

NORTHERN GUARD



by Dream Pod 9

HEAVY GEAR
TACTICAL SUPPLEMENT

NORTHERN GUARD



Autocannon fire sprayed across the massive Grizzly Gear, doing little more than chipping the paint. The enemy Gears — Jägers and Iguanas — fell back while the massive fire support machines advanced across the battlefield. Rocket fire was more effective at slowing them down, but it was only putting off the inevitable advance across the Southern position. One unlucky pilot in the Northern squadron screamed when his Gear's armor started to crack open under the rocket barrage, but his buddies quickly came to back him up. Their heavy weapons reduced the Southern scout units to so many armoplast bits in a heartbeat.

Within a few minutes the rest of the Northern Guard advance rolled into position. Huge Aller tanks reduced the last Southern fortifications to dust, while skilled infantry troopers cleared every last hiding place. Forward observers radioed in to give the position of the retreating Southern MILICIA forces and mobile artillery units made sure there was no escape.

The Interpolar War had begun and the Northern Guard was going to win it.

The Northern Guard is the main armed force of the North and leading the fight against the Southern MILICIA. It is an integrated army ready to take on all comers and hand them a resounding defeat. The pride of the North, the Guard fields a devastating combination of Gears, armor and infantry, ideal for fighting in the deserts, forest and jungles of Terra Nova.

The Northern Guard Army List provides Heavy Gear tactical Players with all the information they need to run battles featuring the Guard and build their own Guard units. Northern Guard land forces are covered in detail along with guidelines for building miniature armies, new tactical abilities for special units and some historical background on the Guard.

The Army List includes:

- Details on over 70 standard squadron types, including 27 Gear squadrons, 3 strider squadrons, 24 infantry squads and 18 armored squadrons. Each squadron includes unique tactical abilities and optional vehicle modifications.
- Rules for building your own Northern Guard regiment.
- Seven new Gear and tank variants unique to the Northern Guard.
- Full details on five famous regiments, including their commanders, special squadrons and unique tactical abilities. Each regiment is ready to play.
- Background details on the Guard, including strategy, medals, uniforms and standard equipment.



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HEAVY GEAR
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TERRANOVAN MILITARY POWERS BOOK ONE

NORTHERN GUARD



..... **HEAVY GEAR**
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TABLE OF CONTENTS

0



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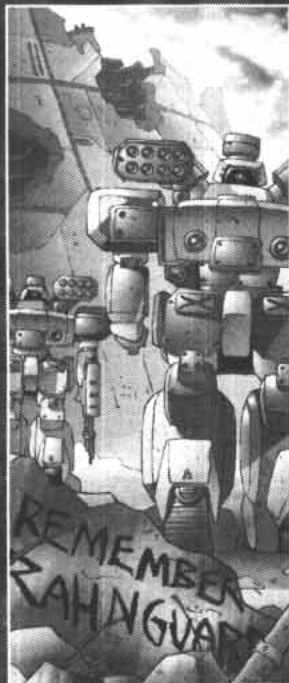
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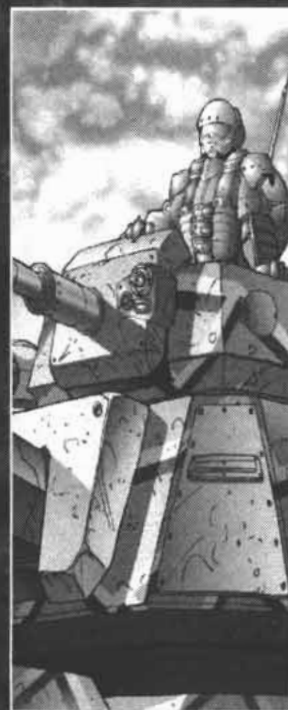
CHAPTER 1: INTRODUCTION	4
1.0 THANK NOT AT ALL	4
1.1 THE NORTHERN GUARD	5
1.1.1 SPECIAL ABILITIES	5
1.1.2 CONTENTS	5
CHAPTER 2: LIFE IN THE ARMY	6
2.0 BROTHERS IN BLOOD	6
2.1 HISTORY	7
2.1.1 DAYS OF CONFLICT	7
2.1.2 N.A.D.O.	7
2.1.3 CONFEDERATED NORTHERN CITY-STATES	7
2.1.4 NORTHERN ALLIANCE GUARD	8
2.1.5 NORTHERN GUARD	8
2.1.6 THE INTERPOLAR WAR	8
2.2 STRUCTURE OF THE GUARD	9
2.2.1 MILITARY RANKS	9
2.2.2 MILITARY UNITS	10
2.3 RECRUITMENT AND ADVANCEMENT	12
2.3.1 RECRUITMENT CENTERS	12
2.3.2 ADVANCEMENT	12
2.4 STANDARD ISSUE WEAPONS	13
2.5 MEDALS & AWARDS	14
2.5.1 MEDALS OF VALOR	14
2.5.2 SERVICE RIBBONS	14
2.5.3 HILL MARKERS	15
2.5.4 COMBAT INJURY AWARDS	15
2.5.5. SPECIAL FORCES BADGES & INSIGNIA	15
2.6 UNIFORMS & INSIGNIA	16
CHAPTER 3: TYPICAL GEAR SQUADRONS	18
3.0 UPGRADE	18
3.1 STRUCTURE OF GEAR SQUADRONS	19
3.1.1 BUILDING GEAR REGIMENTS	19
3.2 GENERAL PURPOSE	20
3.3. RECON	21
3.4 FIRE SUPPORT	22
3.5 STRIKE	23
3.6 HEAVY STRIKE	24
3.7 COMMANDO	25
3.8 LIGHT BLITZ	26
3.9 HEAVY BLITZ	27
3.10 ELITE	28
3.11 STRIDERS	29
CHAPTER 4: TYPICAL INFANTRY SQUADS	30
4.0 HOT FLASHES	30
4.1 STRUCTURE OF INFANTRY SQUADS	31
4.1.1 BUILDING INFANTRY REGIMENTS	31
4.2 BASIC	31
4.3 HEAVY WEAPONS	33
4.4 LIGHT RECON	34
4.5 HEAVY RECON	35
4.6 FIELD SPECIALISTS	36
4.7 SPECIAL FORCES SQUADS	37
CHAPTER 5: TYPICAL ARMOR SQUADRONS	38
5.0 RAG DOLLS	38
5.1 STRUCTURE OF ARMOR SQUADRONS	39
5.1.1 BUILDING ARMOR SQUADRONS	39
5.2 LIGHT ARTILLERY	40
5.3 HEAVY ARTILLERY	41
5.4 LIGHT PATROL	42
5.5 HEAVY PATROL	43
5.6 LIGHT ASSAULT	44
5.7 HEAVY ASSAULT	45
CHAPTER 6: SUPPORT STRUCTURE	46
6.0 WHO KNOWS BEST	46



TABLE OF CONTENTS

0

6.1 QUARTERMASTER DUTIES	47
6.1.1 SUPPORT COMPANY ORGANIZATION	47
6.2 TROOP MOVEMENT	48
6.2.1 ESTABLISHING SUPPLY LINES	48
6.3 FOOD & EQUIPMENT	49
6.3.1 THE FINE ART OF COOKING	49
6.3.2 FUEL AND AMMO	49
6.4 SPECIALIZED PERSONNEL	50
6.4.1 MEDICAL PERSONNEL	50
6.4.2 FIELD ENGINEERS AND MECHANICS	50
6.5 SUPPLY FORECASTING	51
CHAPTER 7: REGIMENTS OF NOTE	52
7.0 PREDATORS	52
7.1 CELEBRATED REGIMENTS	53
7.1.1 COMBINED ARMS	53
7.2 74TH GEAR REGIMENT NOVA REDRIDERS	54
7.2.1 COMMAND AND UNIT STRUCTURE	55
7.2.2 PAINT SCHEMES AND LOGOS	56
7.2.3 UNIQUE SQUADRONS	57
7.3 7TH GEAR REGIMENT CAT'S PAWS	58
7.3.1 COMMAND AND UNIT STRUCTURE	59
7.3.2 PAINT SCHEMES AND LOGOS	60
7.3.3 UNIQUE SQUADRONS	61
7.4 336TH ARMORED REGIMENT THUNDERBOLTS	62
7.4.1 COMMAND AND UNIT STRUCTURE	63
7.4.2 PAINT SCHEMES AND LOGOS	64
7.4.3 UNIQUE SQUADRONS	65
7.5 129TH ARMORED REGIMENT PROPHET'S HAMMERS	66
7.5.1 COMMAND AND UNIT STRUCTURE	67
7.5.2 PAINT SCHEMES AND LOGOS	68
7.5.3 UNIQUE SQUADRONS	69
7.6 48TH INFANTRY REGIMENT GOLD DAWN	70
7.6.1 COMMAND AND UNIT STRUCTURE	71
7.6.2 PAINT SCHEMES AND LOGOS	72
7.6.3 UNIQUE SQUADS	73
CHAPTER 8: VEHICLES	74
8.0 HEATHENS AND BARNABY MILK	74
8.1 HACS-01MG-N NIGHT HUNTER	75
8.2 HACS-01-LG-N NIGHT CHEETAH	76
8.3 HACS-02MG-FS/N NIGHT JAGUAR	77
8.4 N-103X HUNTER XMG MH 3	78
8.5 S-C2001X CHEETAH MH 2	79
8.6 HLEMM CHASER	80
8.7 HLEMM CBS	81
CHAPTER 9: MILITARY DOCTRINE	82
9.0 REMEMBER RAHNGUARD	82
9.1 OFFENSIVE DOCTRINE	83
9.1.1 COMMAND STRUCTURE	83
9.1.2 DEPLOYMENT	84
9.1.3 FIRE POLICY	84
9.1.4 BATTLEFIELD SUPPORT	84
9.2 DEFENSIVE DOCTRINE	85
9.2.1 COMMAND AND CONTROL	85
9.2.2 DEPLOYMENT	86
9.2.3 FIRE POLICY	86
9.2.4 BATTLEFIELD SUPPORT	86
9.3 BATTLEFIELD CONTINGENCIES	87
9.3.1 CHAIN OF COMMAND	87
CHAPTER 10: PERSONALITIES OF NOTE	88
10.0 FAMILY	88
COLONEL NEIL MORGANT	89
SENIOR RANGER ANDERSEN BRANDA	90
COLONEL STACEY DIGGS	91
RANGER MINERVA JANE	92
COLONEL MAGNILDA RIHA	93
COLONEL ROELRIC ELDEN	94
COLONEL MIHAL ALLINGTON	95



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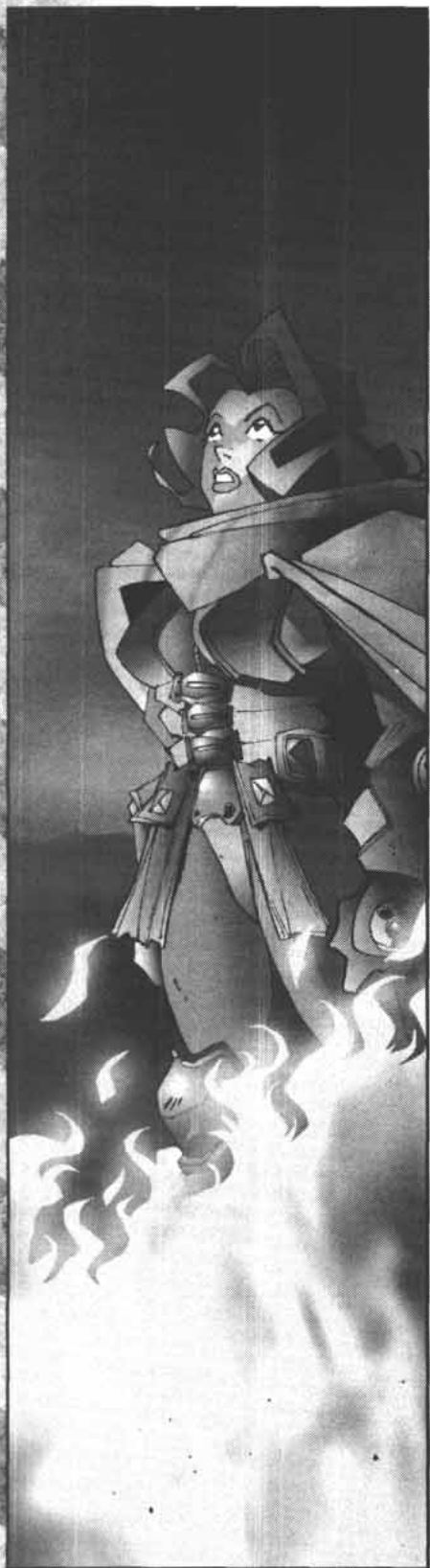
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INTRODUCTION

1



THAN NOT AT ALL



The campfire blew heat into Dafnae's face, helping to dry her tears.

She stood alone near the small blaze. The other soldiers of the 39th regiment — the Talons — knew to leave their *Duelist* alone when she needed it. They were loyal to her, and she to them. She had to take comfort in that, if nothing else.

She was holding the thin stub of a maglev ticket — return transport to Khayr ad-Din next week — and an old, worn photograph. In the photo Dafnae was with the one man she had dared get close to: Danghen Jarak. His twin sister Maena had taken the shot of the two, arm in arm and smiling up a storm. Those days of training, now almost ten cycles gone, had been glorious. Sweet Prophet, but they had been young.

Now the cycles had caught up to them. They had all gone on to glorious careers, ending up *Duelists* in their respective regiments. But glory had slowly given way to doubt and fear that the North was plunging blindly into an apocalyptic war. Danghen and Dafnae had shared their worries until reassignment had separated them.

Now everything was different. Three cycles ago, Danghen and Maena went AWOL and became the Northern Guard's most wanted criminals. Soon thereafter, Katryne Sanz — the woman who trained them all — was forced out of the Guard because she didn't fit the mold of the faithful soldier. Ever since then, Dafnae had been very lonely.

She had thought things would be better if she could get in touch with Danghen. Last cycle, while on leave, she had traveled to Khayr ad-Din, knowing she would find him in the "*Duelist's City*." They had met, they had even renewed their romance, and Dafnae allowed herself a moment of hope that things could work out somehow.

But Danghen was on a crusade and she wasn't among the faithful. She still wore the uniform of the people who were hunting him — even seeing him without reporting it was a punishable offense. He tried and tried again to convince her, to tell her that the war that was brewing wasn't right, that they were being sent to die so cocky politicians could brag about it and gain more control over the population.

Deep down, she knew he was right. But it wasn't so simple. She was a soldier, a *Duelist*, and she had taken a solemn oath. The Northern Guard had been good to her when her own home league — the Western Frontier Protectorate — had spat her out like trash because her officer father had been accused of treason. Turning her back on the Guard was a hard proposition.

She had needed time to think, to prepare herself to become a fugitive. She had returned North, promising to come back at her next leave. When she bought the ticket she was convinced that she was going to go to Khayr ad-Din and never look back. She would stay with Danghen and that they could build a life together, Guard or no Guard.

But now it was too late, again. A skirmish at Rahnguard Oasis had led to slaughter and the CNCS had declared war. All leaves were canceled, reserves were being called up and all soldiers were ready to do their duty. Her duty.

Dafnae dropped the ticket and the photo into the fire. She wrapped her broken heart in a shield of duty and felt it grow cold. It was small comfort that this might make her a better soldier during the bloody cycles to come.

4



The Northern Guard - 1.1

Terra Nova is a planet at war. Since the Battle of Rahnguard Oasis (detailed in the **Heavy Gear Tactical Box Set**), the two polar confederations have dropped all pretense of peaceful coexistence and begun all out hostilities. The burden of defending the North and attacking the South falls primarily on the Northern Guard, the multinational force made up of soldiers from all three Northern leagues. With the declaration of war, the national armies have fallen into the Guard's organizational structure — although they retain some degree of independence of operation. Dedicated Guard divisions, however, remain the core of the North's armed forces. They will be the prime combatants in the Interpolar War.

The Northern Guard Army List gives **Heavy Gear** Players everything they need to field Guard regiments in their own tactical games. In these pages, you will find guidelines for building your own "armies" of Northern Guard forces, including Gear, armored and infantry units. Air and space forces operate separately, require some additional tactical rules and so are treated in other products, including **Tactical Air Support**. Although the army list is intended largely as a tactical supplement, roleplayers will find some things for them. Indeed, the history of the Northern Guard, notes on awards, uniforms, personal weaponry and famous commanders can all help flesh out roleplaying campaign featuring the Guard or even spark an adventure idea or two.

The **Northern Guard Army List** is, above all, a tool for tactical Players to use. Chapters 3, 4 and 5 explain the procedures for building Gear, infantry and armored regiments of your own and the rules that govern their composition. Note that you can mix and match unit types (usually by replacing a company of one type by another). This will add flexibility to your regiment, but it will make it harder to get very many highly skilled units. For example, you might create a regiment made up of three Gear companies and one infantry company. This would allow the regiment to take advantage of the infantry's unique ability to take cover and being hard to dislodge, but will preclude having very many top-notch Gear squadrons. See Chapters 3, 4 and 5 for more details.



Special Abilities - 1.1.1

The Northern Guard Army List introduces the concept of special unit abilities to the Heavy Gear tactical game. These are added bonuses that experienced units have developed over time. These are listed with each squadron (or infantry squad) type (see Chapters 3, 4 and 5). The famous regiments listed in Chapter 7 also have their own unique abilities (associated with unique squadron types). All these abilities affect a squadron's Threat Value, something already factored into the TVs provided in this book.

The famous commanders listed in Chapter 10 also each have their own special tactical ability that reflects their style of command and their relationship with the soldiers under their command. These abilities are listed with each character and apply to the whole force when the commander is on the field and has access to a functional communications system. In this case the Threat Value multiplier applies to the entire force and is not yet factored into the squadron TV totals.

Contents - 1.1.2

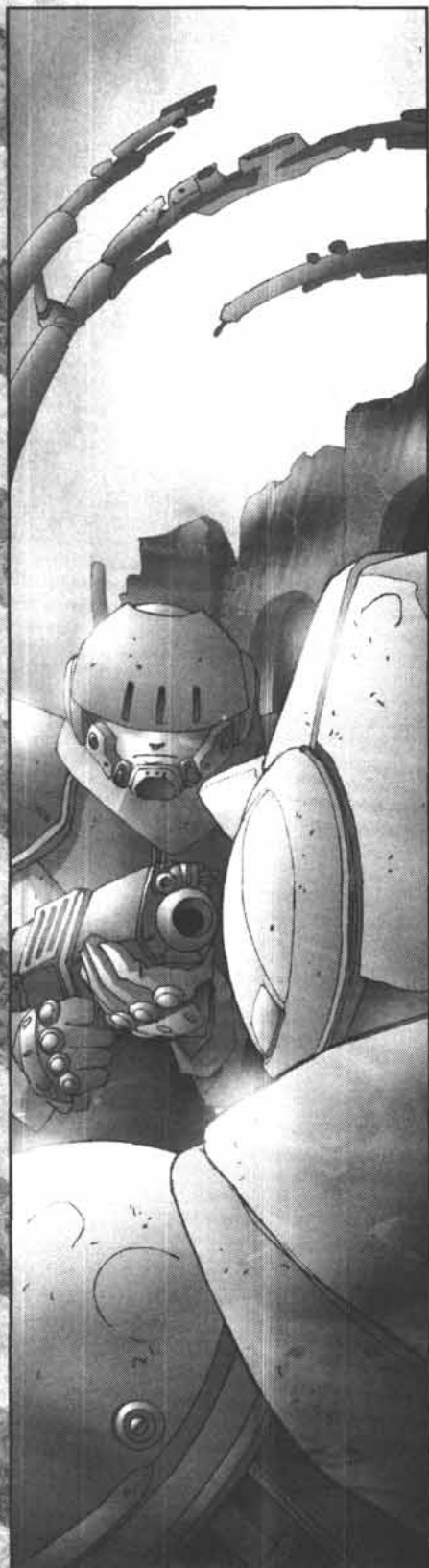
Chapter 2: Life in the Army details the history, structure, unit types, policies, standard equipment, medals and uniforms of the Northern Guard. Due to space limitations, only an overview of each topic can be provided — describing a large, multi-league force such as the Northern Guard in more than broad detail would be a series of books in and out of itself. This chapter will be most useful to roleplayers and tactical Players who wish to add flavor to their games, and sets the stage for the more tactical chapters that follow.

Chapter 3: Typical Gear Squadrons, *Chapter 4: Typical Infantry Squads* and *Chapter 5: Typical Armored Squadrons* are the core of the army list. They list all the standard ground units that make up the fighting force of the Northern Guard. These chapters provide you with the guidelines for building your own regiments and list special abilities and possible modifications for every squadron or squad type. With these chapters, you will be able to field your own Guard forces for tactical play.

The following chapters provide additional options and support for the basic units established. *Chapter 6: Support Structure* focuses on the units that aid the fighting men, from medical specialists to engineers and quartermasters. *Chapter 7: Regiments of Note* details five famous Guard regiments (two Gear, two armored and one infantry). These regiments, complete with special abilities and unique squadron types, are ready to play, but can also provide inspiration for your own units. *Chapter 8: Vehicles* provides background and game statistics for seven vehicles (variants of standard chassis) unique to the Northern Guard. *Chapter 9: Doctrine* examines the typical tactics of the Guard. *Chapter 10: Personalities* provides background and complete statistics for the commanders and Duelists of the five regiments from Chapter 7. Each commander has a special tactical ability and the Duelists each have unique fighting moves.



BROTHERS IN BLOOD



"Jon? Is that you?"

Private Jon Venders couldn't understand how the Southern trooper could know his name. He kept his rifle pointed at the man, who was wearing the square helmet of a MILICIA soldat. So much adrenaline was rushing through Jon's system that he could barely feel the bruises and burns along his ribs from the mortar blast that had killed most of his squad mates. This was surely a trick.

"Wait, Jon! Don't shoot." The soldat lowered his own weapon and reached slowly for the chin strap of his helmet. "Just give me a sec."

Jon's head suddenly swam when the enemy soldier took off his helmet. Not from the fatigue of having been marching for eight hours, not from the stress of seeing his buddies torn to bits, not from the wounds he hoped weren't as bad as they appeared, but from the face the soldat revealed. It was a very familiar face.

"Rolly? What are you doing here?"

"I was about to ask you the same thing, Jonny boy."

The short answer was that Jon Venders was part of a NorGuard assault on Harrisville, a small burg in the southern savannah belt.

The long answer was that Jon was a native of Harrisville who had fled north when the Southern MILICIA came to town to secure "hemispheric security" in TN 1935, that Jon had joined up with the Northern Guard to try and take back his town, and that after hellish weeks of training, he was here doing just that — and likely going to die doing it if the NorGuard's luck didn't change. That only started to explain why he ended up pointing a gun at Rolly Bilgo, his childhood friend.

"I'm here to get my home back. What are you doing in snake uniform, Rolly?"

"Watch your tongue, Jon. I signed up because it looked like the NorGoons were going to bomb us to hell." He glanced around to indicate the smoking ruins of this section of town. "Looks like I was right about that."

Jon wanted to argue back, to say that they were only doing what was necessary to dislodge an occupying force, but all that was secondary. Another second and he would have shot his best friend in the chest, or vice versa. Any pretense of fighting the good fight died with that realization. Jon lowered his weapon.

"What the hell are we doing, Rolly? Killing each —"

Jon never felt the sniper shot zing by his head, but he clearly saw it punch a hole through Rolly's head. A second later his radio burst to life.

"You okay, Private? We got that snake for you..."



HISTORY - 2.1

The current mandate and organization of the Northern Guard is the result of a long and proud tradition, one that is several centuries old. While it began mostly as a Norlight force, it now welcomes members from any league within the Northern confederation. Despite the claims of Southern propaganda, the Northern Guard is far from being an army of fanatics or religious zealots — it works for peace and on countless occasions it has lent a helping hand to northern Badlands communities that needed its help in protecting their territories from marauding rovers. This peace-loving attitude stems from a history of violence that taught the Northerners some very valuable lessons, which they have not forgotten to this day.

