors	
► Conning Tower			
Cost:	66,456,000 dinars	Crew:	30 (5 Actions)
Mass:	1500 tons (Def. Size 40)	Armor:	60/120/180
Sensors:	+2/16 km	Communications:	+3/30 km
Fire Control:			-5
◆ Perks & Flaws:			
Name	Rating	Game Effect	
Anti-Missile Systems	2	300 bursts each	
Backup Communications	-	Absorbs first "Comm" hit	
Backup Sensors	-	Absorbs first "Sensors" hit	
Chaff/Flare Dispensers	3	100 charges	
Counterbattery Sensors	2	Detect source of incoming fire; BR 30 km	
ECM	5	Offensive Electronic Warfare equipment	
ECCM	8	Defensive Electronic Warfare equipment	
HEP: Desert	-	Desert protection	
High Capacity Computer	-	Processing power for non-combat programs	
Life Support	-	Full	
Passenger Accomodations	-	100 people, military	
Satellite Uplink	-	Allows orbital communications	
Exposed Auxiliary System	-	"AUX" Hits are one step higher	
► Gun Port (x5)			
Cost:	2,666,000 dinars	Crew:	4 (3 Actions)
Mass:	100 tons (Def. Size 14)	Armor:	45/90/135
Sensors:	0/2 km	Communications:	-3/10 km
Fire Control:			0

▶ Vehicle Description (Continued)

◆ Perks & Flaws:

Name	Rating	Game Effect
Backup Fire Control	-	Absorbs first "FireCon" hit
HEP: Desert	-	Desert protection
Life Support	-	Full
Reinforced Crew Compartment	-	Absorbs first "Crew" hit
Shielded Weapon	-	Absorb first "Weapon" hit

◆ Weapons:

Name	Code	Fire Arc	S	M	L	Ex	Acc	Dam	Qty	ROF	Special	Ammo
Heavy Field Gun	HFG	*	8	16	32	64	0	x28	1	0	IF	200 each

*one Forward, two Left, two Right

▶ Laser Turret (x2)

Cost:	1,824,000 dinars	Crew:	4 (3 Actions)
Mass:	250 tons (Def. Size 12)	Armor:	45/90/135
Sensors:	0/2 km	Communications:	-3/10 km
Fire Control:	0		

◆ Perks & Flaws:

Name	Rating	Game Effect
Backup Fire Control	-	Absorbs first "FireCon" hit
HEP: Desert	-	Desert protection
Life Support	-	Full
Reinforced Crew Compartment	-	Absorbs first "Crew" hit

◆ Weapons:

Name	Code	Fire Arc	S	M	L	Ex	Acc	Dam	Qty	ROF	Special	Ammo
Heavy Laser Cannon	HLC	*	5	10	20	40	+1	x20	1	0	-3RB	200 each

*one turret Left, one Right

▶ Missile Deck (x2)

Cost:	92,096,000 dinars	Crew:	16 (5 Actions)
Mass:	1500 tons (Def. Size 43)	Armor:	80/160/240
Sensors:	0/2 km	Communications:	-3/10 km
Fire Control:	0		

◆ Perks & Flaws:

Name	Rating	Game Effect
Backup Fire Control	-	Absorbs first "FireCon" hit
HEP: Desert	-	Desert protection
Life Support	-	Full
Reinforced Crew Compartment	-	Absorbs first "Crew" hit

◆ Weapons:

Name	Code	Fire Arc	S	M	L	Ex	Acc	Dam	Qty	ROF	Special	Ammo
Long Range Missiles	VHAM	Turret	150	300	600	1200	-3	x30	1	+1	G,AE1,MR40	36

▶ Drive Section (x10)

Cost:	1,504,000 dinars	Crew:	6 (3 Actions)
Mass:	1250 tons (Def. Size 11)	Armor:	50/100/150
Movement Mode	Combat Speed	Top Speed	Maneuver
Hover	4 (24 kph)	7 (42 kph)	-5
Deployment Range:		3000 km (valid for entire ship)	
Sensors:	0/2 km	Communications:	-3/10 km
Fire Control:		-5	

▶ Perks & Flaws:

Name	Rating	Game Effect
Double Towing Capacity	-	Carry up to its weight
HEP: Desert	-	Desert protection
Life Support	-	Full
Rugged Movement System	-	Absorbs First "Movement" hit

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