Over the course of the history of the Confederated Northern City-States (CNCS), the military wing of the alliance has taken on a larger and larger role. At first it was but an official cooperation between the standing armies of the member-leagues, but now the Northern Guard is an armed force in its own right with peace-time duties separate from those of the Norlight Armed Forces, Western Frontier Protectorate Army or United Mercantile Federation Army. With the outbreak of war between the North and the South, the Northern Guard now finds itself as the central command structure for all the forces in the CNCS — although the individual league armies retain organization divisions of their own. Nevertheless the Guard is the lead force and the central command structure for the entire Northern hemisphere. It is Guard soldiers who will fight the first battles and suffer the first casualties. Drawn from all member leagues, they stand united in this time of war.



Days of Conflict (TN 1525-1669) - 2.1.1

The roots of the Northern Guard lay in the many wars of the 16th and 17th centuries, from the early days of the Great Crusade (TN 1530s) until the beginning of the Northern consolidation (TN 1669 and later). The newly formed Norlight Armed Forces, charged with defending their young league (and all Revisionist communities) against the perils of oppression and any danger from surrounding city-states, demonstrated extreme enthusiasm in their duties. They vigorously unified the rural areas around the city-states they were charged to protect, facing weaker opposition and cumulating great victories — that is, until the day they attacked Yaramir, a city-state well known for persecuting and expelling Revisionists. During Summer TN 1537, over fifty Revisionists were killed publicly, sending the crusaders into a fanatic killing frenzy. The NAF's darkest hour had come. Its ranks swelling with new and furious recruits, it overwhelmed Yaramir, then put it to the torch. Thousands of Yaramites were killed and tens of thousands were wounded. The city was razed and the survivors relocated in other Norlight city-states. Come the following day, Norlights sobered up, realizing the extent of what they had done, and put an official end to the Great Crusade.

Northern Alliance Defense Organization (TN 1665-1694) - 2.1.2

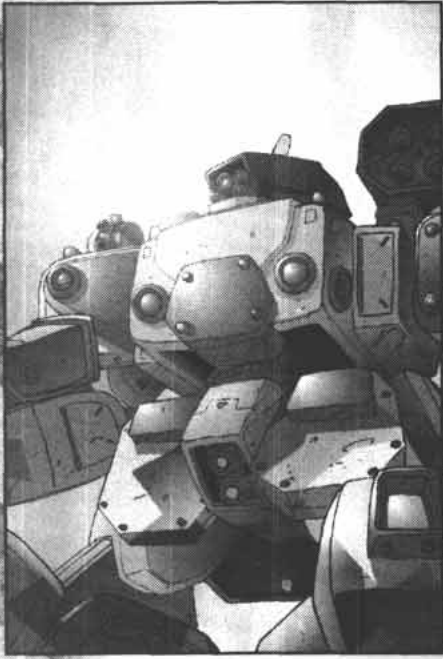
In the TN 1660s, the United Mercantile Federation became such a threat — both economically and politically — that the Norlight Confederacy and the Western Frontier Protectorate began to fear that it would instigate expansionist policies, something they knew they would be powerless to stop. Secret negotiations began, to be concluded in TN 1665 with the formal signature of the Northern Alliance Defense Organization (NADO). According to this treaty, both the Norlight Armed Forces and the Western Frontier Protectorate Army agreed to commit forces to protect each other should the UMF make any aggressive troop movement near their territories. In TN 1669, when the UMF set preferential trade policies for Djakarta Point and Sesshu, the Norlight took offense and called upon the NADO to “teach those Mercantiles a lesson.” The NADO opted to attack what it believed to be the Achilles’ Heel of the UMF, the city-state of Pioneer. The attack did not go as planned, however. The Mercantile forces were equipped with their latest new war vehicle: Gears. By the end of the Summer, the NADO forces were limping home. This conflict, however, caused some alarm in the UMF, which realized its expansionist policies would lead to long-term losses. Following their good business sense, they begun negotiations with NADO, establishing ground rules and opening the path for the formation of the CNCS and the Northern Guard.

Confederated Northern City-States (TN 1692-Now) - 2.1.3

When the Southern Republic announced the creation of the Allied Southern Territories in TN 1681, it caused more than a few ripples in the Northern political pond. Suddenly, a new global enemy was emerging, one whose sheer size and resources easily dwarfed those of NADO. Westerners and Norlights turned toward their Mercantile neighbor and insisted that it join them in a polar treaty, one that would ensure both its survival and its prosperity. The UMF repeatedly turned down the offer, waiting for the right time and the right proposition. Meanwhile, the Mercantile corporations were becoming entangled in a trade war against the AST and the Mekong Dominion over economics rights in the Westridge trench, a war which they finally lost in TN 1689. Finally realizing it could not do without NADO, the UMF resumed negotiations, which led to the creation of the Confederated Northern City-States in TN 1692. Two cycles later, the armed forces operating under NADO were renamed the Northern Alliance Guard.



2.1.4 - Northern Alliance Guard (TN 1694-1734)



The Northern Alliance Guard was different from the NADO forces in that it had its own independent command structure, and operated following a very specific mandate. As per the CNCS treaty, each league had contributed two fully equipped divisions. The Norlight Confederacy was also expected to contribute three more infantry divisions over the coming five cycles and the UMF was to send an armored division within three cycles. The Western Frontier Protectorate, because of its substantially smaller population and resources, would contribute nothing else, but was expected — like everybody else — to triple its contribution should a war with the AST erupt.

The mandate of the Northern Alliance Guard was not to fight the South, however, but to maintain peace within the Northern hemisphere. Its purpose was almost strictly defensive, and Guard forces were expected to have a stabilizing effect on the newly formed Confederated Northern City-States. Its main mission was to protect Badlands borders from rovers and raiders, and to ensure that the borders between the various leagues were respected. The Guard was under the direct control of the CNCS council and operated using its own budget. It was not until after St. Vincent's War, however, that the Northern Alliance Guard would reach maturity and become a true polar force to oppose the Southern MILICIA.

Indeed, the Northern Alliance Guard was still plagued by a great deal of inter-league rivalry and posturing. The Northern Lights Confederacy insisted on maintaining a supremacy in command decisions, something that almost led to the permanent breakup of the CNCS in the 1720s. Even with the political crisis averted, due largely to long nights of diplomacy by Western mediators, financial woes also tore at the NAG. The Mercantile government began to demand an increasing say in joint military affairs because, according to its own audits, it was paying for most of the Alliance Guard. Western diplomats again played a key role in defusing this crisis; unfortunately they often did so by keeping the NAG relatively weak. This would be a major problem when St. Vincent War's War erupted.

2.1.5 - Northern Guard (TN 1735-Now)

When St. Vincent's War erupted in TN 1723, the Northern Alliance Guard was ill equipped to handle an enemy such as the Southern MILICIA. The St. Vincent Plague, released during a battle in the Eastern Desert, had killed a huge number of children, and tempers flared high, with each polar government blaming the other one for causing the plague. The conflict was inevitable. Despite the best efforts of General Alroy Wallis, head of the largest infantry division of the Northern Alliance Guard, hot tempers prevailed and the Guard set on a course with a frenzy that rivaled the fury of the NAF during the Great Crusade. The Southern MILICIA had greater resources at its disposal, but its soldiers could not match the seething determination of the Northerners, especially not that of the Norlights in the ranks. After a two cycles, the economies of the Northern leagues began to show the strain of supporting the war effort, but it was impossible to back down without losing face in front of the Northern population. After four cycles, it took much threatening and cajoling to prevent the Western Frontier Protectorate from leaving the CNCS and pulling its forces away. In TN 1729, everything collapsed — the armies, the economies, the political regimes. Entire regiments vanished without a trace, dissipating into the Badlands.

In this time of darkness, one light shone around which everyone gathered: Second Follower Lara Domion. A Revisionist visionary and perhaps the last truly great leader of her church, she is largely credited with drafting the armistice agreement with the South, and with keeping the Northern leagues together after that trying time. Her legacy of reconciliation and reconstruction led to a stronger Northern Guard and a slightly wiser CNCS. Her lessons of peace and diplomacy did not last, however, and while the Northern leagues began quarreling in the decades to follow, the Guard itself stood helplessly by the roadside, keeping an eye on the Southern hemisphere and another eye in its back.

2.1.6 - The Interpolar War (TN 1936-?)

The Interpolar War officially started mere days after the Battle of Rahnguard Oasis, but the seeds had been sown much earlier. Political infighting in the Southern Republic and the Confederated Northern City-States had started soon after the reconstruction which followed the War of the Alliance. Fanaticism in the North and imperialism in the South caused a breakdown in communications. Several senior officers in the Guard, who had expressed their discontent with the politics of their leaders, were demoted or simply retired, to be replaced by proxies and sycophants obeying the politicians' every whim. When Thor Hutchison was assassinated on 1 Autumn 1935, Northern political agitators and the media blamed it on Republican influence, even though some Northern Guard Intelligence Service agents — who were quickly silenced — claimed that there was not enough evidence to support that.

The declaration of war occurred and the Guard has no choice but to get involved. There have been countless desertions, however, both in the Guard and the Southern Republic Army. Soldiers and officers who had fought together against the CEF battled each other reluctantly, until they decided to stop altogether and find refuge in the Badlands. Some fear that, by the time the Interpolar War ends, the Guard will lose 10% of its numbers in AWOL and MIA personnel.



STRUCTURE OF THE GUARD - 2.2

About three quarters of the units that make up the Northern Guard come from the member leagues, which lend various regiments (and sometimes even brigades) to the confederated army for a limited period of time. Because the Guard has its own chain of command and its own military doctrine, it prefers to put its own senior officers in charge of the guest units. Often enough, those units are sent on a one-cycle or two-cycle tour of duty in the Guard when their senior officer retires or is promoted. The reasoning behind this decision is that if a new commander is going to be assigned to the unit, it might as well be one from the Guard.

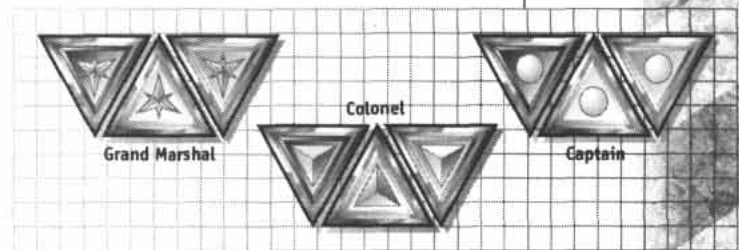
Military Ranks - 2.2.1

Ranks are split between commissioned officers and non-commissioned officers, and again between junior and senior officers. Commissioned personnel have been formally trained in the art of war, bureaucracy and leadership in order to organize and manage the army. Non-commissioned personnel includes senior and junior NCOs, who are essentially enlisted personnel who have been promoted and assigned more responsibilities. Enlisted personnel is what make up the bulk of the armed forces.

Commissioned officers are those who give the orders. The highest ranking among them, the general officers, include the Grand Marshal and all manner of generals and brigadiers. They are the ones most concerned with large-scale movement of troops, supply lines and policies within the armed forces. While several of their duties are of a political nature, several general officers, especially brigadiers, remain attached to the duties that bring them closer to the men they command. Under the command of the general officers, the senior officers (colonels and majors) command regiments and battalions, deciding what company receives what mission and how to best apply the orders they receive from above. They are the highest ranking officers who interact with enlisted personnel face to face. Junior commissioned officers (captains and lieutenants) act as company and platoon commanders, and are the highest officers who lead their troops into battle. Although they are not expected to spearhead the attacks, they are often put at risk along with foot soldiers.

Commissioned Officers

Category	Rank	Role
General Officers	Grand Marshal	Commander-in-Chief
	General	Division Commander
	Brigadier	Brigade Commander
Senior Officers	Colonel	Regiment Commander
	Major	Battalion Commander
Junior Officers	Captain	Company Commander
	Lieutenant	Platoon Commander

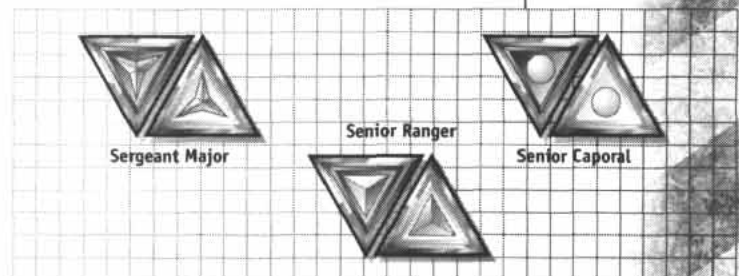


Non-Commissioned Officers

While they do not carry as much authority as commissioned officers, it would be foolish to disregard non-commissioned officers. On the contrary, no CO would be complete and efficient without a skilled NCO. The latter acts both as a counselor and an assistant, offering advice on how best to use the men under their command. Senior NCOs (sergeant majors, senior sergeants and sergeants) operate on a regimental, battalion or company level, and assist colonels, majors and captains, respectively. They are directly responsible for disciplining the men under their supervision. Their long cycles as enlisted personnel have given them valuable experience and earned them an enviable reputation, one which is not without perks. While NCOs must obey orders from their commanding officers, they are often given more latitude as to how to carry out these orders. Junior NCOs include senior rangers and rangers, personnel who have been promoted because of their leadership abilities and their excellent performance. Unlike several militaries on Terra Nova, the Northern Guard is extremely demanding and ensures that only truly qualified personnel gets promoted.

Non-Commissioned Officers

Category	Rank	Role
Senior NCOs	Sergeant Major	Regimental NCO
	Senior Sergeant	Battalion NCO
	Sergeant	Company NCO
Junior NCOs	Senior Ranger	Platoon NCO
	Ranger	Section Commander
Enlisted Personnel	Senior Corporal	Squadron Commander
	Corporal	Specialist/Pilot
	Private	Infantryman





2.2.2 - Military Units

The Northern Guard is divided into several units, the largest of which are called task forces. Task forces are usually composed of multiple divisions and put under the command of a highly trusted and respected general. They handle operations involving large-scale engagements and long-term priorities. Task forces seldom survive the event for which they have been created, although they may be reformed later on when the need arises again. In TN 1936, eight task forces (for a total of 31 divisions) have been sent into the Badlands and the South to fight off the Southern Republic Army.

◆ Divisions

Divisions are composed of around 20,000 troops for infantry divisions, and about 6,000 troops, 1,250 Gears and 300 tanks for armored divisions. Led by generals, divisions are the largest military unit permanently maintained by the Northern Guard during peacetime. They are organized to perform specific tasks, from holding territory to piercing enemy lines.

◆ Brigades

Brigades are the smallest standard military unit in the Guard capable of independent action for extended periods of time. In addition to a nucleus of fighting troops, brigades include support units like medical evacuation teams, military police, combat engineers, artillery batteries and quartermasters. Commanded by brigadiers, they are usually based around a certain type of unit: infantry, Gear or armor.

◆ Regiments

If there is one unit within the Guard that strongly promotes esprit de corps and traditions, it would be the regiment. Acting as a home away from home, regiments consolidate the military subculture and outlook. Regiments may have traditions and even rituals that are completely different from another. Some regiments even compete for bragging rights or for more prestigious assignments. It is only at this level that Duelists are nominated. Most regiments are led by colonels, although majors can be forced to take command of their regiments if their commanding officer is killed in combat.

◆ Battalions

Battalions are infantry units about the same size as Gear or armored regiments. They include some 800 soldiers and their personal gear (rifle, clothes, supplies, etc.). Northern battalions are normally commanded by majors, but some elite battalions are commanded by colonels.

◆ Companies

Companies have between 100 and 180 soldiers, and are the largest unit where the commanding officer is still slogging along with his troops instead of issuing orders from a separate command section. Most Northern Guard companies are led by captains.

◆ Platoons

Infantry companies normally break down into three platoons of about 40 soldiers each. This is the largest type of unit where social bonding between soldiers occurs. Infantrymen in the same platoon normally know each other's names and life stories, and usually share a strong sense of camaraderie. Northern platoons are commanded by lieutenants or senior rangers.

◆ Sections

Sections consist of 20 to 30 soldiers linked by a strong camaraderie. Sections are normally the smallest unit deployed and are commanded by rangers. Gear sections have three squadrons.

◆ Squadrons

Squadrons are the smallest unit of military vehicles. A squadron normally consists of five Gears or three vehicles. Northern armored squadrons are commanded by lieutenants or senior rangers; Gear squadrons are commanded by senior corporals. The five most common Gear squadron types are: general purpose (GP), reconnaissance (recon), fire support, strike and commando.








◆ Squads

Squads are the smallest unit of infantry. Their members treat each other like siblings and are trained to work as a team. A squad typically consists of ten soldiers, two of which are equipped with heavy weapons. Some squad members are equipped with vehicles to provide them with increased mobility. Northern squads are commanded by a senior corporal.























Heavy Gear Regiment Organization

Type	Quantity	Visual Recognition	Core Units
Gear Regiment 	4		Gear Compagnies
	1		Support Compagnie
	1		Command Section
Gear Compagnie 	4		Gear Sections
Gear Section 	3		Gear Squadrons

Armored Regiment Organization

Type	Quantity	Visual Recognition	Core Units
Armored Regiment 	4		Armor Compagnies
	1		Support Compagnie
	1		Command Section
Armored Compagnie 	4		Armor Sections
Armored Section 	4		Armor Squadrons

Infantry Regiment Organization

Type	Quantity	Visual Recognition	Composing Units
Infantry Regiment 	3		Infantry Battalions
	1		Command Section
	1		Support Compagnie
Infantry Battalion 	4		Infantry Compagnies
Infantry Compagnie 	4		Infantry Platoons
Infantry Platoon 	2		Infantry Sections
Infantry Section 	2		Infantry Escouades



2.3 - RECRUITMENT AND ADVANCEMENT

The Northern Guard has only a limited number of divisions that are "pure" Guard divisions. Those are the 1st, 3rd and 10th divisions. The remaining divisions are mostly composed of "guest" brigades and regiments, sent on tours of duty by the member leagues for a few cycles at a time. The pure Guard divisions, however, must be recruited and maintained by the Northern Guard itself. To that effect, the Guard has several recruitment centers throughout the Northern hemisphere and even some in the Badlands.

Being a member of the Northern Guard appears prestigious to the common folk. Most Northerners see the Guard as a powerful, highly effective force, and one that protects the entire Northern hemisphere against the threat of the imperialistic Southern Republic. As such, members of the Guard benefit from a good reputation among civilians. As far as the other Northern militaries are concerned, however, being assigned to the Northern Guard is more of a punishment, something that occurs when the regiment fails to perform up to its league's standards or when there's dirty work to be done.

2.3.1 - Recruitment Centers

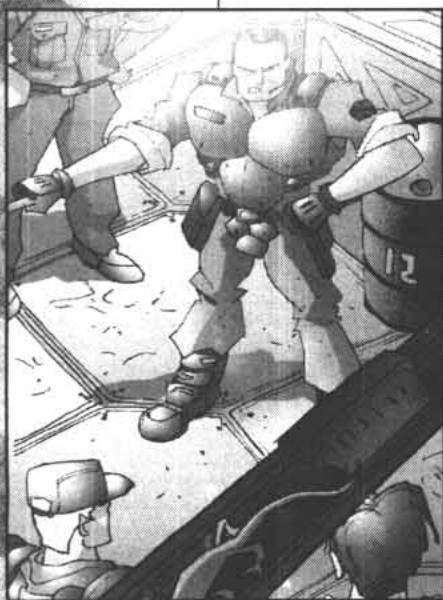
Almost every city-state in the Confederated Northern City-States has at least one recruitment center for the Northern Guard, and sometimes as many as five (in Valeria, for instance). Those centers employ bureaucrats as well as retired soldiers or officers. While the bureaucrats handle the paperwork and research the backgrounds of the candidates for any trace of Southern collaboration, it is the Recruitment Officers who conduct the interviews, attend the numerous conferences and organize the Active Youth Centers. Recruitment Officers are expected to lead very public lives and as such must be both experienced and sociable. They are the individuals most responsible for the Northern Guard's excellent image and reputation among the civilians.

One of the most important responsibilities of the Guard is the Active Youth Centers. Founded in 1912 as part of the propaganda machine to fight off the Judas Syndrome, the AYCs were initially designed to introduce teenagers to military life and protocol, and to establish an alternative network that would help detect potential spies or Southern sympathizers. After the War of the Alliance, the AYCs' mandate was revised and they became places where young people could come if they were in some kind of trouble — any kind of trouble. Recruitment officers would help them with their problems. This helped a great deal with the Guard's reputation, and was largely responsible for the increased number of recruits who applied to join the Guard prior to the Interpolar War.

2.3.2 - Advancement

Advancing through the ranks is not particularly easy in the Northern Guard. The administrative branch of the Guard has several offices whose sole purpose is the examination and evaluation of all personnel. Officers are particularly heavily scrutinized. Incompetent officers are not discharged, but instead promoted out of harm's way, assigned to important-sounding duties where they can do the least damage. Competent soldiers and officers, on the other hand, are quickly noticed and encouraged. They are promoted after the appropriate number of cycles and encouraged to excel at their duties.

Ranks, Advancement and Salaries ☐



Commissioned Officers	# Cycles*	Salary	Tax
Grand Marshal	8	85,000 M	52%
General	6	71,000 M	49%
Brigadier	5	59,000 M	45%
Colonel	5	48,000 M	43%
Major	4	39,000 M	34%
Captain	5	29,000 M	28%
Lieutenant	4	22,000 M	18%
Non-Commissioned Officers.	# Cycles*	Salary	Tax
Sergeant Major	4	40,000 M	39%
Senior Sergeant	3	35,000 M	35%
Sergeant	2	31,000 M	31%
Senior Ranger	2	28,000 M	27%
Ranger	3	25,000 M	23%
Senior Corporal	2	23,000 M	19%
Corporal	2	20,000 M	15%
Private	3	18,000 M	12%

* This is the minimum number of cycles that must be spent at this rank before earning a promotion. Exceptional individuals may reduce that amount by 25-50%.

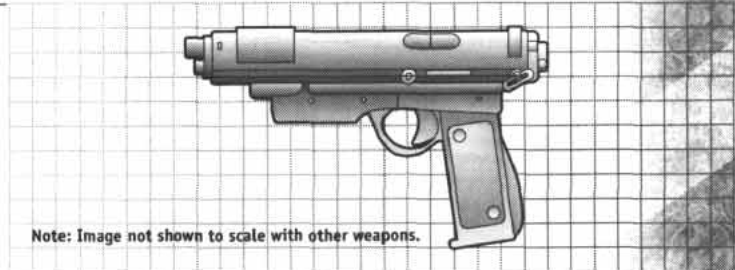


STANDARD ISSUE WEAPONS - 2.4

Most standard issue weapons used in the Northern Guard are of Mercantile or Norlight origin, either built for the Guard exclusively or for one of the other leagues' military forces. While they may not always be high-tech items, they are well built and very durable, with mechanisms built to take field abuse and poor maintenance.

☐ P&T Chapman 9mm Pistol

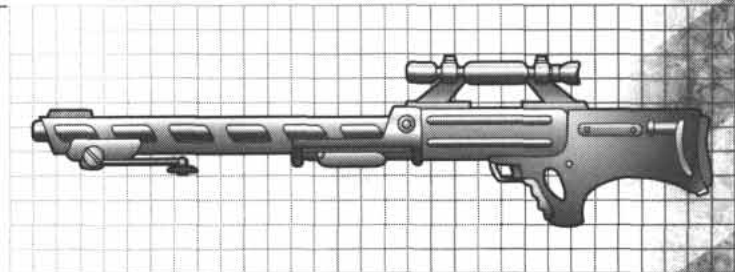
Weapon:	9mm Pistol
Accuracy:	0
Damage:	x16
Range (m):	5/10/20/40
ROF:	0
Clip:	20
Radius (m):	n/a



Pierce & Thor corporation has been producing this now-classic pistol for over twenty cycles. Reliable and inexpensive, it is one of the most common pieces of equipment assigned to military personnel in the exercise of their functions. Almost every Gear pilot carries one in his cockpit, and all military police officers carry one at all times.

☐ Cunningham-16 9mm Light Machinegun

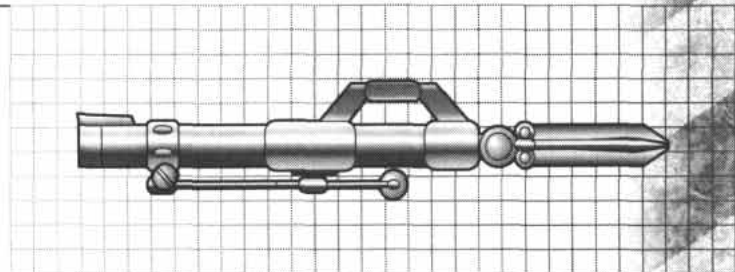
Weapon:	9mm LMG
Accuracy:	0
Damage:	x30
Range (m):	100/200/400/800
ROF:	2
Clip:	50
Radius (m):	n/a



The Cunningham-16 is one of the oldest pieces of equipment used in the Northern Guard. Introduced in TN 1744, it has endured the test of time and is one of the main reasons why 9 mm ammunition is so commonly used in the North.

☐ Püma CK 62mm Light Mortar

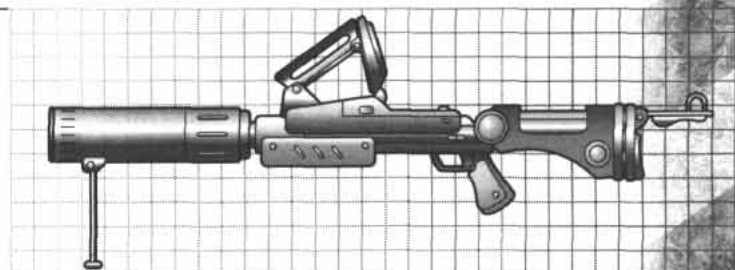
Weapon	62mm Light Mortar
Accuracy	-1
Damage	x125
Range (m)	145/290/580/1160 (min. range 100 m)
ROF	0
Shell	1
Radius (m)	15



A Norlight weapon which has made its way into the standard equipment of the Northern Guard, the Püma CK combines excellent range and massive firepower. Used to attack long-range positions or entrenched infantry, it is most often used by recon or elite squads.

☐ Deadshot Sniper Laser

Weapon:	Sniper Laser
Accuracy:	+1
Damage:	x37
Range (m):	225/450/900/1800
ROF:	0
Clip:	12
Radius (m):	n/a



One of the most high-tech weapons used by the elite sniper squads of the Northern Guard, Deadshots require a powerful and cumbersome backpack, and can carry a dozen shots at the most. They are used very rarely, and assigned to trained and trusted personnel exclusively.



2.5 - MEDALS & AWARDS

Medals and awards are a staple of military life that is often mocked or at least frowned upon by outsiders. While they may appear childish and futile to civilians, they exist because they are the best way for the army to reward the spirit of excellence and self-sacrifice which inhabits the elite of Northern soldiers. Some have argued that better salaries and equipment would have a similar effect, but studies have demonstrated that for most soldiers, it is the recognition of their deeds that matters most, not the paycheck or the kind of gun they use. The Northern Guard has made it a tradition to reward its heroes with important medals, and shows no indication that this philosophy is about to change.

2.5.1 - Medals of Valor



Instigated during St. Vincent's War to help bolster troop morale, the medals of valor came to replace the ribbons of reward, a throwback to the days of NADO. They are used to single out those rare individuals who have served their nation in an exemplary or spectacular manner. The Northern Guard has two broadly recognized medals of valor, the Order of the Griffin and the Northern Star. There are other, less famous decorations available, but these two are the ones given the most attention by the public. League-specific decorations are sometimes accorded as well to troopers that have performed specific deeds for a given league. Regardless of the actual or perceived importance of the decoration given out, the ceremony is always a dignified and elaborate affair, generally followed by a wake (for a posthumous award) or a rowdy night on the town (assuming the recipient is up to it).

Order of the Griffin ◆

The Order of the Griffin is awarded to Northern Guard troops who have displayed extreme courage on the battlefield. The Order is a rare and cherished commendation that is often awarded posthumously. It is most often awarded to individuals who not only faced 10 to 1 odds, but whose intervention became a turning point in a conflict. The Order of the Griffin is seldom awarded during peacetime. It was last granted in TN 1918, to General Victoria Edden-Smythe, as a reward for her invaluable contribution to the War of the Alliance. Only once was the medal awarded to a Southerner, when Prefect Arland Longchamps sacrificed his life to save that of Grand Marshal Anders von Breslau in 1917.

Northern Star ◆

The Northern Star is a more frequently awarded Northern medal of bravery. It is conferred upon soldiers who display great courage while confronting the enemy. Northern Stars are fairly common among hardened war veterans, but they are rarely awarded during peacetime. The Star is seldom awarded to a soldier more than once, and only during St. Vincent's War was it awarded for the third time to veteran Captain Erwine Thorley for her groundbreaking strategies using Gears. One of the most anecdotal (and possibly controversial) awards of the Northern Star was undoubtedly the honorary medal given to the Hunter Gear Bowser for its 100th birthday.

2.5.2 - Service Ribbons



All Terranovan armies give their troops service ribbons in recognition of time served in the military. The first service ribbon is awarded after five cycles of active service. A small pip which embellishes the ribbon is awarded to the soldier every five cycles after that. The five-cycle marker is a four-pointed star. These ribbons and pips are given to the soldier regardless of whether he has participated in battles during his stay in the military — only service time counts toward the awarding of service ribbons.

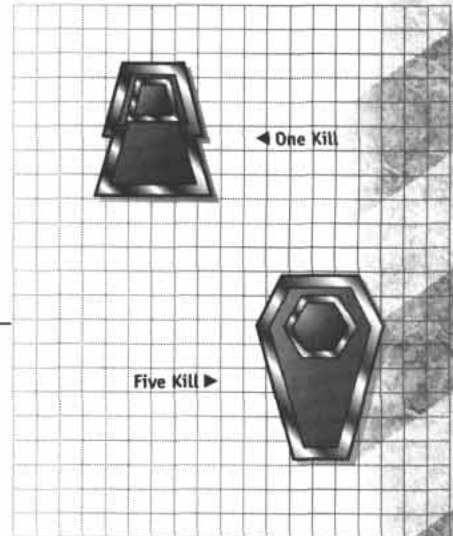
Additional pips and ribbons are often awarded for having participated in famous battles or campaigns. All veterans of the War of the Alliance, for example, wear a red and blue ribbon marked with a lightning bolt pip. Similarly those who participated in the Sandstorm Strikes wear a black and gray ribbon with a round pip. Individual battles also sometimes have ribbons and pins associated with them. The Battle of Baja is marked by a blood-red lightning bolt on a white ribbon and the Barrington Campaign by a silver fist on a blue ribbon. Veterans wear this marks proudly, although usually only on dress uniforms for ceremonial occasions. Campaign and battle ribbons for historical engagements, like St. Vincent's War or the Merchant War are kept alive by regiments that can trace their histories back to these events. Often the regimental logo will be derived from these ribbons and the ribbons of veteran soldiers will be kept on display with regimental memorabilia.



Kill Markers - 2.5.3

Kill markers are awards given for defeating enemies. This practice has passed in and out of favor throughout history, but is in common practice on Terra Nova, especially among Gear pilots. Kill markers are also awarded to infantry squads and vehicle crews, but normally not to individual soldiers. Obviously, those who pilot one-man vehicles like Gears or aircraft are exceptions to this rule and receive individual kill markers.

It should be noted that kill markers are not formal awards, but informal trophies given to soldiers by their commanding officers. Their main purpose is to boost morale and promote friendly competition. Kill markers are normally patches or pins worn on combat uniforms and unit jackets. They are rarely displayed on dress uniforms and are officially frowned upon by the brass. Despite having no official recognition, kill markers have become somewhat standardized.

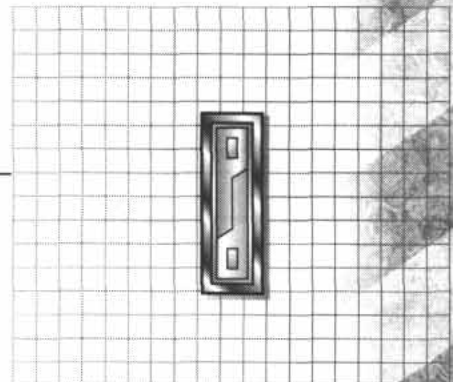


◆ Ebon Stone

In the Guard, soldiers are awarded the Ebon Stone. These awards resemble small black 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. When they are awarded to a squad, each member of the squad receives his or her personal ebon stone. Some squads have also made it a habit of snapping an extra stone onto some score board, which they display proudly in their barracks. Green and blue markers are also common.

Combat Injury Awards - 2.5.4

Soldiers who are injured in combat are eligible for special awards recognizing their pain and sacrifice. Combat injury decorations are often called "purple hearts" or "blood tears," after ancient rewards of the same type. They are fairly common among fighting troops. Often, some squads or squadrons celebrate when one of their numbers receives his first injury award. Inversely, a soldier who has served for at least five cycles and has never received an injury award is also cause for much partying.



◆ Prophet's Blessing

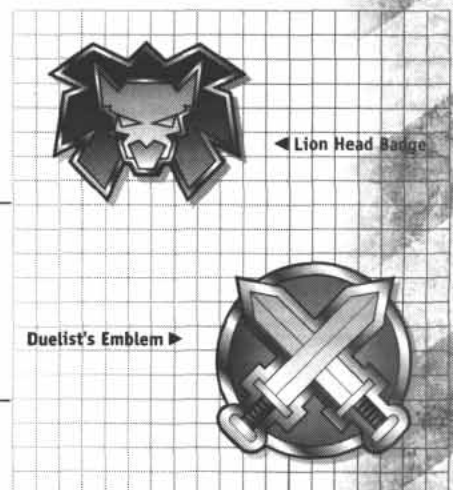
In the Northern Revisionist faith, it is believed that a soldier who is injured yet survives his injury is blessed by Mamoud Khodaverdi, the Gentle Prophet. It seemed only natural for the Northern Guard to call its combat injury pin the Prophet's Blessing. Not every league is as religiously fervent as the Northern Lights Confederacy, however, and their wounded soldiers may opt to receive the Crimson Brand instead of the Prophet's Blessing. The value is the same, but the Crimson Brand has no religious connotations.

Special Forces Badges & Insignia - 2.5.5

Special forces badges are awarded in recognition of the special training and abilities of certain soldiers. Soldiers may still wear the badges even after leaving their unit. These badges are not exceedingly rare, but they require particularly high skills and exceptional dedication. They carry with them a high prestige, and the bearer of the badge is expected to abide by the code of the special forces even after he has left its ranks. While it is rare, there have been cases where an individual was stripped of the badge several cycles after leaving the special forces.

● Lion Head Badge

Infantrymen can apply to undergo a grueling training program known as the Lion Head course. This is a training program designed to teach special forces skills to veteran infantrymen from across the Northern Guard. They learn commando and other skills and wear a small badge as proof of their proficiencies. 90% of all soldier enrolled fail to complete the course.



◆ Duelist's Emblem

It takes a special kind of Gear pilot to become a Duelist, one whose skills and dedication are exemplary. Upon being nominated Duelist by his regiment, the pilot receives the Duelist's Emblem.



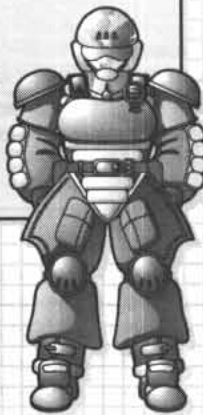
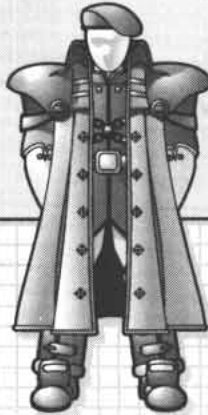
2.6 - UNIFORMS

Armored Troops

Armored vehicles and strider crews wear a uniform featuring a modified infantry helmet with integrated HUD, a heavy chest harness, armored shoulder pads and light all-purpose fatigues. Their dress uniforms feature a long trench coat, beret and armored shoulder pads.

▼ Dress

▼ Combat

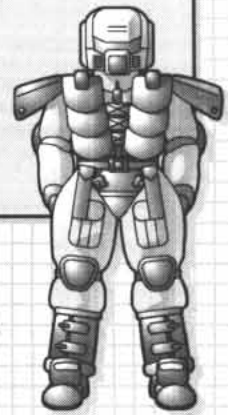
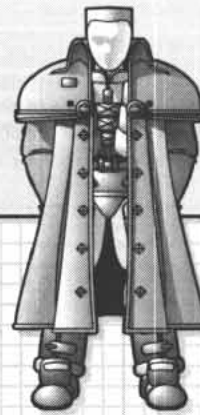


Gear Pilots

Gear pilots wear a distinctive combat uniform featuring a complex harness system designed to keep them in place in combat and a sophisticated virtual reality helmet. Their dress uniform features their standard fatigues and a heavy trench coat. Unlike other soldiers, they wear

▼ Dress

▼ Combat



Infantrymen

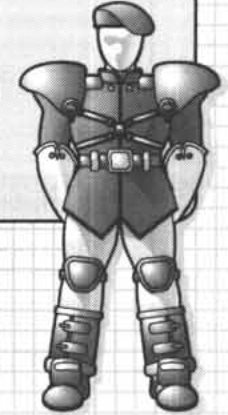
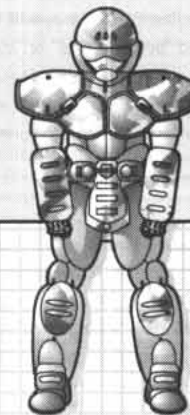
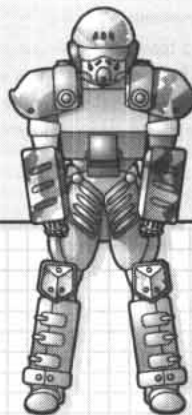
Infantry troopers wear a variety of combat armors depending on their assignment, from light flak to turtleshell. Light armor usually features a camouflage thermal cloak for extra stealth. This cloak can also be used with heavier armor, but that is not standard operation procedure. Turtleshell armor features unique shoulder pads and a special helmet that includes a breathing unit and others features. Camouflage patterns are added to the armor on a mission-by-mission basis, along with some unit designations. Dress uniforms are similar to those worn by officers, including a brown jacket over beige fatigues. Bare metal shoulder pads and brown berets complete the dress uniform.

▼ Full Armor

▼ Heavy Armor

▼ Combat

▼ Dress



Gold Dawn Infantrymen

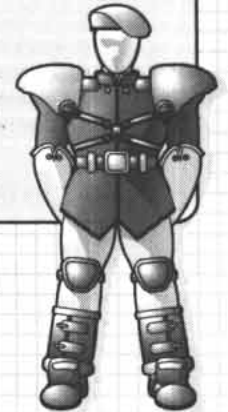
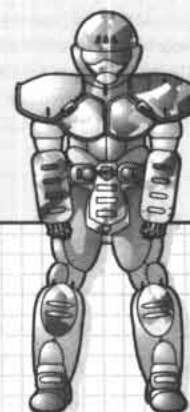
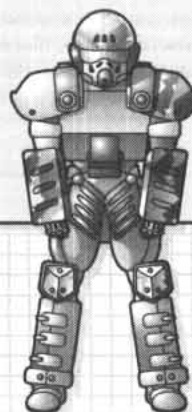
The members of the 48th Infantry Regiment — Gold Dawn — modify their combat and dress uniforms in a manner characteristic of many of the more prestigious regiments in the Northern Guard. The authorization to make modifications to the standard uniform — especially the standard combat uniform — must come from division command and is traditionally only awarded to mark a terrible sacrifice or stunning victory in a time of war. The soldiers of the Gold Dawn wear a yellow-beige beret in dress uniform and mark one plate of their combat armor in yellow. Regiments who have not earned the right to modify their uniforms often do so in the field anyway; regimental commanders often overlook such a breach of discipline because it builds unit morale.

▼ Full Armor

▼ Heavy Armor

▼ Combat

▼ Dress





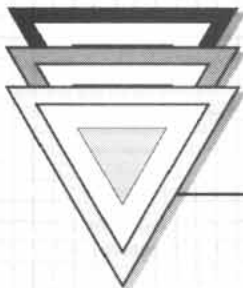
Insignia Placement - 2.6.1



National Crest



Rank Pins



Rank Insignia



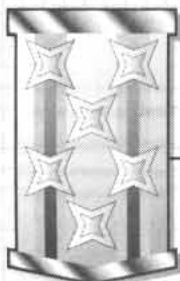
Branch or Corps Insignia



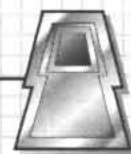
Medals and Awards



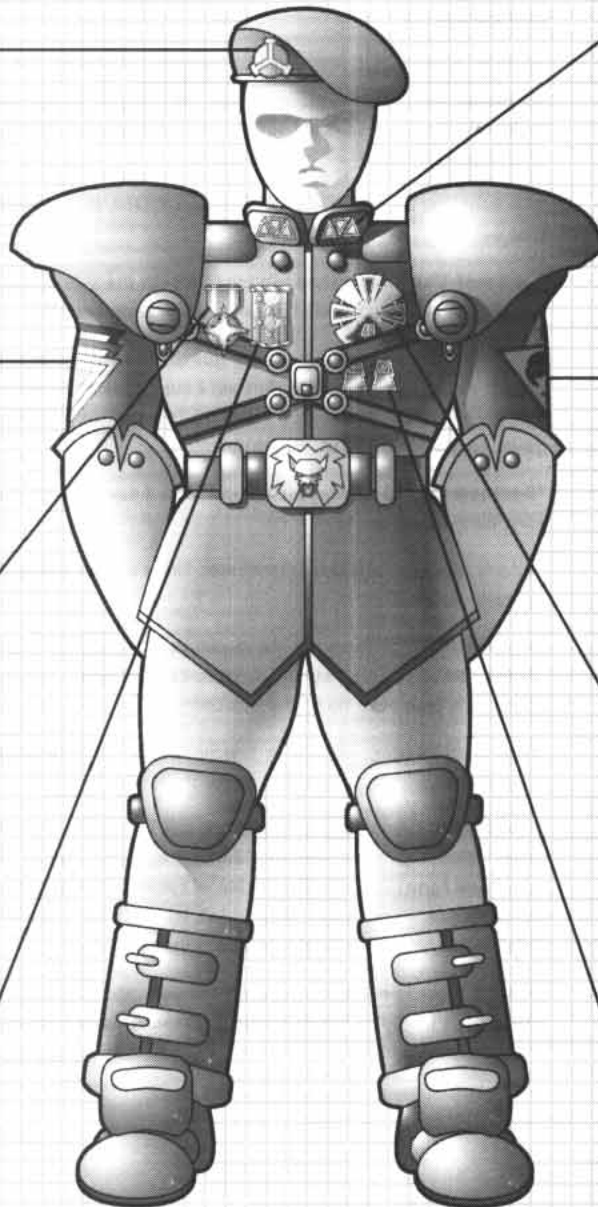
Regimental Log



Service Ribbons



Hill Markers





UPGRADE



"Okay, this is my squadron now and we're going to do things right!"

Ranger Jimi "the Mountain" Long pointed at the supply requisition clerk. Jimi was known as the Mountain for two reasons. First off, he was big enough that some people took him to be a piece of landscape and not a man. Secondly, he was as stubborn as an antisocial barnaby. Moving Jimi was akin to moving, well, a mountain.

So when he poked his not-insubstantial finger at the supply clerk, said clerk felt as if he were facing a raging animal instead of an irate NCO. The small man behind the smaller desk swallowed once and tried to speak. "You... You have to understand, Ranger, that it's not —"

"I don't got to understand nothing, pipsqueak!" Long's voice was like a volcano clearing its throat: deep, resonant, and often the prelude to disaster. "I've waited six cycles to make it to Ranger so I could finally run this squadron the right way and no little bureaucrat is going to tell me I can't."

"I'm sure that your command skills are excellent, Ranger, but that doesn't change the fact that —"

"Do I look like I'm finished talking?" A vein the size of a hopper's tail bulged on Long's temple, making clear that the question was rhetorical.

"We've been stuck with a bloody bunch of Hunter Recons since we got here. Hunter Recons for Mamoud's sake! What am I supposed to do with hundred cycle old, stopgap, piece-a-junk Gears? We need killer models that can hit those snakes hard. And you are going to get them for us. Right now."

"But there are almost no Gears unassigned. I don't exactly have Jaguars coming out of my ears, Ranger."

"I don't like your attitude, pipsqueak. There's a war going on, or haven't you heard? Get me some Gears."

The clerk hit a few keys on his display and smiled for a second before speaking again. "Looks like it's your lucky day, Ranger. I've got here a bunch of Gears waiting for assignment. Five high performance scout units."

"High performance, eh?" Long saw images of Cheetah Fangs and other powerful strike machines dancing in his mind. "Make it happen."

A week later, the Squadron was rolling out in their brand new Gears. The troops loved it. "Tiny" Monroe, "Slim" Gomez, "Junior" Maz and "Petite" Lamoose peeled out in their brand new Ferret II scout Gears. Able to convert to a cycle-like crouch, the Gears were fast and effective — although they didn't have a very powerful offensive punch. The men didn't mind; they were better than old Recons any day.

Jimi the Mountain wasn't so sure. Cramped into the undersized cockpit of the Gear, he already felt his spine twisting out of shape. This was going to be a long patrol.





STRUCTURE OF GEAR SQUADRONS - 3.1

We provide in this chapter a detailed listing and description of all typical Gear squadrons fielded by the Northern Guard in the period going from the early TN 1800s to the present. The listing show the squadron's composition as planned by the Guard high command, though there might be variations in the field. There are several other types of squadrons which are particular to individual regiments (for examples, see *Chapter 7: Regiments of Note*, p. 52), but most of them fall into a sub-category of those listed here.

Regiments are mostly composed of General Purpose squadrons, Recon squadrons and Fire Support squadrons. As their names indicate these correspond to the basic three tasks (line troops, intelligence gathering, fire support) of a combat. Some of the better ones include Strike and Heavy Strike squadrons, whose job is to break enemy lines and hold positions. More prestigious regiments also feature Light Blitz and Heavy Blitz squadrons, which are upgraded versions of the General Purpose and Fire Support squadrons respectively. Notorious regiments occasionally include Commando squadrons, which are composed almost exclusively of skilled and talented pilots. The rarest of squadrons, the Elite ones, are only featured in a few regiments, which are greatly feared and respected even by Southerners.

The structure of the sections, companies and regiments is generally pyramidal. This structure allows Players to create and build their own regiments while maintaining a modicum of realism and believability. After all, most military officers prefer to have balanced regiments rather than regiments with one good section and fifteen lame ones. Having such a regiment would leave the good section lacking support. It would be quickly crushed by overwhelming odds; then the rest of the regiment would go.

The pyramidal structure is broken down within each squadron type, into Standard, Senior and Prime squadrons. There are always more Standard squadrons than Senior ones, and there are more Senior squadrons than Prime ones. Standard squadrons are self-explanatory — they are the basic ones, those that are the most common in any regiment. Senior squadrons are mostly piloted by Veteran pilots and get to use better Gears. Prime squadrons are the best of any category: Veteran pilots or better, more powerful Gears, etc. Most Standard squadrons do not have a Special Ability, whereas Senior and Prime ones do. Those are listed with each squadron.



Building Gear Regiments - 3.1.1

With this pyramidal system, players can build a customized Northern Guard regiment. There are a few details that must be covered beforehand, however. The pages which follow include short-hand explanations which, for space restrictions, must be further described here.

Composition Rules ◆

Every squadron type has composition rules that indicate how many of each type (Standard, Senior or Prime) are allowed in a given unit. Almost invariably (unless specified otherwise in the composition rules), Standard squadrons are the only ones available when building a Gear section. If a Player is building a complete company, then Senior squadrons also become available. It is only when building a complete regiment that the Prime squadrons become available. Also, it is equally important to have a certain number of specific squadrons in order to get some other types. For instance, in order to have a Strike squadron, it must be accompanied by a Recon and a Fire Support squadron (Standard, Senior or Prime). In order to have a Senior Commando squadron, the company which the Player is building must have 3 Standard Commando squadrons, which themselves each "require" one Strike and one Senior GP squadrons. When a squadron fills one such requirement, we say it "supports" the higher-echelon squadron. A squadron can only support one superior squadron. For instance, if a Player wants to build a Senior GP squadron and a Standard Light Blitz squadron, he's going to need two GPs for the Senior GP, a Recon squadron and *another* GP squadron to support the Standard Light Blitz squadron. He couldn't claim that one of the first two GPs supports both the Senior GP *and* the Standard Light Blitz.

Special Abilities ◆

These are self-explanatory. The members of that squadron have developed special tactics and abilities that only apply when they work together. For instance, it would not be possible to field only two out of the five Gears in a squadron and still expect the Special Ability of that squadron to apply. If all of the squadron was fielded initially but was mostly destroyed, the Special Ability still applies, but not otherwise. The squadron has to be entirely fielded at the beginning of the battle for these rules to apply.

Special Abilities are linked to a Threat Value multiplier which is already factored into the listed TV of the squadron.

TYPICAL GEAR SQUADRONS

3



3.2 - GENERAL PURPOSE

General Purpose (GP) squadrons are pretty self explanatory. They constitute a great part of most Gear regiments and are used in almost every type of mission, even missions which require specialized units. They perform all types of duties, from patrols to sentry, from assault to field engineering. Most Gear pilots begin their careers in GP squadrons, then later move on to units that make better use of their strengths. The standard GP squadron constitutes almost 75% of all General Purpose squadrons in the Northern Guard. Regiments occasionally include a Senior GP squadron in a Gear Company, provided that at least ten of the company's squadrons are GP themselves. The Prime GP squadron is the most rare of that category, and there can only be one in a regiment.

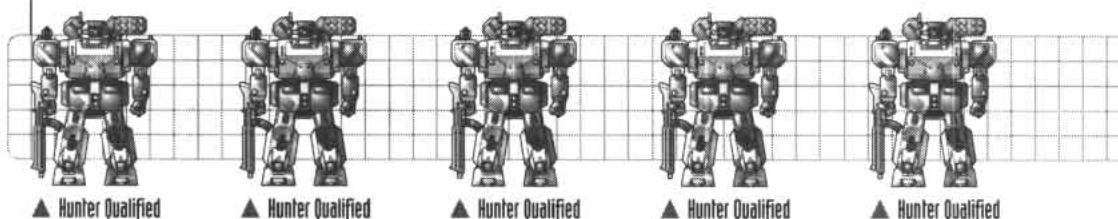
Special Abilities ☐

Standard Special Abilities:	None
Standard Variations:	Hunter #1 may be replaced by a Headhunter (new TV = 1912).
Senior Special Abilities:	Veteran Strategy provides an additional Tactical Command Point every battle (x1.05 TV)
Senior Variations:	Hunters are replaced by Hunter UC — 3 x Veteran (new TV = 4,467).
Prime Special Abilities:	Elite Strategy provides a minimum of one Initiative Command Point every round, even if Initiative was lost. (x1.10 TV)
Prime Variations:	Arrow Jaguar can be replaced by a Strike Jaguar and the Cheetah can be replaced by a Strike Cheetah (new TV = 10,188).

General Purpose Squadron Hierarchy ☐

	Basic Requirement	Upgrade Requirement
Standard	None	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

Standard (TV 1900) ☐



▲ Hunter Qualified

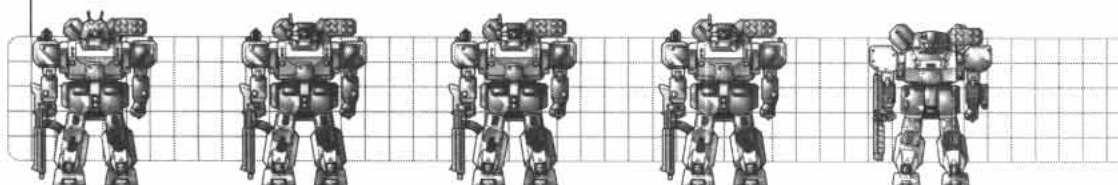
▲ Hunter Qualified

▲ Hunter Qualified

▲ Hunter Qualified

▲ Hunter Qualified

Senior (TV 4,247) ☐



▲ Headhunter Veteran

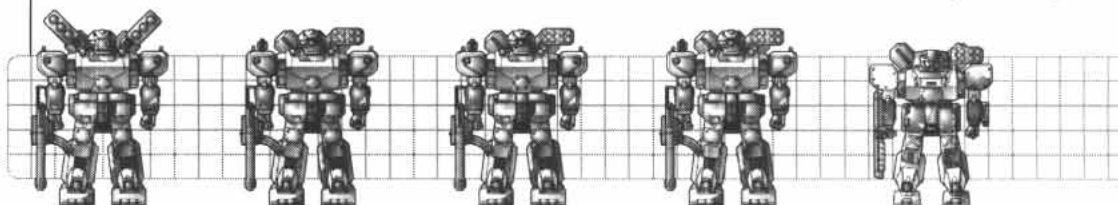
▲ Hunter Veteran

▲ Hunter Veteran

▲ Hunter Veteran

▲ Cheetah Qualified

Prime (TV 10,253) ☐



▲ Arrow Jaguar Elite

▲ Jaguar Veteran

▲ Jaguar Veteran

▲ Jaguar Veteran

▲ Cheetah Veteran





TYPICAL GEAR SQUADRONS

3



Recon - 3.3

Recon units handle a variety of functions, usually patrolling areas to find hidden enemies. In light regiments that lack the resources for more specialized machines, recon units are often assigned light combat duties or peripheral positions where minor encounters are expected. Recon units are vital to a well-balanced regiment.

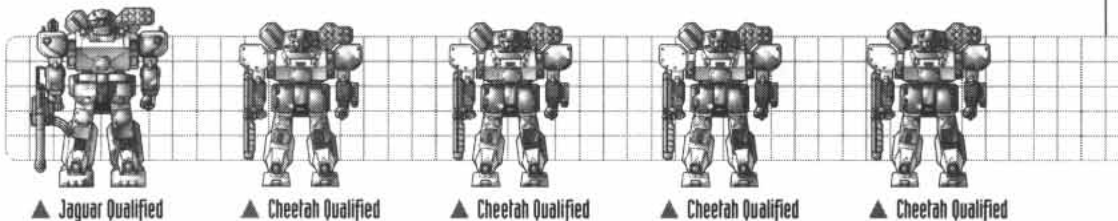
Special Abilities

Standard Special Abilities:	None
Standard Variations:	The Jaguar becomes a Jaguar Pathfinder — 1 x Veteran; the Cheetahs, Hunter Recons — 4 x Qualified (new TV = 3,438).
Senior Special Abilities:	<i>Communication Specialization</i> allows one of the squadron's member to add +1 to his Active Sensor rolls by spending one Command Point, no more than once per round. (x1.05 TV)
Senior Variations:	Some Senior Recon squadrons occasionally switch the Cheetahs and the Hunter Commando EW (Hunter Commando EW — 3 x Veteran and Cheetah — 1 x Veteran) for Recon squadrons that may require backup EW units (new TV = 7,491).
Prime Special Abilities:	<i>Communication Mastery</i> allows Elite pilot to roll twice for his Communications tests and select the best of the two results, at the cost of one Command Point, no more than once per round. (x1.10 TV)
Prime Variations:	The Strike Cheetahs can be replaced by Cheetah Fangs — 3 x Veteran and the Black Cat by a White Cat — 1 x Elite (new TV = 9,902).

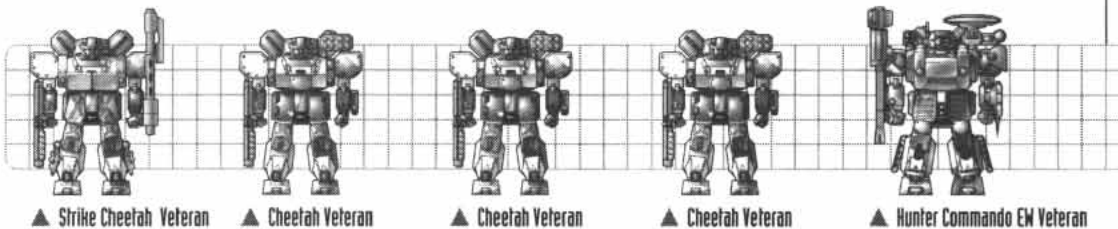
Recon Squadron Hierarchy

	Basic Requirement	Upgrade Requirement
Standard	None	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

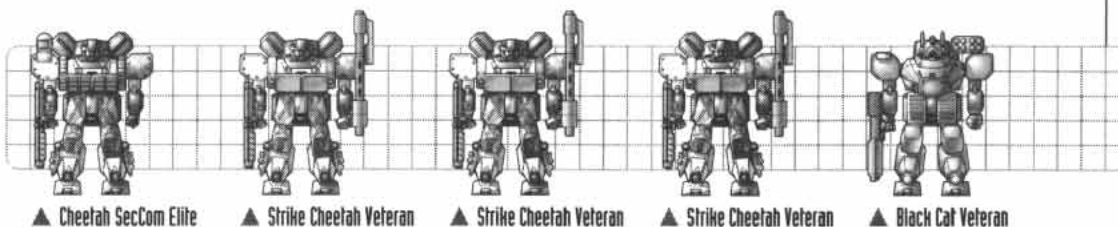
Standard (TV 3,128)



Senior (TV 7,487)



Prime (TV 10,084)



TYPICAL GEAR SQUADRONS

3



3.4 - FIRE SUPPORT

When heavy targets need to be eliminated, when enemy positions need to be softened up or when a commander simply feels firepower is a necessity, fire support squadrons are called in. Slow and heavy, these squadrons do not have the battlefield flexibility of most other squadrons, but their offensive punch makes up for it as long as they are well deployed. For the most part, they include two heavier Gears who stay in the back while the lighter vehicles feed them firing coordinates. Depending on the commander, one of the lighter Gears may stay at intermediate range, acting as a defender for the heavier Gears in case of an enemy strike.

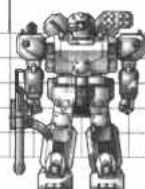
Special Abilities ☐

Standard Special Abilities:	None
Standard Variations:	(War of the Alliance) Tiger — 1 x Veteran, Hunter Zerstörer Mk II A — 2 x Veteran, Bear — 2 x Qualified (new TV = 3,653).
Senior Special Abilities:	<i>Educated Guess</i> allows the Hunter Recon AG pilots to ignore 1 point of obscurement when relaying enemy coordinates, as long as the pilot's Hunter Recon AG and the target vehicle have less than 10 MPs together this round. (x1.05 TV)
Senior Variations:	Hunter Recon AG replaced by Bobcats w/Armor Jackets (Reinforced Location Armor 1, Crew): (new TV = 7,403).
Prime Special Abilities:	<i>Uncanny Perception</i> allows the Strike Cheetah pilots to ignore 2 points of obscurement when relaying enemy coordinates, as long as the pilot's Strike Cheetah and the target vehicle have less than 14 MPs together this round. (x1.10 TV)
Prime Variations:	The Thunder Grizzly and the Arrow Jaguar are replaced by a Grizzly (w/Smoke Launcher) and a Flash Jaguar (new TV = 8,875).

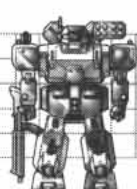
Fire Support Squadron Hierarchy ☐

	Basic Requirement	Upgrade Requirement
Standard	None	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

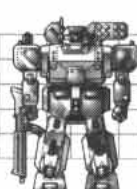
Standard (TV 3,949) ☐



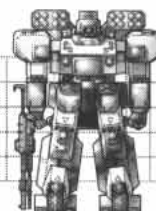
▲ Jaguar Veteran



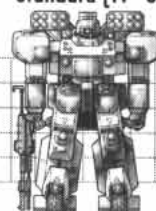
▲ Hunter Qualified



▲ Hunter Qualified

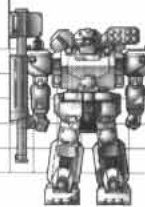


▲ Grizzly Qualified

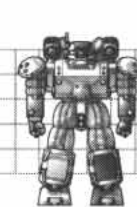


▲ Grizzly Qualified

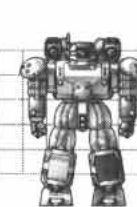
Senior (TV 7,300) ☐



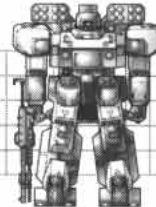
▲ Strike Jaguar Veteran



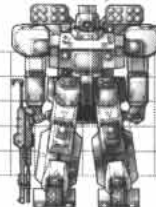
▲ Hunter Recon AG Qualified



▲ Hunter Recon AG Qualified

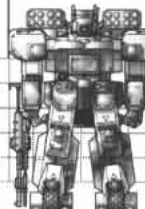


▲ Grizzly Veteran

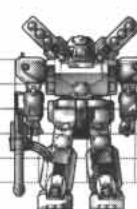


▲ Grizzly Veteran

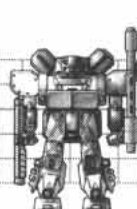
Prime (TV 9,593) ☐



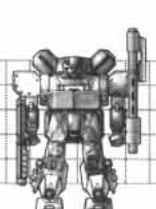
▲ Thunder Grizzly Veteran



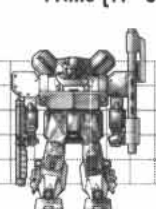
▲ Arrow Jaguar Veteran



▲ Strike Cheetah Veteran



▲ Strike Cheetah Veteran



▲ Strike Cheetah Veteran





TYPICAL GEAR SQUADRONS

3



Strike - 3.5

When it comes time to take an enemy position or eliminate opposing forces, Strike squadrons take the brunt of the work. They are designed to hit hard and fast, and still be able to hold ground they have gained. They are usually composed of five GP Gears, three of them from the Hunter family. The Hunters usually flank the opponents drawn out by the other two. This is a good training ground for pilots who have spent a few cycles as GP pilots and who show promise. It is considered fairly prestigious to be a pilot in a Strike squadron, although not as much as a Commando or Elite squadron.

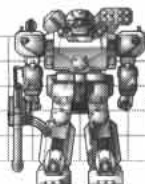
Special Abilities

Standard Special Abilities:	None
Standard Variations:	Sabertooth — 1 x Veteran, Tiger — 1 x Qualified, Desert Tankhunter — 3 x Qualified (new TV = 4,240).
Senior Special Abilities:	<i>Superior Maneuvering</i> allows the Hunter Commandos to switch movement modes at Top Speed if they so choose. (x1.05 TV)
Senior Variations:	Replace Hunter Commando by Assault Hunter — 3 x Veteran (new TV = 7,241).
Prime Special Abilities:	<i>Tactical Feints</i> allow one (and only one) of the squadron members to spontaneously shift speeds (but not movement mode) at the cost of 1 Command Point, once per round. (x1.1 TV)
Prime Variations:	Grizzly Destroyer — 1 x Elite, Predator Jaguar — 2 x Veteran, Stalking Cheetah RFL — 2 x Veteran (new TV = 12,790).

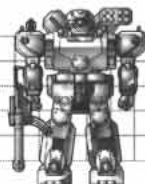
Strike Squadron Hierarchy

	Basic Requirement	Upgrade Requirement
Standard	Recon x 1, Fire Support x 1	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 2

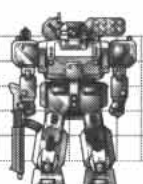
Standard (TV 3,236)



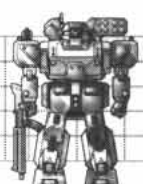
▲ Jaguar Veteran



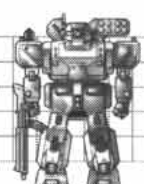
▲ Jaguar Qualified



▲ Hunter Qualified

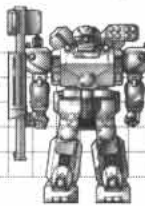


▲ Hunter Qualified

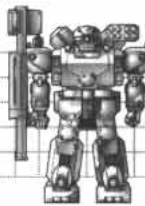


▲ Assault Hunter Qualified

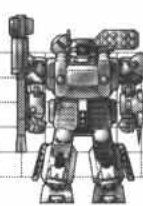
Senior (TV 8,030)



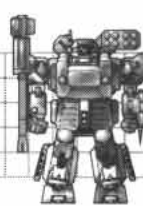
▲ Strike Jaguar Veteran



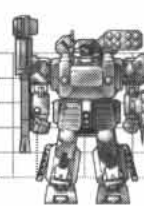
▲ Strike Jaguar Veteran



▲ Hunter Commando Veteran

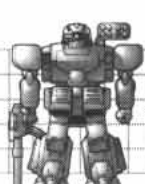


▲ Hunter Commando Veteran

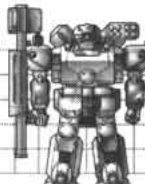


▲ Hunter Commando Veteran

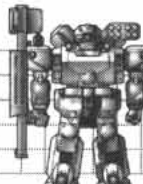
Prime (TV 12,604)



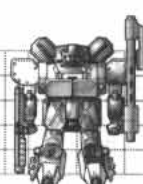
▲ Panther Elite



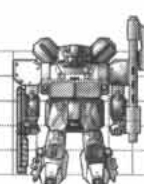
▲ Strike Jaguar Veteran



▲ Strike Jaguar Veteran



▲ Strike Cheetah Veteran



▲ Strike Cheetah Veteran

TYPICAL GEAR SQUADRONS

3



3.6 - HEAVY STRIKE

Sometimes, a standard Strike squadron just isn't enough to get the job done, especially when no armored support is available and the enemy is well entrenched in its defensive positions. Sometimes, there's a need for a heavier type of Strike unit: the Heavy Strike. Made of more powerful Gears, it is combined with Strike squadrons and spearheads their attack. Pilots are assigned to Heavy Strike units if they show superior tactical thinking and good gunnery skills.

Special Abilities ☐

Standard Special Abilities:	None
Standard Variations:	Den Mother II — 1 x Veteran, Assault Grizzly — 1 x Qualified, Assault Hunter — 3 x Qualified (new TV = 3,919).
Senior Special Abilities:	<i>Pilot Toughness</i> allows any one Veteran pilot to delay the effects of a Crew Stunned result for 1 combat round — only once per pilot — at the cost of one Command Point. (x1.05 TV)
Senior Variations:	Grizzly Destroyer — 1 x Veteran, Bear — 2 x Veteran, Hunter Zerstörer Mk II — 2 x Veteran (new TV = 7,562).
Prime Special Abilities:	<i>Pilot Resolve</i> allows any one Veteran pilot to delay the effects of a Crew Casualty result for 1 combat round — only once per pilot — at the cost of one Command Point. (x1.10 TV)
Prime Variations:	Defender Grizzly — 1 x Elite, Grizzly — 2 x Veteran, Strike Jaguar — 2 x Veteran (new TV = 12,967).

Heavy Strike Squadron Hierarchy ☐

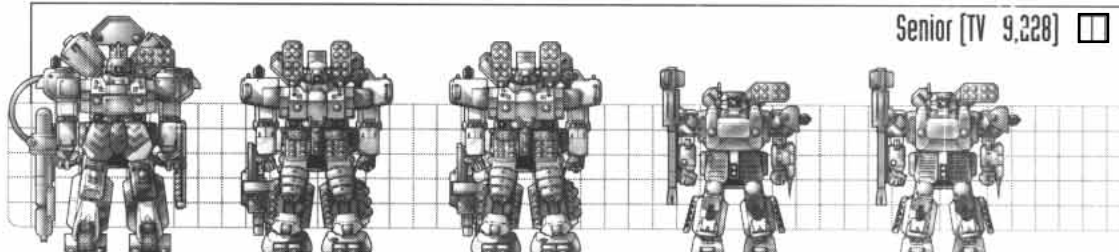
	Basic Requirement	Upgrade Requirement
Standard	Strike x 2	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 2

Standard (TV 4,558) ☐



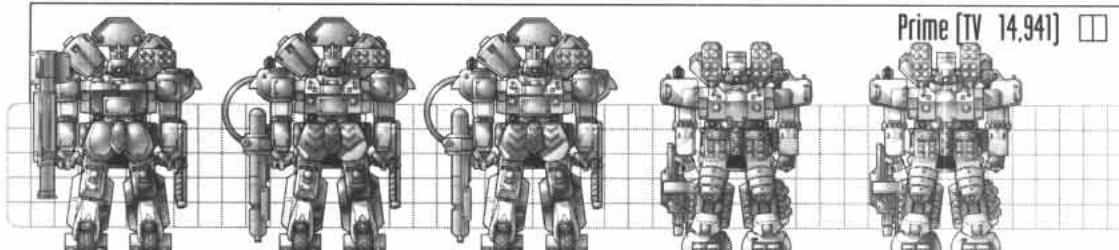
▲ Grizzly Destroyer Veteran ▲ Assault Grizzly Qualified ▲ Hunter Commando Qualified ▲ Hunter Commando Qualified ▲ Hunter Commando Qualified

Senior (TV 9,228) ☐



▲ Hodiak Veteran ▲ Mauler Bear Veteran ▲ Mauler Bear Veteran ▲ Hunter Commando Veteran ▲ Hunter Commando Veteran

Prime (TV 14,941) ☐



▲ Hodiak Destroyer Elite ▲ Hodiak Veteran ▲ Hodiak Veteran ▲ Mauler Bear Veteran ▲ Mauler Bear Veteran





TYPICAL GEAR SQUADRONS

3



COMMANDO - 3.7

In many regiments, Commando squadrons are among the best the regiment has to offer. They are both rare and valuable, and are the most common squadrons to which Duelists are assigned. They include fast and nimble machines, often accompanied by one or two heavier Gears. They operate in a manner similar to the Fire Support squadron Gears.

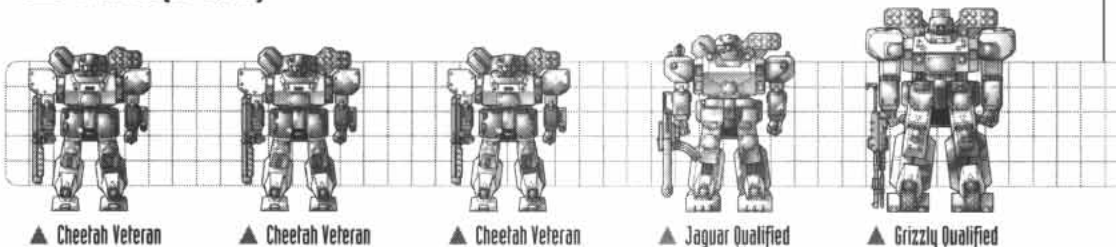
Special Abilities

Standard Special Abilities:	None
Standard Variations:	Bobcat — 3 x Veteran, Tiger — 1 x Qualified, Den Mother — 1 x Qualified (new TV = 4,917).
Senior Special Abilities:	<i>Steady Gunnery</i> allows a Veteran pilot to make called shots without suffering the standard -1 penalty, provided that the pilot did not take extra actions that round. (x1.05 TV)
Senior Variations:	(War of the Alliance) Kodiak — 1 x Veteran, Tiger (replace MAC w/MBZK, F, 10 shots) — 3 x Veteran, Bobcat (w/Armor Jacket, Reinforced Location Armor 1, Crew) — 1 x Veteran (new TV = 9,367).
Prime Special Abilities:	<i>Lethal Precision</i> allows a Veteran pilot to make high precision shots with a Margin of Success of 2 instead of 3, provided that the pilot did not take extra actions that round. (x1.10 TV)
Prime Variations:	(pre-War of the Alliance) Cheetah Fang — 1 x Elite, Tiger (add leg armor, Reinforced Location Armor 1, Movement) — 2 x Veteran, Tiger (add armored jacket, Reinforced Location Armor 1, Crew) — 2 x Veteran (new TV = 8,492).

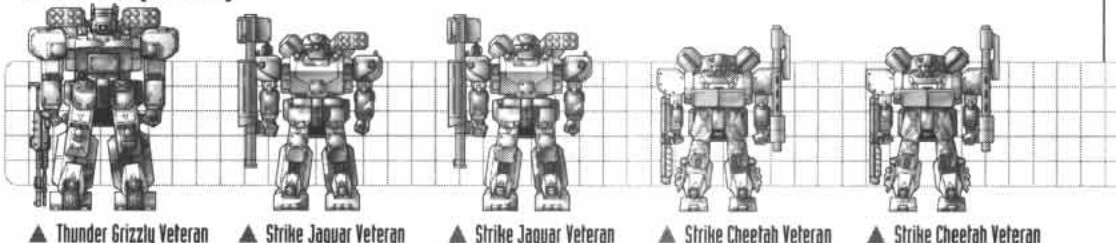
Commando Squadron Hierarchy

	Basic Requirement	Upgrade Requirement
Standard	Strike x 1, Senior GP x 1	N/A
Senior	N/A	Standard x 3
Prime	N/A	Senior x 2

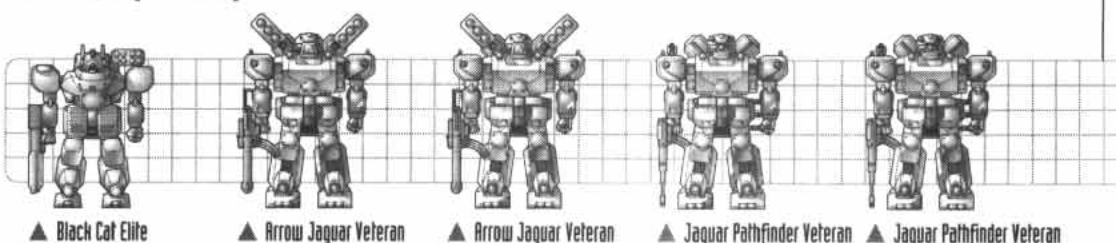
Standard (TV 5,735)



Senior (TV 9,110)



Prime (TV 10,667)



TYPICAL GEAR SQUADRONS

3



3.8 - Light Blitz

A Light Blitz squadron is essentially an improved GP squadron. The pilots are the ones who show the most promise in the Guard. The squadron combines hitting power with flexibility, making it well suited for advances into enemy territory. It is usually deployed along with a GP and Recon squadron when a section is sent ahead, giving the section some firepower to go with its speed.

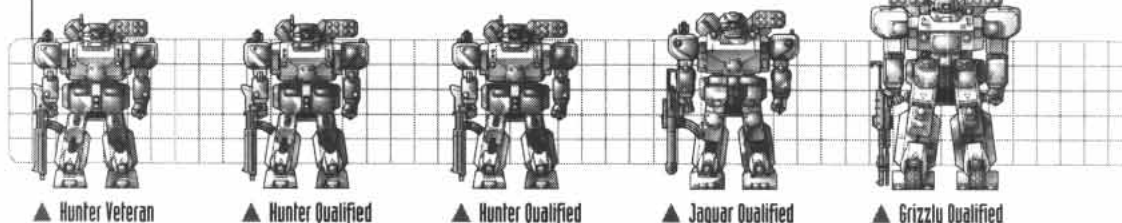
Special Abilities ☐

Standard Special Abilities:	None
Standard Variations:	(pre-War of the Alliance) Headhunter — 1 x Veteran, Armored Hunter — 2 x Qualified, Tiger — 1 x Qualified, Den Mother II — 1 x Qualified (new TV = 3,032).
Senior Special Abilities:	<i>Quick Reload:</i> Hunters can reload their weapons at no action cost if they end the round adjacent to the Hunter AC. (x1.05 TV)
Senior Variations:	Hunter Commando — 1 x Veteran, Hunter (add Armor Jacket, Reinforced Location Armor 2, Crew) — 3 x Veteran, Grizzly — 1 x Veteran (new TV = 6,303).
Prime Special Abilities:	<i>Flawless Countermeasures</i> allows the Hunter Commando EW to reroll ECM/ECCM fumbles at the cost of one Command Point, no more than once per combat round. (x1.10 TV)
Prime Variations:	(War of the Alliance) Hunter Commando EW — 1 x Elite, Assault Hunter — 3 x Veteran, Den Mother (add leg armor, Rugged Movement System) — 1 x Veteran (new TV = 7,977).

Light Blitz Squadron Hierarchy ☐

	Basic Requirement	Upgrade Requirement
Standard	GP x 1, Recon x 1	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 2

Standard (TV 3,131) ☐



Senior (TV 5,606) ☐



Prime (TV 8,133) ☐





TYPICAL GEAR SQUADRONS

3



HEAVY BLITZ - 3.9

If a Light Blitz squadron is an upgraded version of a General Purpose unit, then a Heavy Blitz squadron is an upgrade a Fire Support unit. Almost like a Fire Support squadron, the Heavy Blitz features heavier Gears that provide increased firepower and artillery capabilities. Senior units use the same vehicles, but have higher skilled pilots. Prime units are extremely prized and lethal, but there are never enough elite pilots to form more of them.

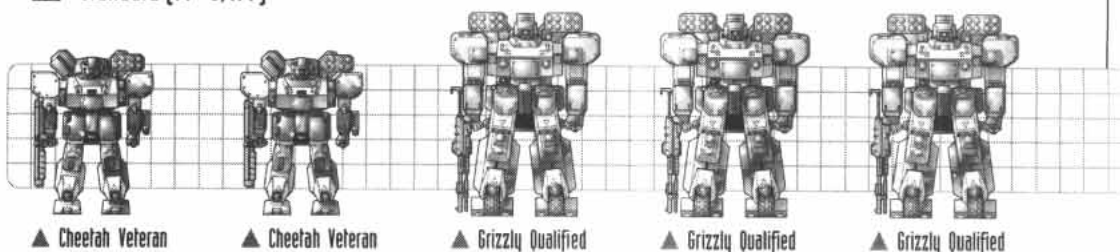
Special Abilities

Standard Special Abilities:	None
Standard Variations:	Bobcat — 2 x Veteran, Den Mother II — 3 x Qualified (new TV = 4,859).
Senior Special Abilities:	<i>Targeting Specialization</i> allows Cheetah pilots to make their "attack" roll with the Target Designator at +1, or at +2 if they are both doing it simultaneously (one unit must spend a Command Point to act out of sequence). (x1.05 TV)
Senior Variations:	Bobcat — 1 x Elite (w/Armor Jacket, Reinforced Armor Location 1, Crew), Bobcat — 1 x Veteran, Mad Dog (add Reinforced Armor, Front, Rating 2) — 3 x Veteran (new TV = 6,852).
Prime Special Abilities:	<i>Artillery Priority</i> allows the Thunder Grizzly to perform Leadership rolls at +2 if requesting fire missions (see Tactical Field Support, p. 20), at the cost of 1 Command Point, if it has not moved faster than Half Combat Speed. (x1.10 TV)
Prime Variations:	Strike Cheetah — 2 x Elite, Thunder Grizzly — 1 x Elite, Kodiak — 2 x Veteran (new TV = 15,378).

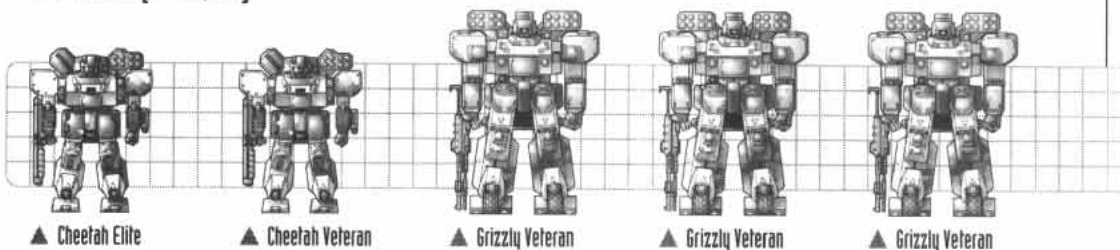
Heavy Blitz Squadron Hierarchy

	Basic Requirement	Upgrade Requirement
Standard	Fire Support x 1, GP x 1	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 2

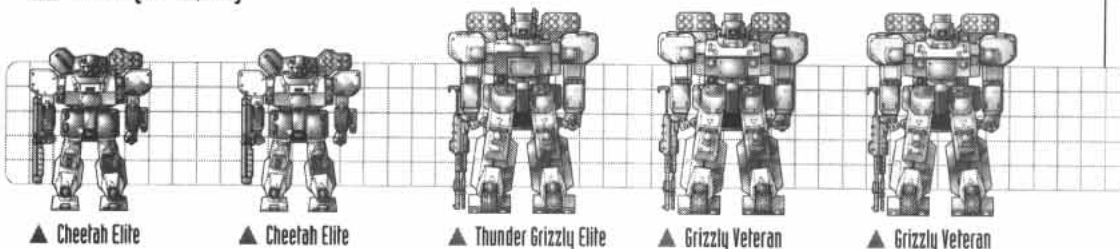
Standard [TV 5,477]



Senior [TV 10,402]



Prime [TV 14,094]



TYPICAL GEAR SQUADRONS

3



3.10 - ELITE

Elite squadrons are the most scarce and feared of units. Few regiments have even one such squadron, but those that do are well known throughout the Northern Guard. Their pilots' callsigns become "reserved" names, not to be used by anyone else ever, and their accomplishments are talked about by all other pilots who aspire to the status of Elite. Even the weakest unit could tackle any other squadron in the Guard and stand its ground. They have the best machines the Guard has to offer, but their skills make the difference, not their hardware. Elite squadrons use several Gears which are extremely effective, be they older machines or recent prototypes-turned-limited issue.

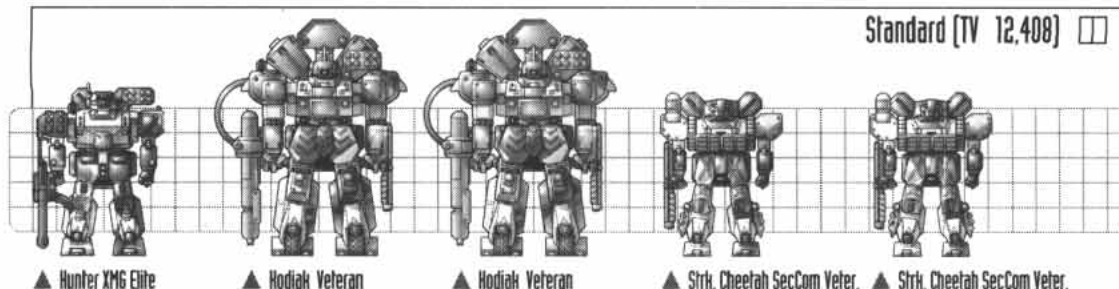
Special Abilities ☐

Standard Special Abilities:	<i>Elite Gunnery</i> allows Elite pilots to reroll a Gunnery test at the cost of 1 Command Point, no more than once per round. (x1.10 TV)
Standard Variations:	(Duelist) <i>Nemesis Jaguar</i> — 1 x Elite, <i>Strike Cheetah</i> — 2 x Veteran, <i>Kodiak Destroyer</i> — 2 x Veteran (new TV = 12,847).
Senior Special Abilities:	As Standard Elite squadron, plus <i>Elite Piloting</i> , which allows Elite-level pilots to reroll a Piloting test at the cost of 1 Command Point, no more than once per round. (x1.20 TV)
Senior Variations:	<i>Jaguarundi</i> — 1 x Elite, <i>Hunter XMG</i> (Assault, +2 armor, -1 Ground speed) — 3 x Elite, <i>Kodiak</i> — 1 x Elite (new TV = 23,525).
Prime Special Abilities:	As Senior Elite squadron, plus any ability from any Prime squadron listed in this chapter. (x1.35 TV)
Prime Variations:	<i>White Cat EWH</i> — 1 x Legendary, <i>Cheetah Mk2</i> — 1 x Elite, <i>Jaguarundi</i> — 2 x Elite, <i>Kodiak Destroyer</i> — 1 x Elite (new TV = 35,809).

Elite Squadron Hierarchy ☐

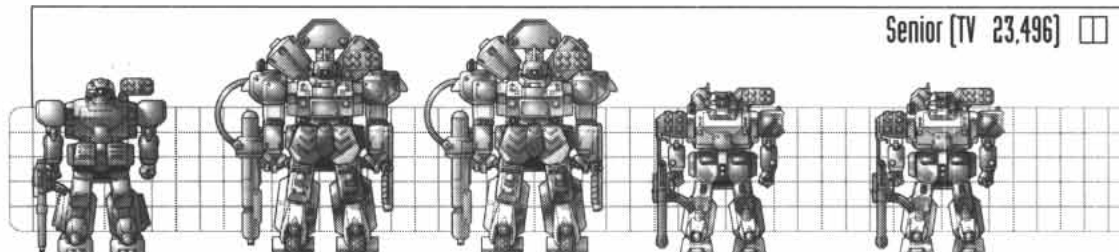
	Basic Requirement	Upgrade Requirement
Standard	Only at company level, Commando x 2	N/A
Senior	N/A	Only at regiment level, Senior Commando x 1, Standard Elite x 1
Prime	N/A	Max 1 per regiment, Senior Elite x 2

Standard (TV 12,408) ☐



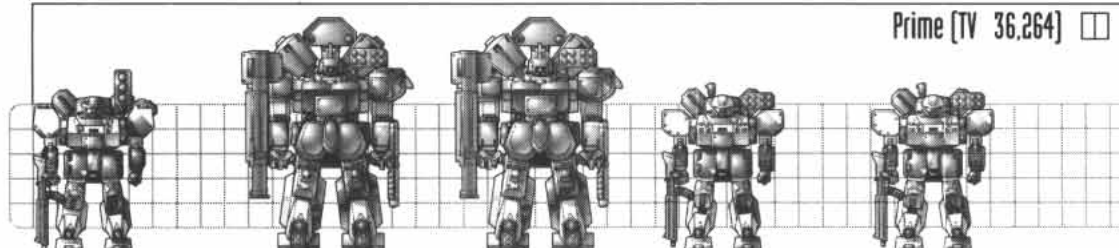
▲ Hunter XMG Elite ▲ Hodiak Veteran ▲ Hodiak Veteran ▲ Strk. Cheetah SecCom Veter. ▲ Strk. Cheetah SecCom Veter.

Senior (TV 23,496) ☐



▲ Panther Elite ▲ Hodiak Elite ▲ Hodiak Elite ▲ Hunter XMG Elite ▲ Hunter XMG Elite

Prime (TV 36,264) ☐



▲ White Cat EWH Legendary ▲ Hodiak Destroyer Elite ▲ Hodiak Destroyer Elite ▲ Cheetah Mk2 Elite ▲ Cheetah Mk2 Elite



TYPICAL GEAR SQUADRONS

3



HEAVY SUPPORT - 3.11

Though they are not Gears, the armored walker vehicles known as striders are often attached to a Gear regiment since they have similar maintenance requirements and cross-country capabilities to the smaller one-man walkers. It may happen that an armored regiment requests and receives a certain number of striders to bolster its forces, but they generally need extensive transport assets in order to keep up with the other vehicles. Strider squadrons used to incorporate one or two Gears within their rank to act as bodyguard and forward observer, but the current trend is to assign an entire, separate squadron to perform the same job — only better.

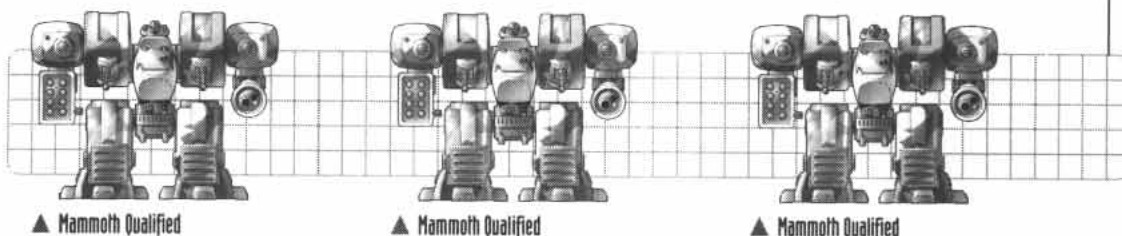
Special Abilities & Variations

Standard Special Abilities:	None
Standard Variations:	one Mammoth may be replaced by a Thunderhammer (new TV = 5,315).
Senior Special Abilities:	<i>Veteran Strategy</i> provides an additional Tactical Command Point every battle (x1.05 TV)
Senior Variations:	all Mammoths may be replaced by Thunderhammers (new TV = 16,407)
Prime Special Abilities:	<i>Elite Strategy</i> provides a minimum of one Initiative Command Point every round, even if initiative was lost. (x1.10 TV)
Prime Variations:	all Mammoths may be replaced by Thunderhammers (new TV = 21,646).

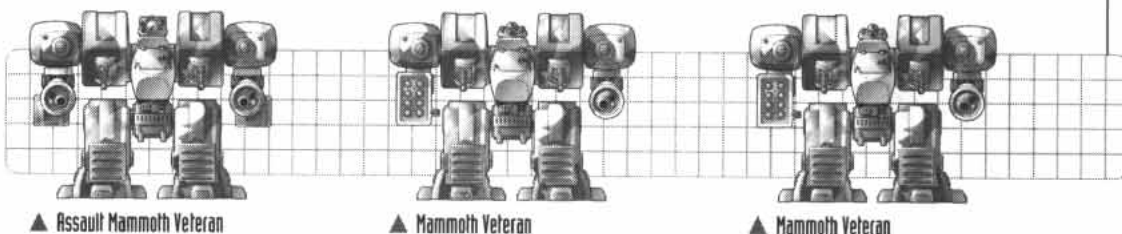
Heavy Support Squadron Hierarchy

	Basic Requirement	Upgrade Requirement
Standard	None	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

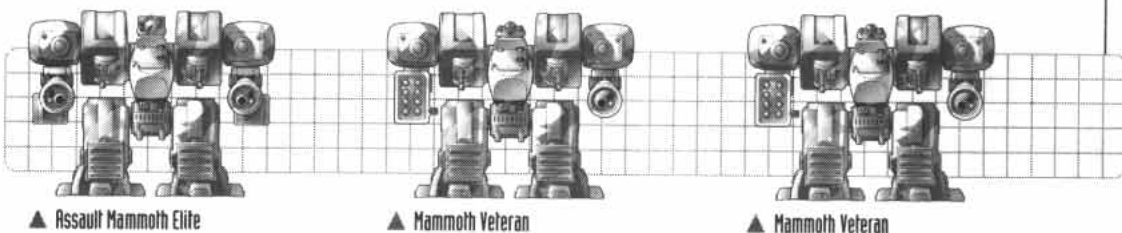
Standard (TV 3,500)



Senior (TV 9,429)

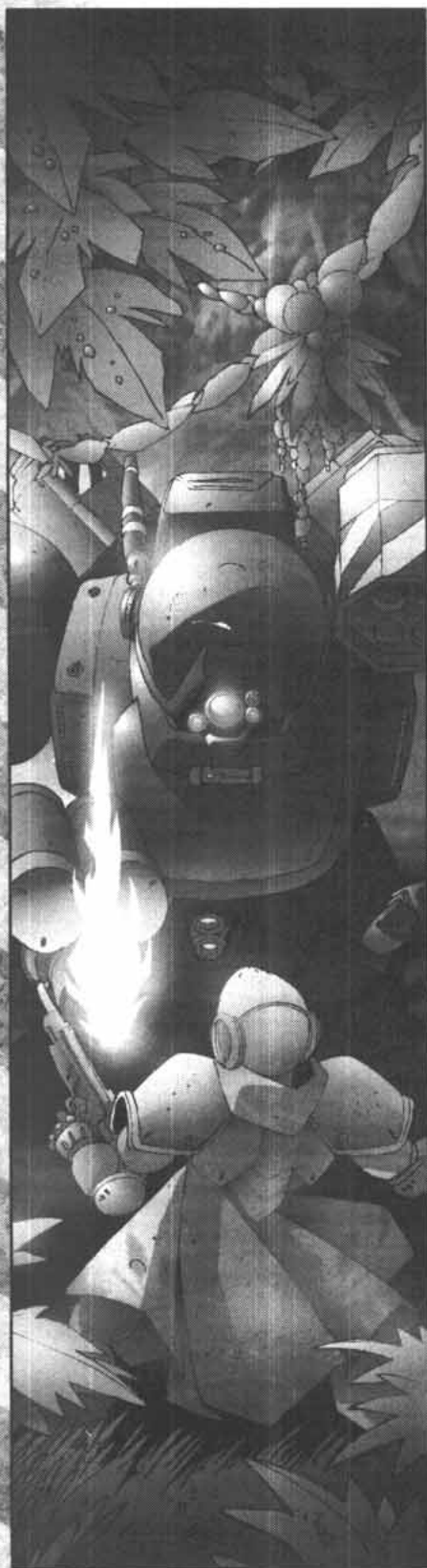


Prime (TV 11,785)





HOT FLASHES



The dream started, like it always did, with the terrible crunching noise of Gears in the jungle. Matt was with his squad on patrol through the jungles of the Eastern Sun Emirates. They were in enemy territory and they knew it.

The sound of Gears coming could often be a good sign. Heavy machines in a dense jungle were loud and had a hard time defending themselves. The squad could get in close and then call in some support to take them out. That was the plan, but things would be different this time.

The horrors started when Gozman started screaming. In the dream Matt couldn't understand what he was saying. Something about getting out, about it being a trap. Then his voice died as a gout of flame burst out of the foliage and reduced him to a husk of smoking ash and bone.

The first Gear came out into the opening then: a Flammjäger. Brandishing its deadly flame thrower, it set to its grim work. Napalm jumped from the weapon's nozzle and sprayed around the squad, reducing trained soldiers to burning corpses and screaming wounded.

Matt tried to run, but other Gears showed up and brought more flames with them. He turned toward Millar who was screaming orders. He barked for them all to move, to set up a defense, to keep their heads.

He was engulfed in flame before he finished his orders. They danced around him like demons, reducing a twenty-cycle infantry veteran to a screaming pile of sizzled flesh that collapsed soon after. Matt jumped into a ditch as the enemy Gear opened up on him and the stream of fiery death lanced over his head and into another squad mate. Matt could smell the burning flesh.

He got up and ran, through the fires, through the jungle and hoped he could do something, anything to save his skin. They were all dead and he was next. Seemingly out of nowhere another Flammjäger appeared and pointed its weapon at him, he felt the heat rise and his skin start to turn crisp...

Matt woke up screaming, his sheet drenched in sweat. The burns on his arm demanded that he stop moving right away, and the med monitor started pinging at regular intervals with what seemed concern. Matt tried desperately to shake off the night terrors and reached for the light with his good arm.

Instead, his hand fell on the simple gray case that held his newly awarded metal. The Northern Star, awarded for bravery under fire, had been given to him because he had managed to call in support when the rest of his squad was killed. That made him a hero, they said.

Somehow, he didn't feel very heroic.



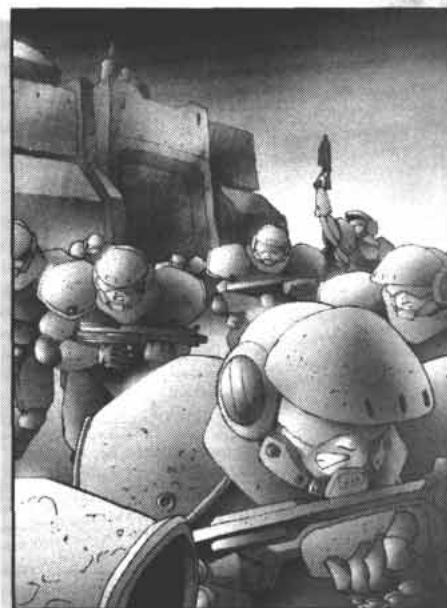


STRUCTURE OF INFANTRY SQUADS - 4.1

We provide in this chapter a detailed listing and description of all typical infantry formations fielded by the Northern Guard. There are several other types which are particular to individual regiments (for examples, see *Chapter 7: Regiments of Note*, p. 52), but most of them fall into a sub-category of those listed here. Regiments are mostly composed of basic and recon squads and the occasional heavy weapons squad. Outside of these unit types, there are also a certain number of more specialized squads that fulfill very specific functions in the field. These include snipers, demolition specialists, field engineers, spotters and the deadly and highly trained commandos.

The structure of the regiments, battalions and companies is generally pyramidal: several "weaker" units at the bottom supporting few but powerful units above them. This structure allows Players to create and build their own infantry regiments while maintaining a modicum of realism and believability. Troopers with exceptional abilities and the advanced training required to use them to their full extent tend to be comparatively rare, and the army listing reflects this by restricting them to the Players.

Like Gears, the pyramidal structure of infantry is further broken down within each squad type into Standard, Senior and Prime squads (or the equivalent thereof). There are always more Standard squads than Senior ones, and there are more Senior squads than Prime ones. Standard squads are self-explanatory — they are the basic ones, those which are the most common in any regiment. Senior squads are mostly composed of veterans who have seen some action and have acquired some battle reflexes. Prime squads are the best of any category: old veterans, special training, superior equipment, etc. Most Standard squads do not have a Special Ability, whereas Senior and Prime ones do. Those are listed with each squad.



Building Infantry Regiments - 4.1.1

With this pyramidal system, anyone can build a customized Northern Guard infantry regiment. There are a few details that must be covered beforehand, however. The pages which follow include short-hand explanations which, for space restrictions, must be further described here.

Composition Rules ◆

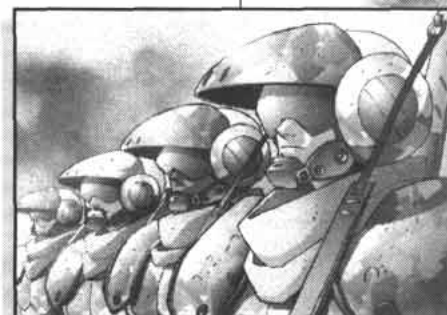
Construction is divided in two steps involving the type of squad (Basic, Heavy Weapons, Light Recon, etc.) and the class within that type (Standard, Senior, Prime, etc.). In order to purchase the lowest class of a type, there are some basic requirements that must be met. For instance, in order to purchase a Standard Basic squad, the requirements are "None," which means there are no limits to the number of Standard Basic squads a Player can purchase. If, however, he wants to purchase a Mounted Heavy Recon squad, the requirements are "Basic x 2," which means he first needs to purchase two Basic squads (any class). Once a squad has been purchased (and only then), the Player may wish to upgrade it to a better class (Standard to Senior, Senior to Prime, etc.). In order to do that, however, he must assign a number of "lower class" units to support the higher ones. These "lower class" squads may not be upgraded unless they are replaced by similar lower class squads.

Some squad types may only be purchased a limited number of times for a given military unit. For instance, there can be no more than two Marksmen squads per battalion, or no more than one Lion Troopers squad per battalion. If the Player is not building a unit of that size (such as a battalion in the examples above), these units are simply not available. Lastly, as a general rule, the commander of the unit is the first one listed for each squad. He may be placed anywhere within the squad's damage track.

■ Infantry Company Construction Example

Paul wants to build a standard infantry company — 4 platoons, 2 sections per platoon, 2 squads per section. He wants a company that is fairly well-rounded in its abilities, so he plans on taking both heavy weaponarmed troopers and some recon personnel. All that versatility means he probably will not be able to take on highly qualified units, such as veterans, because he does have the required minimum, but he figures it is worth the trade-off.

The first two platoons chosen are all Basic types. That's a total of 8 Standard Basic squads. Platoon 3 has two sections: Section 1, with two Standard Heavy Weapons squads (supported by the four squads in Platoon 1), and Section 2, with two Standard Light Recon squads (which require no support). Platoon 4: Section 1 is composed of two Mounted Heavy Recon squads (supported by the four squads in Platoon 2); Section 2 is composed of two Standard Light Recon squads (which require no support).



TYPICAL INFANTRY SQUADS



4



4.2 - BASIC

Basic squads form the core of all infantry regiments. They are the men and women that take ground and hold it from the enemy while the mechanized units get all the action and all the glory. The modern infantryman is better equipped to do this than any trooper that came before him, however: he is in constant communication with his squadmates, has access to a wide range of sensory-enhancement devices and is protected by effective body armor. The great majority of infantry squads in the Northern Guards is made up of basic squads. All new recruits are assigned to one until they have proven themselves. They are then shifted to squads with heavier weaponry and more responsibilities. Except for the Trainee squads, all Basic squads may use nightvision gear at no point cost, provided the scenario takes place at night.

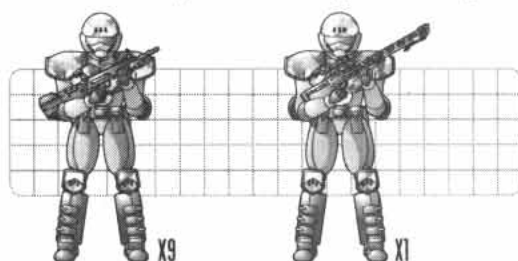
Special Abilities & Variations ☐

Standard — Trainee Special Abilities:	None
Standard — Trainee Variations:	Squad may have an attached Badger APC for transport (new TV = 232).
Standard Special Abilities:	None
Standard Variations:	Squad may have an attached Badger APC for transport (new TV = 286).
Senior Special Abilities:	None
Senior Variations:	Squad may have an attached Badger APC for transport (new TV = 308).
Prime Special Abilities:	None
Prime Variations:	Squad may have an attached Badger APC for transport (new TV = 403).

Squad Composition Rules ☐

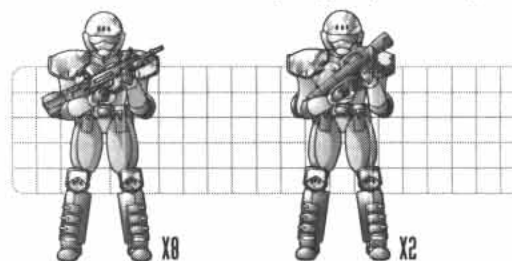
	Basic Requirement	Upgrade Requirement
Standard — Trainee	None	N/A
Standard	None	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 2

Standard Squad — Trainee (Rookie, TV: 18) ☐



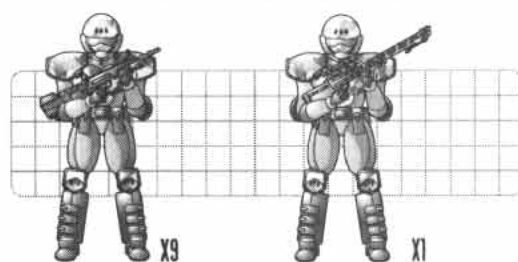
- 9 x [Lvl 1] w/Light Flak and 7mm Rifles [Threat Value: 7 ea.]
- 1 x [Lvl 1] w/Light Flak and 9mm LMGs [Threat Value: 9 ea.]

Senior Squad (Qualified, TV: 94) ☐



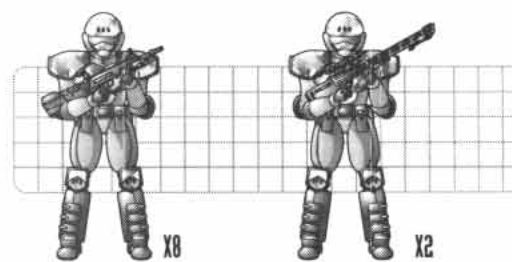
- 8 x [Lvl 2] w/Light Flak and 7mm Assault Rifles [Threat Value: 7 ea.]
- 2 x [Lvl 2] w/Light Flak and 50mm Rocket Launcher [Threat Value: 19 ea.]

Standard Squad — Regular (Qualified, TV: 72) ☐



- 9 x [Lvl 2] w/Light Flak and 7mm Rifles [Threat Value: 7 ea.]
- 1 x [Lvl 2] w/Light Flak and 9mm LMGs [Threat Value: 9 ea.]

Prime Squad (Veteran, TV: 189) ☐



- 8 x [Lvl 3] w/Light Flak and 7mm Assault Rifles [Threat Value: 8 ea.]
- 2 x [Lvl 3] w/Light Flak and 9mm LMGs [Threat Value: 10 ea.]





TYPICAL INFANTRY SQUADS

4



Heavy Weapons - 4.3

Heavy weapons squads are the shock units of the modern battlefield. They are equipped with heavier armor and weaponry than other line troopers, and while their number might not be as great, they make up for it in firepower and resilience. In fact, many of their weapons are powerful enough to threaten combat vehicles. This combination makes them ideally suited to a wide range of combat missions going from direct assault to defensive actions. Their heavy armor makes them less effective on the move, however, and they must often take up stationary positions in order to have any effectiveness. All Heavy Weapon squads may use nightvision gear, provided the scenario takes place at night. All Heavy Weapon squads also have the training to deploy the infantry AAGM (**Tactical Field Support**, p. 47), though they must be bought separately.

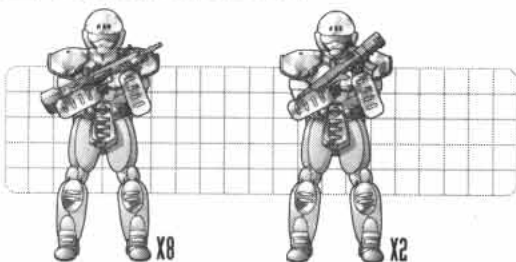
Special Abilities & Variations

Standard Special Abilities:	None (have -1 Encumbrance because of armor)
Standard Variations:	Squad may have an attached Badger APC for transport (new TV = 346).
Assault Special Abilities:	None (have -1 Encumbrance because of armor)
Assault Variations:	two GR may be replaced by 9mm Chainguns (new TV = 124). Squad may have an attached Badger APC for transport (new TV = 354).
Marksmen Special Abilities:	None (have -1 Encumbrance because of armor)
Marksmen Variations:	Squad may have an attached Badger APC for transport (new TV = 342).
Veteran Special Abilities:	<i>Lethal Precision</i> allows the squad to make high precision shots with a Margin of Success of 2 instead of 3 at the cost of one Command Point. (x1.10 TV)
Veteran Variations:	Squad may have an attached Badger APC for transport (new TV = 516).

Basic Requirement Upgrade Requirement

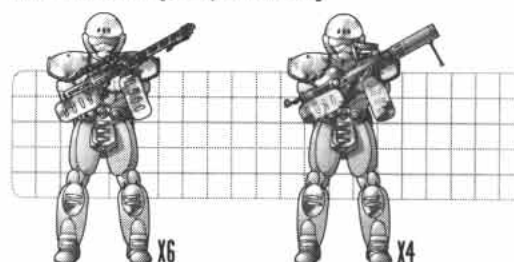
	Basic Requirement	Upgrade Requirement
Standard	Basic x 2	N/A
Assault	Basic x 2	N/A
Marksmen	Basic x 2	Standard x 2
Veteran	N/A	Any HW x 4

Standard (Qualified, TV: 132)



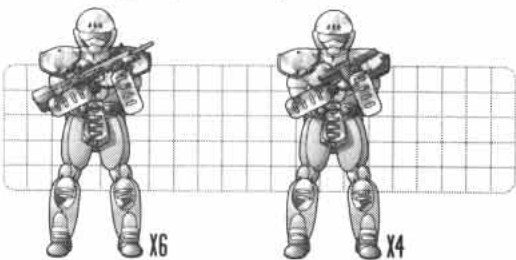
- 8 x [Lvl 2] w/Heavy Flak and 7mm Assault Rifles (Threat Value: 10 ea.)
- 2 x [Lvl 2] w/Heavy Flak and 50mm Rocket Launchers (Threat Value: 26 ea.)

Marksmen (Qualified, TV: 128)



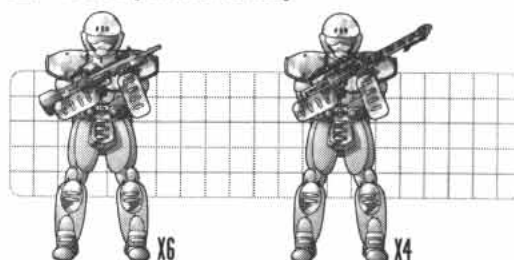
- 6 x [Lvl 2] w/Heavy Flak and 9mm LMGs (Threat Value: 12 ea.)
- 4 x [Lvl 2] w/Heavy Flak and Sniper Laser Rifles (Threat Value: 14 ea.)

Assault (Qualified, TV: 140)



- 6 x [Lvl 2] w/Heavy Flak and 7mm Assault Rifles (Threat Value: 10 ea.)
- 4 x [Lvl 2] w/Heavy Flak and 37mm Grenade Rifles (Threat Value: 20 ea.)

Veteran (Veteran, TV: 302)



- 6 x [Lvl 3] w/Heavy Flak and 7mm Assault Rifles (Threat Value: 11 ea.)
- 4 x [Lvl 3] w/Heavy Flak and 9mm LMGs (Threat Value: 14 ea.)

TYPICAL INFANTRY SQUADS



4



4.4 - Light Recon

Proper field intelligence is one of the most important assets of a military commander. Light recon squads are teams of lightly armed and very mobile troops that scout forward from the main body to supplement other information sources such as AWAC planes and overhead satellites. They do not carry armor or heavy weaponry because they are not expected to directly engage the enemy. Light recon squads are also trained as skirmishers and are sometimes used in five-men fireteams to hunt down enemy infantry. All Light Recon squads may use nightvision gear at no point cost, provided the scenario takes place at night. All Light Recon squads may be split into two five-men fire teams for Skirmish games, before the start of the game.

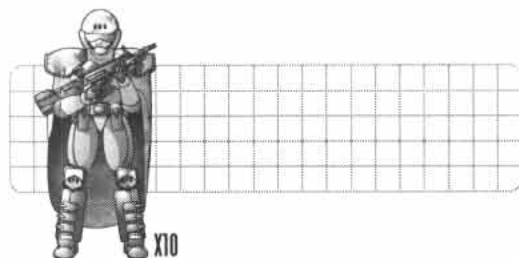
Special Abilities & Variations ☐

Trainee Special Abilities:	None
Trainee Variations:	None
Standard Special Abilities:	None
Standard Variations:	One man may carry a communication harness, giving the squad a +1 Communication rating (new TV = 44).
Veteran Special Abilities:	<i>Communication Specialization</i> allows the squad to add +1 to its Communication roll by spending one Command Point, no more than once per round. (x1.05 TV)
Veteran Variations:	One man may carry a communication harness, giving the squad a +1 Communication rating (new TV = 160).
Elite Special Abilities:	<i>Stealth Training</i> adds +1 to Concealment at all times (x1.1 TV).
Elite Variations:	One man may carry a communication harness, giving the squad a +1 Communication rating (new TV = 290).

Squad Composition Rules ☐

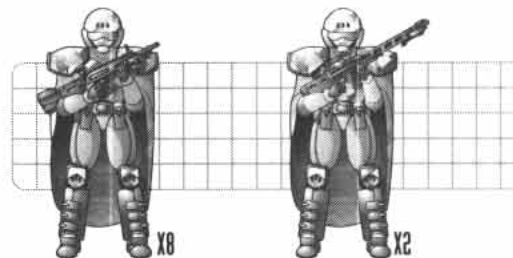
	Basic Requirement	Upgrade Requirement
Trainee	N/A	N/A
Standard	N/A	N/A
Veteran	N/A	Standard x 2
Elite	N/A	Veteran x 4

Trainee (Rookie, TV: 10) ☐



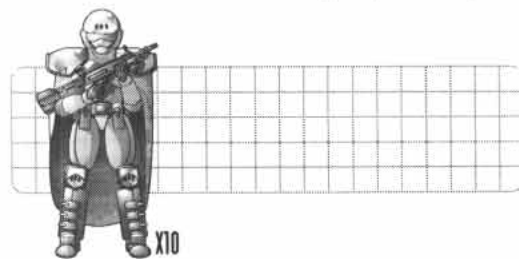
- 10 x [Lvl 1] w/o armor and 7mm Rifles (Threat Value: 4 ea.)
- No Heavy Weapon

Veteran (Veteran, TV: 146) ☐



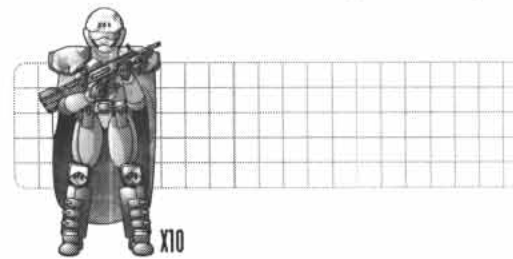
- 8 x [Lvl 3] w/o armor and 7mm Assault Rifles (Threat Value: 6 ea.)
- 2 x [Lvl 3] w/o armor and 9mm LMGs (Threat Value: 7 ea.)

Standard (Qualified, TV: 40) ☐



- 10 x [Lvl 2] w/o armor and 7mm Assault Rifles (Threat Value: 4 ea.)
- No Heavy Weapon

Elite (Elite, TV: 264) ☐



- 10 x [Lvl 4] w/o armor and 7mm Assault Rifles (Threat Value: 6 ea.)
- No Heavy Weapon





TYPICAL INFANTRY SQUADS

4



Heavy Recon - 4.5

Heavy recon squads perform a similar function to their lighter brethren, but are much more mobile thanks to small personal vehicles such as bikes and jump packs. All heavy recon troopers are taught to handle their machines under combat conditions and still function as an effective and coherent fighting force. Since they are mounted, the troopers usually wear heavier armor, increasing their chance of survival on the field. In a pinch, these mounted troops can use their superior mobility to support flanking units against enemy infantry — as all tankers know, proper support from the groundpounders is crucial to an armored vehicle's survival. All Heavy Recon squads may use nightvision gear at no point cost, provided the scenario takes place at night. All Heavy Recon squads may be split into two five-men fire teams in Skirmish games.

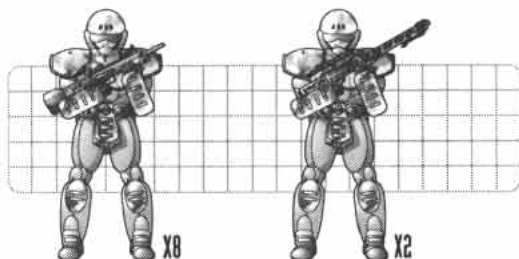
Special Abilities & Variations

Mounted Special Abilities:	Use ATVs
Mounted Variations:	LMGs may be replaced by Grenade Rifles (new TV = 240).
Mounted Veteran Special Abilities:	Use ATVs
Mounted Veteran Variations:	LMGs may be replaced by Rocket Launchers (new TV = 666).
Jump Special Abilities:	Use Jump Packs
Jump Variations:	LMGs may be replaced by Grenade Rifles (new TV = 240).
Jump Veteran Special Abilities:	Use Jump Packs
Jump Veteran Variations:	LMGs may be replaced by Rocket Launchers (new TV = 666).

Squad Composition Rules

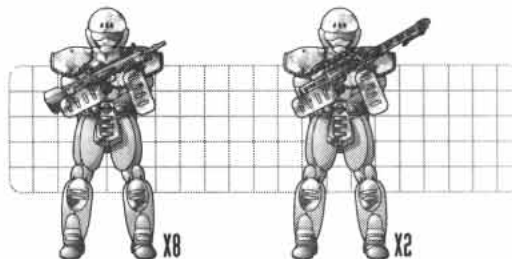
	Basic Requirement	Upgrade Requirement
Mounted	Basic x 2	N/A
Mounted Veteran	N/A	Mounted x 2
Jump	Basic x 4	N/A
Jump Veteran	N/A	Jump x 2

Mounted (Qualified, TV: 208)



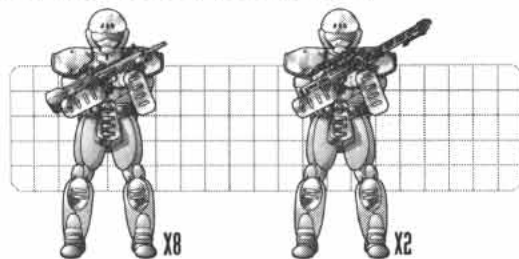
- 8 x (Lvl 2) w/Heavy Flak and 7mm Assault Rifles (Threat Value: 10 ea.)
- 2 x (Lvl 2) w/Heavy Flak and 9mm LMGs (Threat Value: 12 ea.)

Jump (Qualified, TV: 208)



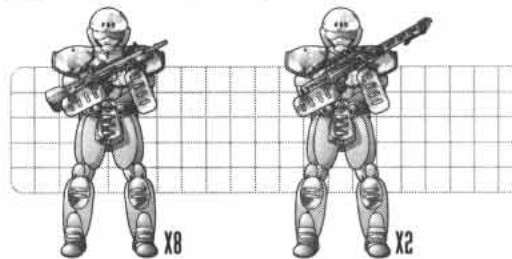
- 8 x (Lvl 2) w/Heavy Flak and 7mm Assault Rifles (Threat Value: 10 ea.)
- 2 x (Lvl 2) w/Heavy Flak and 9mm LMGs (Threat Value: 12 ea.)

Mounted Veteran (Veteran, TV: 522)



- 8 x (Lvl 3) w/Heavy Flak and 7mm Assault Rifles (Threat Value: 11 ea.)
- 2 x (Lvl 3) w/Heavy Flak and 9mm LMGs (Threat Value: 14 ea.)

Jump Veteran (Veteran, TV: 522)



- 8 x (Lvl 3) w/Heavy Flak and 7mm Assault Rifles (Threat Value: 11 ea.)
- 2 x (Lvl 3) w/Heavy Flak and 9mm LMGs (Threat Value: 14 ea.)

TYPICAL INFANTRY SQUADS



4



4.6 - Field Specialists

Field specialists are squads of infantry that have received additional training in one particular field. They are comparatively rare because of this and are usually found only at the company level and higher. Unlike other infantry units, they are not expected to directly engage the enemy; rather, they use their special training and equipment to indirectly benefit friendly forces. More than half of the field specialists are line troopers that have received training in the field engineering techniques. Rarest of all, the spotter teams are highly trained and motivated troopers that go into the thick of the fighting to designate targets for rear line friendly fire support units.

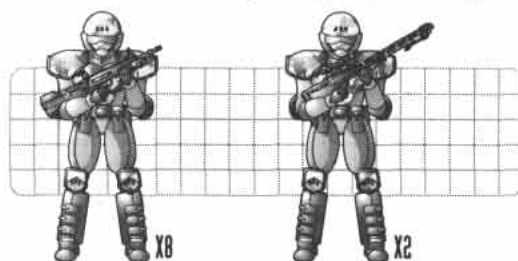
Special Abilities & Variations ☐

Engineers Special Abilities:	May purchase Engineering Training and Mine Sensors (Tactical Field Support, pp. 47-48)
Engineers Variations:	Squad may have an attached Baxter (new TV = 845).
NBC Specialists Special Abilities:	May use Environment Suits (Tactical Field Support, page 47) without penalty (x1.05 TV)
NBC Specialists Variations:	Squad may have an attached Medevac Badger vehicle (new TV = 429).
Demolition Special Abilities:	May purchase Engineering Training and Satchel Charges (Tactical Field Support, pp. 47-48)
Demolition Variations:	Squad may have an attached Badger APC for transport (new TV = 288).
Spotters Special Abilities:	May purchase Laser Designator (Tactical Field Support, p.48) and serve as Forward Observers
Spotters Variations:	Squad may be mounted on light ATVs (new TV = 334).

Squad Composition Rules ☐

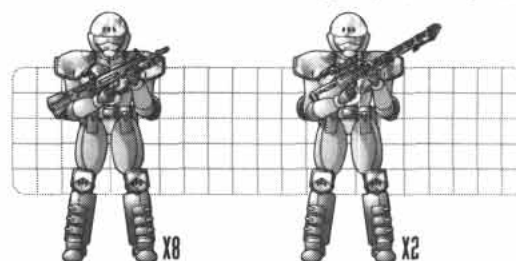
	Basic Requirement	Upgrade Requirement
Engineers	Basic x 4	N/A
NBC Specialists	1 per company	N/A
Demolition	1 per company	N/A
Spotters	1 per battalion	N/A

Engineers (Qualified, TV: 74) ☐



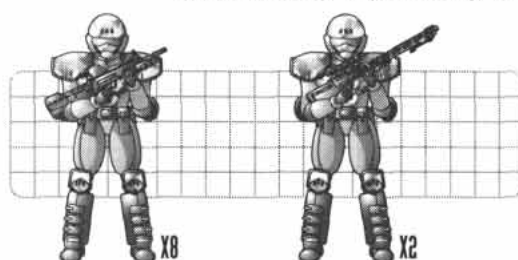
- 8 x [Lvl 2] w/Light Flak and 7mm Assault Rifles [Threat Value: 7 ea.]
- 2 x [Lvl 2] w/Light Flak and 9mm LMGs [Threat Value: 9 ea.]

Demolition (Qualified, TV: 74) ☐



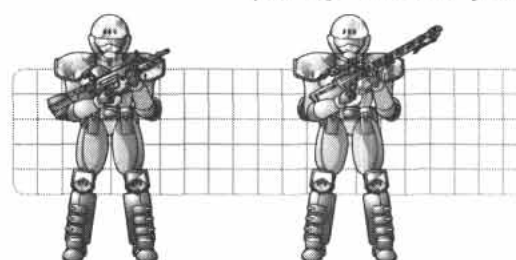
- 8 x [Lvl 2] w/Light Flak and 7mm Assault Rifles [Threat Value: 7 ea.]
- 2 x [Lvl 2] w/Light Flak and 9mm LMGs [Threat Value: 9 ea.]

NBC Specialists (Qualified, TV: 78) ☐



- 8 x [Lvl 2] w/Light Flak and 7mm Assault Rifles [Threat Value: 7 ea.]
- 2 x [Lvl 2] w/Light Flak and 9mm LMGs [Threat Value: 9 ea.]

Spotters (Veteran, TV: 167) ☐



- 8 x [Lvl 3] w/Light Flak and 7mm Assault Rifles [Threat Value: 7 ea.]
- 2 x [Lvl 3] w/Light Flak and 9mm LMGs [Threat Value: 9 ea.]





TYPICAL INFANTRY SQUADS

4



Special Forces Squads - 4.7

Special Forces squads are given that name because they tend to be either so specialized or so rare that one or two at most will be assigned to a given regiment. Under no circumstances are they found below the company level. The rarest of all, and probably most powerful, of the infantry squads within the Northern Guard are the elite Lion troopers. The men and women are taken from the cream of the troops and submitted to an extensive training program. They wear a suit of ferro-ceramic plates, similar to turtleshell armor, joined together with a jump pack. The whole apparatus is extremely expensive and requires extensive training to be used, and is still more fragile than a similarly-priced Gear. They are smaller and more rapidly dispatched, however, and can enter areas that the larger Gears cannot.

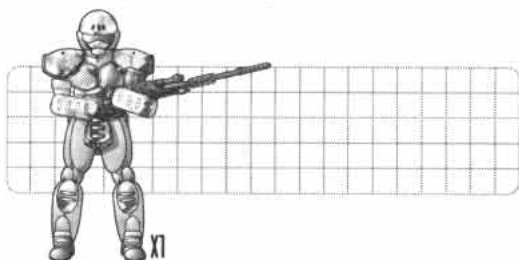
Special Abilities & Variations

Sniper Special Abilities:	Uses the Sniper special rules (TFS, p.25)
Sniper Variations:	15mm Rifle may be replaced by a Laser Sniper Rifle (new TV = 100) or a 24 mm Anti-Armor Rifle (new TV = 131).
Armor Hunters Special Abilities:	<i>Lethal Precision</i> allows the squad to make high precision shots with a Margin of Success of 2 instead of 3 at the cost of one Command Point. (x1.1 TV)
Armor Hunters Variations:	24mm Rifles may be replaced by Rocket Launchers (new TV = 461).
Commandos Special Abilities:	<i>Stealth Training</i> adds +1 to Concealment at all times (x1.1 TV).
Commandos Variations:	Heavy Flak may be replaced by Turtleshell armor (new TV = 642).
Lion Troopers Special Abilities:	Use Jump Packs
Lion Troopers Variations:	Rocket Launchers may be replaced by 24mm Rifles (new TV = 1592).

Squad Composition Rules

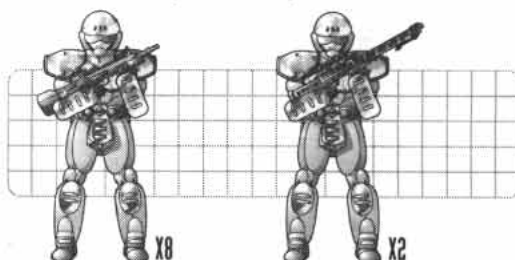
	Basic Requirement	Upgrade Requirement
Sniper	2 per battalion	N/A
Armor Hunters	2 per battalion	N/A
Commandos	2 per battalion	N/A
Lion Troopers	1 per battalion	N/A

Sniper (Veteran, TV: 100)



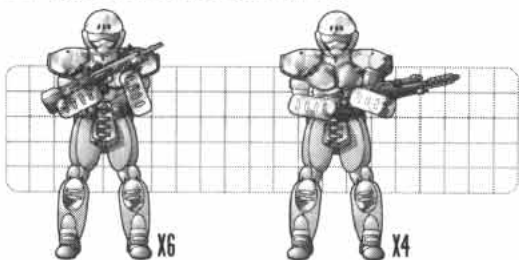
- 1 x (Lvl 3) w/Heavy Flak and 15 mm Sniper Rifle (Threat Value: 16)
- No Heavy Weapon

Commandos (Elite, TV: 510)



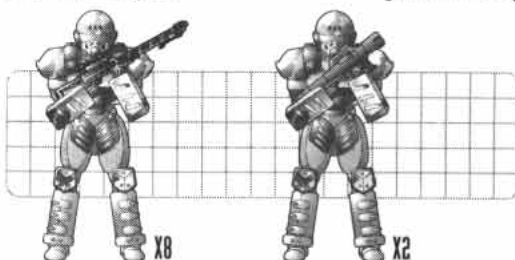
- 8 x (Lvl 4) w/Heavy Flak and 7mm Assault Rifles (Threat Value: 11 ea.)
- 2 x (Lvl 4) w/Heavy Flak and 9mm LMGs (Threat Value: 14 ea.)

Armor Hunters (Veteran, TV: 372)



- 6 x (Lvl 3) w/Heavy Flak and 7mm Assault Rifles (Threat Value: 11 ea.)
- 4 x (Lvl 3) w/Heavy Flak and 24mm Anti-Gear Rifles (Threat Value: 21 ea.)

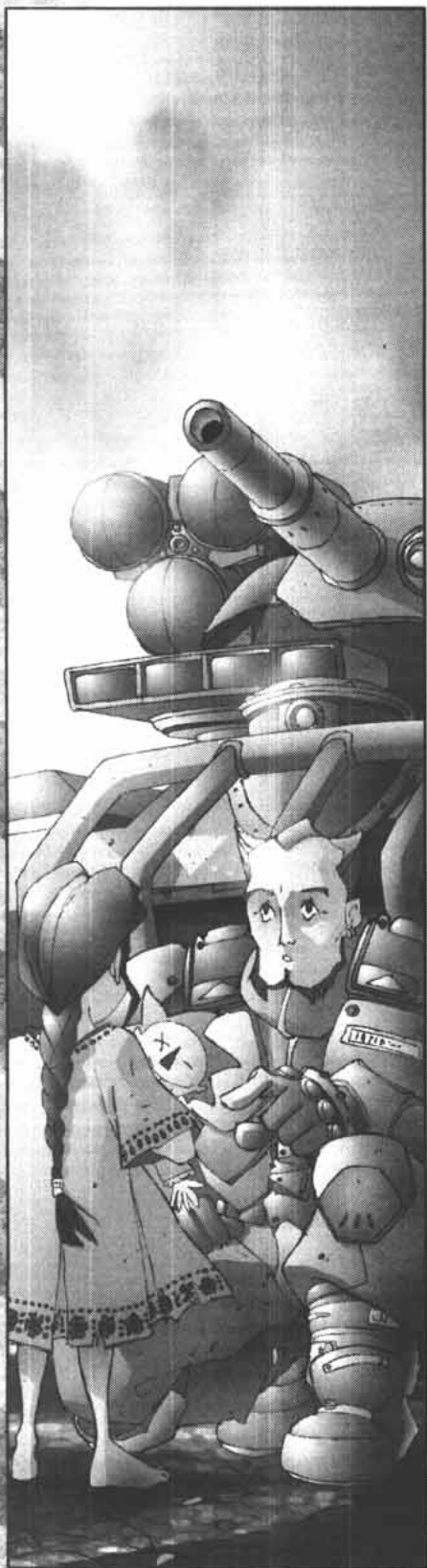
Lion Troopers (Elite, TV: 1680)



- 8 x (Lvl 4) w/Turtleshell and 9mm LMGs (Threat Value: 17 ea.)
- 2 x (Lvl 4) w/Turtleshell and 50mm Rocket Launchers (Threat Value: 37 ea.)



RAG DOLLS



Tea Nomia was not a happy little girl.

She was standing in the doorway of her family's homestead in the Badlands community known affectionately as Goringer Post. She couldn't know, but Goringer Post had also been known as Objective Omega-19 to the Southern MILICIA and Hill 227 to the Northern Guard. To them, it had been territory to take, to hold, to attack and to mine. To her, it had been home.

Now the smell of roast hopper and desert spice was replaced by that of Tea's smoking home. Mommy and Pa were somewhere else; her little mind wasn't sure what that meant, but something told her it wasn't good. Her cheeks were caked with sand and grit, caught in the salty rivulets left by her tears.

But she couldn't cry any more. Pa had said he was leaving her in charge when he ran out the door yesterday and she had to be tough to do that. Especially with another group of outsiders parked right outside the house. To her, the big and ugly Klemm tanks looked like some cross between Pa's tractor and a trade caravan. The large missile racks on the turret even looked like dawg ears and she wondered in the men inside could hear her heart beating.

When the hatch popped open on the lead machine, Tea felt her knees buckle. There had been soldiers all over the farm in the last thirty-six hours and part of her screamed that like then, she should hide now. But Pa had said she was in charge, and she wanted everything back the way it was. She wanted these people out of her home.

The soldier who got out started coming toward her slowly, picking his way across the rubble that littered the courtyard. Tea wondered if he was here to take her away too.

"Hi there." The soldier's voice was friendly, almost light, and he kneeled down to look at her at eye level. "You okay?"

Tea didn't answer — she wasn't supposed to talk to strangers.

"Look kid, I don't know if you even understand what I'm saying to you, but everything's going to be okay. We got the snakes out of here and the med teams will be coming in soon. They'll help you out. Listen, do you have parents?"

"They're gone," she answered before catching herself. He *seemed* nice.

"Well, I'm sure they'll be back. Here," he reached behind his back and brought out a small package, "give this to them. It's some food. And this is for you."

Tea's eyes lit up when he handed her the little rag doll. It was a little crude and imperfect, but she thought it was wonderful. She couldn't know the soldier made them himself, a sort of penance for the chaos war caused. "Thank you," she said.

"You're very welcome, kid. I've got to go, but take care of yourself, okay?" With that he turned and made his way back toward the tank.

He was halfway there when he stepped on the antipersonnel mine. In an instant, his shrapnel-laden body lifted into the air and fell back to ground, shattered and twisted... like a rag doll.

Tea thought she would cry, but she had no tears left. She was in charge now and she knew Pa would never be back.





TYPICAL ARMOR SQUADRONS

5

STRUCTURE OF ARMOR SQUADRONS - 5.1

We provide in this chapter a detailed listing and description of all typical armored squadrons fielded by the Northern Guard. There are several other types which are particular to individual regiments (for examples, see *Chapter 7: Regiments of Note*, p. 52), but most of them fall into a sub-category of those listed here. The composition of armor regiments depends greatly of what its assigned task is, and is often much more unified than an equivalent Gear-based regiment. Almost all divide their assets between some light reconnaissance and flanking force and something with more punch, such as assault groups or artillery batteries. Some of the better ones include many Light and Heavy Assault tank squadrons, whose job is to break enemy lines and hold positions. The great majority of Northern Guards regiments, however, must make do with entire companies of lighter combat vehicles based around the rugged Badger Armored Personnel Carrier chassis.

The structure of the sections, companies and regiments is generally pyramidal: several "weaker" units at the bottom supporting few but powerful units above them. This structure allows Players to create and build their own armored regiments while maintaining a modicum of realism and believability. After all, most military officers prefer to have balanced regiments rather than regiments with one good section and fifteen lame ones. Having such a regiment would leave the good section lacking support; it would be quickly crushed by overwhelming odds, and then the rest of the regiment would go.

Much like Gear regiments, the pyramidal structure of armor is broken down within each squadron type, into Standard, Senior and Prime squadrons. There are always more Standard squadrons than Senior ones, and there are more Senior squadrons than Prime ones. Standard squadrons are self-explanatory — they are the basic ones, those which are the most common in any regiment. Senior squadrons are mostly piloted by Veteran pilots and get to use better or more specialized vehicles. Prime squadrons are the best of any category: Veteran pilots or better, more powerful tanks, etc. Most Standard squadrons do not have a Special Ability, whereas Senior and Prime ones do. Those are listed with each squadron.



Building Armor Regiments - 3.1.1

With this pyramidal system, anyone can build a customized Northern Guard armor regiment. There are a few details that must be covered beforehand, however. The pages which follow include short-hand explanations which are very similar to the ones used previously to describe Gear units.

Composition Rules

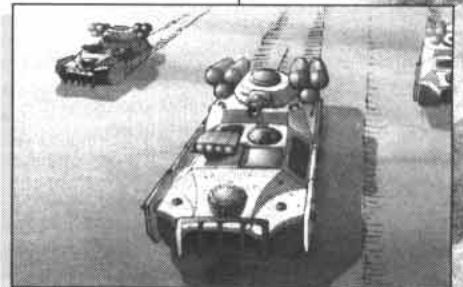
Construction is divided in two steps involving the type of squadron (Light/Heavy Artillery, Light/Heavy Patrol, Light/Heavy Assault, etc.) and the class within that type (Standard, Senior, Prime, etc.). In order to purchase the lowest class of a type, there are some basic requirements that must be met. For instance, in order to purchase a Standard Light Patrol squadron, the requirements are "None," which means there are no limits to the number of Standard Light Patrol squadrons a Player can purchase. If, however, he wants to purchase a Senior Heavy Artillery squadron, the requirement is "no more than 25% of the regiment's squadrons," which means he can purchase up to 4 such squadrons out of a regiment of 16. Once a squadron has been purchased (and only then), the Player may wish to upgrade it to a better class (Standard to Senior, Senior to Prime, etc.). In order to do that, however, he must assign a number of "lower class" units to support the higher ones. These "lower class" squadrons may not be upgraded unless they are replaced by similar lower class squadrons.

"Required" squadrons do not have to be in the same unit as the squadron being purchased. For instance, the two Standard Heavy Artillery squadrons required for a Senior HA squadron may be from a different company. If you're building a complete regiment, it just doesn't matter where the units come from, as long as they're part of the same overall structure.

Armored Regiment Construction Example

Victor wants to build a standard armored regiment — 4 companies, 4 squadrons per company (total of 16 companies). He knows he want good fire support capabilities, but he also wants to take some scouting assets, just in case there are no Gear or infantry group to scout ahead for him.

For Companies 1 and 2, he goes for a relatively basic composition: 2 Light Artillery and 2 Light Patrol each. Company 3 incorporates 4 Heavy Artillery squadrons. Since he cannot have more than 25% of his regiment's squadrons in Heavy Artillery, that's the maximum he'll ever get. Out of those four, he assigns 2 as Standard, 1 as Senior (supported by the first two) and the last one as Standard, since that's all he can do with it. That's it for Company 3. For his fourth and last Company, he selects 2 Standard Light Assault, one Senior Light Assault (supported by the first two) and (just for the extra punch) one Standard Heavy Assault squadron. That about wraps up his armored regiment.



TYPICAL ARMOR SQUADRONS

5



5.2 - LIGHT ARTILLERY

The name of the Light Artillery squadrons is somewhat of a misnomer. The vehicles classed under this denomination are indeed capable of indirect fire, but they are not true artillery units. They provide close range support (generally within two kilometers or less) and can also act, in a limited capacity, as on-site armor units. A supply train composed of rugged trucks or modified APCs is usually attached at the battalion level to provide additional ammunition between battles. Light Artillery squadrons are similar in abilities and functions to the Fire Support units of Gear squadrons. They are present in most armor regiments, since they are able to act as both light armored vehicles and fire support units.

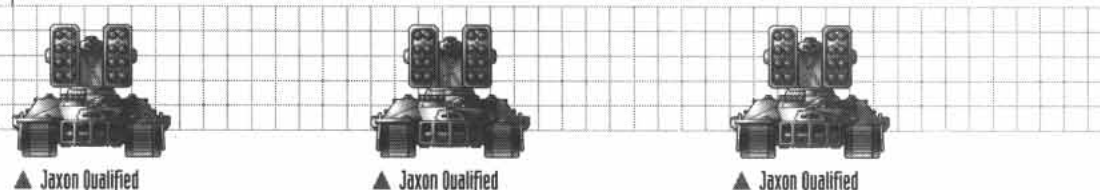
Special Abilities & Variations ☐

Standard Special Abilities:	None
Standard Variations:	Add smoke launchers, 10 shots ea., to all Jaxons (new TV = 3,468).
Senior Special Abilities:	<i>Dead Eye Shot</i> may reduce scatter distance by one hex when using indirect fire. (x1.05 TV)
Senior Variations:	Add smoke launchers, 10 shots ea., to all Tyburrs (new TV = 3,660).
Prime Special Abilities:	<i>Beaten Zone</i> may increase Area Effect zone by one hex by dividing DM by half and paying one Command Point (x1.1 TV)
Prime Variations:	Add smoke launchers, 10 shots ea., to all tanks (new TV = 12,250).

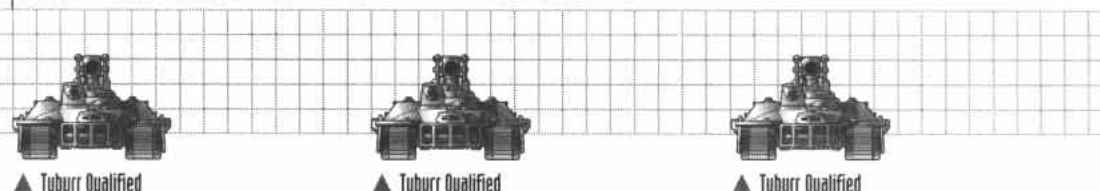
Light Artillery Composition Rules ☐

	Basic Requirement	Upgrade Requirement
Standard	None	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

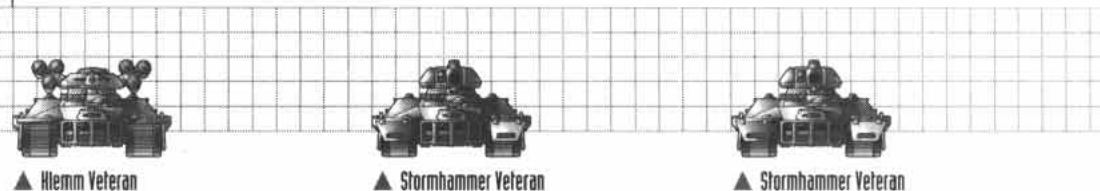
Standard (TV 3,426) ☐



Senior (TV 3,591) ☐



Prime (TV 12,000) ☐





TYPICAL ARMOR SQUADRONS

5



HEAVY ARTILLERY - 5.3

Heavy Artillery squadrons provide the off-site long range support required by all major military advances. They are poorly suited to direct battlefield confrontations and are usually placed deep behind friendly lines for protection. Even so, they are always accompanied by a squadron of Gears or other light vehicles to act as bodyguards. A supply train composed of rugged trucks or modified APCs is usually attached at the battalion level to provide additional ammunition. Heavy artillery units, despite — or perhaps because of — their usefulness, are costly and hard to defend. These are placed as far away from the enemy as possible and always use the “shoot’n scoot” tactics of firing one or two salvos and then moving to a new location to avoid counterbattery fire.

Special Abilities & Variations

Standard Special Abilities:	None
Standard Variations:	add smoke launchers, 10 shots ea., to all vehicles (new TV = 4,460).
Senior Special Abilities:	<i>Dead Eye Shot</i> may reduce scatter distance by one hex when using indirect fire. (x1.05 TV)
Senior Variations:	Add additional ammunition (10 salvos) and crew (9 men, Qualified, no armor), carried by a Badger APC (new TV = 14,044).
Prime Special Abilities:	<i>Beaten Zone</i> may increase Area Effect zone by one hex by dividing DM by half and paying one Command Point (x1.1 TV)
Prime Variations:	Add additional ammunition (10 salvos) and crew (9 men, Qualified, no armor), carried by a Badger APC (new TV = 32,342).

Heavy Artillery Composition Rules

	Basic Requirement	Upgrade Requirement
Standard	No more than 25% of regiment's squadrons	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

Standard (TV 4,407)



▲ Stinger Missile Truck Qualified

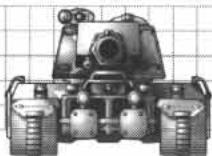


▲ Stinger Missile Truck Qualified

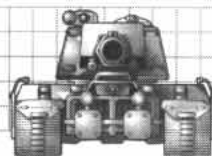


▲ Stinger Missile Truck Qualified

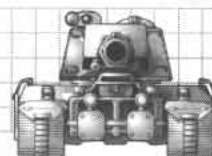
Senior (TV 13,258)



▲ Verder Qualified

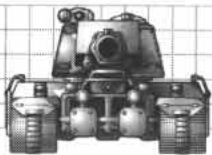


▲ Verder Qualified

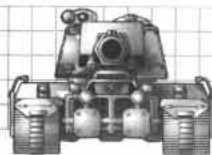


▲ Verder Qualified

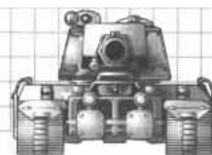
Prime (TV 31,251)



▲ Verder Veteran



▲ Verder Veteran



▲ Verder Veteran

TYPICAL ARMOR SQUADRONS



5



5.4 - LIGHT PATROL

Light Patrol armor squadrons are composed of vehicles moving along the perimeter to check for enemy infiltration and sometimes to scout ahead of the main force for ambushes and other unexpected developments. They have enough firepower and armor to survive whatever they might run into, or at least until a call for help can be made to the rest of the forces. Light Patrol squadrons are also used for screening and flanking maneuvers because of their mobility, though Gears are generally better suited to the task and thus preferred by field commanders. By themselves, light patrol units cannot accomplish much. They should never be thrown directly at the enemy.

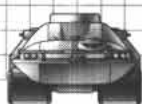
Special Abilities & Variations ☐

Standard Special Abilities:	None
Standard Variations:	add smoke launchers, 10 shots ea., to all vehicles (new TV = 730).
Senior Special Abilities:	<i>Superior Driving</i> gives the Badgers a +1 to Piloting rolls when turning at Top Speed. (x1.05 TV)
Senior Variations:	add smoke launchers, 10 shots ea., to all vehicles (new TV = 1535).
Prime Special Abilities:	<i>Tactical Feints</i> allow one (and only one) of the squadron members to spontaneously shift speeds at the cost of 1 Command Point, once per round. (x1.1 TV)
Prime Variations:	add smoke launchers, 10 shots ea., to all vehicles (new TV = 4,454).

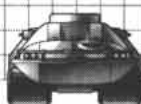
Light Patrol Composition Rules ☐

	Basic Requirement	Upgrade Requirement
Standard	None	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

Standard (TV 724) ☐



▲ Badger Qualified

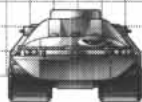


▲ Badger Qualified



▲ Antelope Spotter Qualified

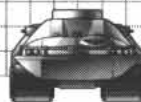
Senior (TV 1517) ☐



▲ Badger Veteran



▲ Badger Veteran



▲ Badger Veteran

Prime (TV 4,388) ☐



▲ Rabid Badger Veteran



▲ Rabid Badger Veteran



▲ Rabid Badger Veteran





TYPICAL ARMOR SQUADRONS

5



HEAVY PATROL - 5.5

Heavy Patrol squadrons are similar in function to Light Patrol squadrons, but are equipped with better armed vehicles. They are usually sent into the field when trouble is expected, or to flank a large and well-defended force. They then harass the outer edge of the enemy force or its stragglers, but always use hit-and-run tactics; the light armored vehicles they use are not tough enough for direct confrontation. If direct combat is expected, Gears may be a better choice. Armor units in this category are fewer in number than other patrol groups, since their function is usually handled by Gears, which are more mobile and usually carry more effective firepower.

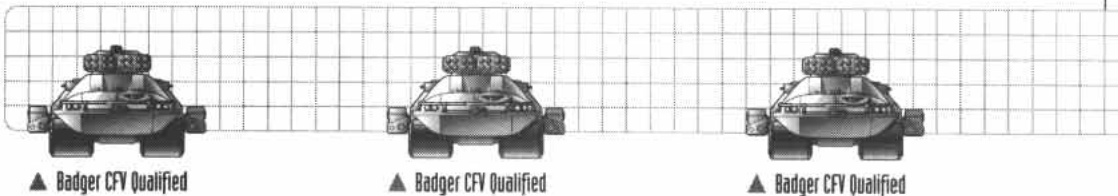
Special Abilities & Variations

Standard Special Abilities:	None
Standard Variations:	up to two Badger CFVs may be replaced by Badger(s) (new TV = 1876 or 1259).
Senior Special Abilities:	<i>Superior Driving</i> gives the Badgers a +1 to Piloting rolls when turning at Top Speed. (x1.05 TV)
Senior Variations:	one Badger CFV may be replaced by a Badger (new TV = 2,493).
Prime Special Abilities:	<i>Tactical Feints</i> allow one (and only one) of the squadron members to spontaneously shift speeds at the cost of 1 Command Point, once per round. (x1.1 TV)
Prime Variations:	one Rabid Badger may be replaced by a Badger CFV (new TV = 8,858).

Heavy Patrol Squadron Composition Rules

	Basic Requirement	Upgrade Requirement
Standard	Light Patrol x 1	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

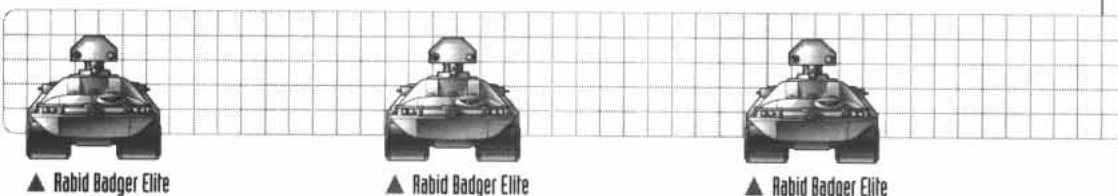
Standard (TV 2,493)



Senior (TV 3,141)



Prime (TV 7,801)



TYPICAL ARMOR SQUADRONS



5



5.6 - LIGHT ASSAULT

All armor regiments have at least a few Light Assault squadrons. In the Northern Guard, these are made up of the reliable Klemm light battle tank, a solid design in service in all northern armies. These squadrons are the one sent to take lightly defended positions. They are also placed on the outlying edges of a campaign push, in order to screen for enemy patrol. They are usually paired with Gear squadrons in this function, the Gears flushing out the enemy units or designating targets for the Klemms' guided missiles. In a pinch, Light Assault squadrons can also serve as ad-hoc reconnaissance units when ambushes and heavy enemy opposition are expected.

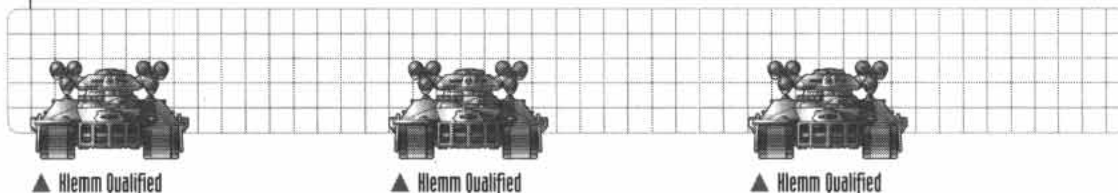
Special Abilities & Variations ☐

Standard Special Abilities:	None
Standard Variations:	Add smoke launchers, 10 shots ea., to all vehicles (new TV = 5,667).
Senior Special Abilities:	<i>Superior Driving</i> gives the Klemms a +1 to Piloting rolls when turning at Top Speed. (x1.05 TV)
Senior Variations:	Replace one or both Qualified Klemms by Jaxon tanks (new TV = 7,570 or 6,809).
Prime Special Abilities:	<i>Tactical Feints</i> allow one (and only one) of the squadron members to spontaneously shift speeds at the cost of 1 Command Point, once per round. (x1.1 TV)
Prime Variations:	replace one or two Klemms by Jaxon tanks (new TV = 12,068 or 10,274).

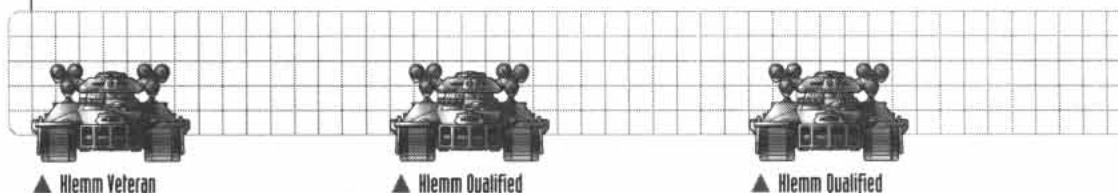
Light Assault Squadron Composition Rules ☐

	Basic Requirement	Upgrade Requirement
Standard	None	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

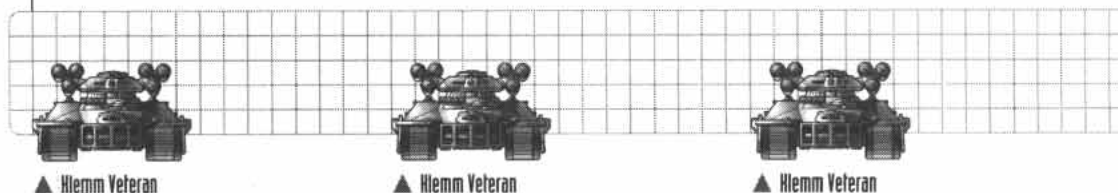
Standard (TV 5,601) ☐



Senior (TV 8,331) ☐



Prime (TV 13,862) ☐





TYPICAL ARMOR SQUADRONS

5



HEAVY ASSAULT - 5.7

These are the heavily armored groups sent to blast their way through enemy lines and their best defenses. They are equipped with powerful main battle tanks and can face any type of enemy units, up to but not including landships. In the Northern Guard, all Heavy Assault squadrons are equipped with the powerful Aller Main Battle Tank or one of its variants. All armor regiments include at least one or two squadrons of Heavy Assault vehicles to ensure they are backed by enough firepower to face any type of situation. These heavy units, however, never make up more than half the total forces available because of their high cost, both in term of price and maintenance.

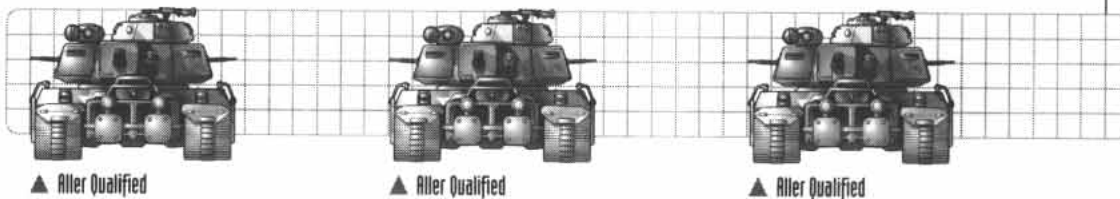
Special Abilities & Variations

Standard Special Abilities:	None
Standard Variations:	War of the Alliance, replace one Aller by Hardy Aller (new TV = 9,340).
Senior Special Abilities:	<i>Superior Driving</i> gives the Allers a +1 to Piloting rolls when turning at Top Speed. (x1.05 TV)
Senior Variations:	War of the Alliance, replace one Qualified Aller by Hardy Aller (new TV = 19,763).
Prime Special Abilities:	<i>Tactical Feints</i> allow one (and only one) of the squadron members to spontaneously shift speeds at the cost of 1 Command Point, once per round. (x1.1 TV)
Prime Variations:	War of the Alliance, replace one Aller by Hardy Aller (new TV = 33,021).

Heavy Assault Squadron Composition Rules

	Basic Requirement	Upgrade Requirement
Standard	No more than 50% of the regiment's squadrons	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

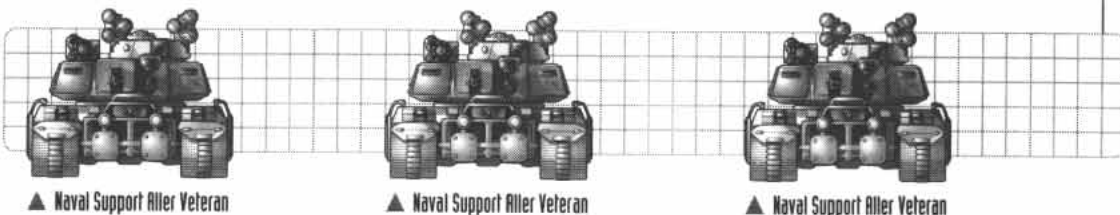
Standard (TV 8,451)



Senior (TV 18,874)



Prime (TV 40,726)





WHO KNOWS BEST



Chet Ryvers smiled under his VR pilot's helmet as his Cheetah scout Gear accelerated over the dunes of the Eastern Desert.

"Take that Lieutenant Blowhard," Ryvers mumbled to himself. He was talking about Lieutenant Rikardo Klowhurd, a field geologist in his regiment. Klowhurd had spent 20 precious minutes on a long a droning speech about the dangers of desert patrols before Ryvers had been able to get out with his Gear.

Blowhard couldn't say anything that didn't include the words "geological survey" or "red zone map coordinates" or some other jargon from the surveys those pencil pushers kept sending up to the front line. None of that counted for hopper dung when it came to real combat and real missions. This was war and Blowhard was just pissed that the time had come for the real soldiers to get to work.

A circle appeared in Ryver's field of vision: his Gear's NNet had identified an unusual shape on the horizon. Probably a wreck or a wind-sculpted boulder, but Ryvers activated the passive image enhancement/magnification subroutines anyway. Might as well be thorough.

"Hello there..." The enhanced image was no rock formation. A Gear was moving just behind a ridge, with only its torso visible. The thermograph showed very faint heat plumes for at least two other vehicles. Could be convoy or a patrol. Time to check it out.

Reducing speed to keep his own signature down, Ryvers headed down the dune and toward the ridge. A minute later his screen was full of red warnings, screaming about "geo survey hazard."

"Bloody Blowhard! Disengage warning subroutine." That bloody egghead had had these subroutines installed in the NNet so that Gears would avoid geological hazards. Like sand. In the desert. "Idiot."

His screen clear, Ryvers accelerated through the heavy sand. He was trying to keep the ridge between himself and the heat plumes he was still scanning when everything went topsy-turvy. The sand gave way under the Cheetah and it slipped down — through a sinkhole into the MacAllen Cave Network.

Ryvers reached out with the Gear's arms, grabbing first at sand and then at loose rocks. Warnings screamed across his screen when one hand caught on something solid. The hydraulics jammed and the Gear held onto a ledge by its arm, sand cascading past it and into the hundred-meter sinkhole. Ryvers fired up his radio and hoped it would carry even through he was below ground. "Alpha 4 to Base. Request assistance. Respond."

The radio cracked to life. "Acknowledged. What is your situation."

"I'm stuck in a sinkhole. Get a crane to get me out of here. Map grid 27.4."

"Holy... you're right on top of a major cave. Geological survey picked it up last week. Didn't your Gear give you warnings?"

Great. Now Blowhard would never shut up.





QUARTERMASTER DUTIES - 6.1

The role of the support companies is highly misunderstood by non-support personnel. While the traditional image of the cranky supply sergeant who plays favorites with the various company commanders is a throwback to the colonists of old, it is a stereotype that still plagues the Northern Guard military forces. Such individuals are always quickly weeded out and promoted to a position where they can do less harm. In order to maintain troop morale, the NorGuard understands the necessity of having extremely efficient supply officers (quartermasters), ensuring that front line units never run out of ammunition, food, water and fuel.

Quartermasters are the unsung heroes of the armed forces, particularly in the Northern Guard. Unlike any other Northern army, the NorGuard needs to coordinate its supply network over an entire planetary hemisphere to make sure that whenever a generator or replacement engine is necessary, that it is available almost instantaneously. In the past — and in lesser armies such as the CEF — it was considered normal for regiments to carry a huge amount of extra replacement parts, backup vehicles, uniforms, etc. This meant that a unit had almost everything it needed and required less communications and management, but was a huge strain on the army's resources. With St. Vincent's War, however, great progresses were made in the field of military supply procedures. No longer was it necessary to carry everything in the company. Supply centers became centralized and improved communications and management would do the rest. While this seemingly made front line units more vulnerable, it actually made the whole army stronger and more capable of sustaining a long-term war effort. This proved an extraordinary boon during the War of the Alliance, when the armies of both North and South could contain the CEF until victory was possible.

None of this would be possible, however, without the intervention of highly trained quartermasters within the NorGuard. They are a model of efficiency that would shame even the most dedicated Mercantile bureaucrat. With thousands of lives on the line, NorGuard quartermasters have an extra incentive to perform their duties flawlessly. They have at their disposal some of the finest and most diverse communication and managerial technologies the CNCS has to offer, from sat-uplink laptops to heuristic glove-assistants. They can do in a matter of hours what it took days or even weeks to organize in the past.



Support Company Organization - 6.1.1

On top of it all, the headquarters and the headquarter troops handle all of the managerial duties. They form the nerve center of the support company in the regiment, ensuring that requests are processed and inventory data is accurate and available at all times. They have some vehicles, mostly Antelope jeeps or five-ton trucks. The support company of a regiment is usually led by a major, sometimes a colonel for very important regiments. Unlike most other units within a regiment, however, a support company does not stay together all the time or work in a precise location. Rather, it is spread out over the other companies or dispatched to various areas where they are needed. The company commander is expected to always know where his resources are and must juggle with them without flaw.

The support company commander bears the title of chief quartermaster. He handles few duties himself, instead overseeing the overall operations of the company. He is assisted by four to six quartermasters, who themselves handle medical troops, maintenance staff, and supply and transportation personnel. Most of the operations in the company are handled by the quartermasters, who simply report the various goings-on to the chief. The latter handles budgets, communications with centralized supply points and discipline within the supply company itself. Occasionally, when matters become truly hellish, the quartermasters and the chief may get personally involved in grunt work, but that is the exception, not the rule.

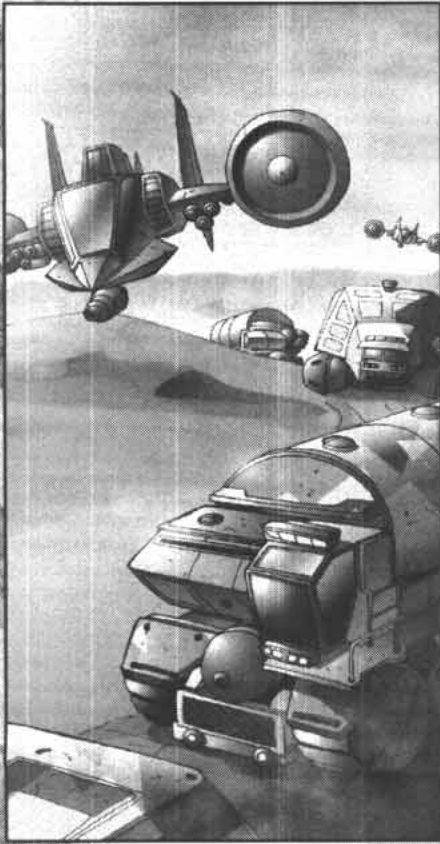
Special Formations - 6.1.2

There are times when a regiment or a task force faces special circumstances. They may be stranded deep behind enemy lines, or perhaps are stationed in a very inaccessible place such as a jungle or one of the deep space stations in the Helios system. The supply office has alternate procedures ready to be put in place for use in these extraordinary situations. They are able to requisition several types of vehicles from the local authorities to move the supplies to where they are needed. If need be, civilian crew can be hired as well, usually reservists who already know the ropes of working within a military framework and who understand the importance of the supply chain. Civilian crews are used on most of the space transports, given that it would cost too much for the Guard (or any of the other Northern armed force, for that matter) to maintain permanent space transport assets.

Supplies and ordinances normally remain stored in the transport vehicles for these operations. It may happen that stockpiling becomes necessary, however. In these cases, quartermasters and their assistants will take to the streets of a local community and rent (or appropriate, if in enemy territory) a suitable location to warehouse the goods. If no such locations are available, a Modular Advanced Maintenance Outpost, or MAMO (see Northern Vehicle Compendium 1, page 208), will be erected to do the job.



6.2 - TROOP MOVEMENT



Armies, despite ever-evolving technology, do not advance on the battlefield at an incredible rate. Throughout history, regardless of how well they were organized, armies seldom moved more than a hundred or so kilometers a day. This is mostly due to the fact that supply lines must be established in order to support the front line units. Armored pushes and spearheads might move further than this, but almost always have to draw back to avoid overextending themselves. It would be all nice and fine to have a powerful brigade moving far into enemy territory, but that brigade is not going to last very long if it cannot be properly supplied by friendly forces. As a result of this necessity, armies tend to be only as fast as their supply lines, and it is a good army that understands this principle well. It is never enough to simply set up a line, however; it must also be defended. Several lesser armies have discovered that a poorly protected supply line is almost always cut off, leaving the forces it supports without the necessary resources to properly wage the conflict at hand.

The Northern Guard benefits from centuries of human experience, and as such has learned how to quickly establish and maintain supply lines. The bulk of their supplies are delivered by a well organized network of transport vehicles and landships. Airlifting and aerospace transport are also available but less used due to their vulnerabilities to enemy air defense assets (a lesson the CEF learned the hard way during the War of the Alliance).

In the past, armies were limited to at most a hundred kilometers a day. Until St. Vincent's War, it more or less remained the standard. The optimization process that followed that War, however, helped nearly double that distance. Nowadays, with modern supply management techniques, it is possible for an efficient Guard regiment to move a little over 190 kilometers in a single day. Some experts are hard at work developing new techniques which would allow to push that number up to 250 km by TN 1940.

Before a regiment — or any other military unit — moves into an area, it is preferable for that location to already have a supply point ready, lest the unit finds itself unable to maintain its position. The Northern Guard occasionally maintains minor supply points in several strategic locations in the Badlands. As soon as a regiment arrives there, these outposts are expanded into full-fledged supply centers that are supervised by the regiment's own supply company. When the company is gone, the local quartermaster returns to his normal duties.

6.2.1 - Establishing Supply Lines

A supply line essentially consists of a series of supply points ("supply nodes") linked by well-defended routes. These camps are secondary stocking points that are supplied by the centralized regimental depot, which is located much further behind the lines. Thanks to modern transportation technology, it is no longer necessary for supply points to keep a large stock on hand "just in case." This advantage allows supply points to be more mobile and to "pack up and leave" in a matter of hours. This also means the various units supplied by the regiment have more space for fuel, ammunition and combat-related supplies if they need to remain autonomous for longer periods.

During times of peace, the Northern Guard has supply lines for their various outposts and camps which are not self-sufficient, but these lines are only moderately defended since there are no strong threats to their safety. The supplies are usually moved using civilian roads and transport lines, minimizing costs for the Guard. During times of conflict, however, the Guard increases protection to most of its minor lines and establishes backup supply routes for the major ones. This makes it difficult for hostile forces to cut both lines at the same time, and gives the NorGuard enough time to react and send reinforcements.

Before establishing a permanent supply outpost in potentially hostile territory, NorGuard operatives are sent to "feel" the surrounding area, scout the homesteads and counties for potential enemy agents, and report any potential threat to the eventual outpost. Once that is done, a temporary supply camp is established and protected by a few Gear squadrons (sometimes with some additional artillery support) for a period of two to four weeks. During that time, more information is compiled about the viability of establishing a full-fledged supply node in the area. Finally, at the end of the trial period, a decision is made: either a well-defended supply outpost is established, or it is not.

As mentioned above, minor supply camps are mostly autonomous and under the command of a local quartermaster. He handles the daily workings of the node and ensures that it remains well-stocked and ready, since friendly troops can arrive at any time with only a few hours warning. Until a Guard regiment arrives and requires support from the camp, the quartermaster reigns supreme. When the regiment is there, its support company's chief quartermaster temporarily takes over the operations for as long as the regiment needs that supply camp.





FOOD & EQUIPMENT - 6.3

Though a regiment needs a large variety of supplies to keep working, the bulk of the cargo shipped to the regiments is made up of consumables such as water, food and fuel. Though the military planners prefer to take the former on the march, it is not always available (especially not in the savannahs and the Badlands). Each and every man and woman of the troops require three to four meals a day in addition to several liters of water, both for drinking and sanitary purposes. Moving all these liquids and watery packets requires tons of transport assets and cause several logistic nightmares.

Food, water, fuel, ammunition and various pieces of equipment are vital to any military unit. If a regiment runs out of any of these, it cannot properly perform its duties. Morale may even be affected, causing further problems among the troops (frustration, bouts of violence, poor performance on the battlefield, perhaps even desertion). While morale is higher in the Northern Guard than in any other Terranovan military force (except perhaps the Northern Lights Confederacy Army), it would quickly deteriorate should the army be less organized than it is.

Outside of war time, NorGuard prides itself on serving its soldiers the highest quality of food it can afford on the basis that a soldier with a full stomach is a content soldier. It was a unofficial policy during the days of St. Vincent's War and of the War of the Alliance to make the food a little less pleasant than usual, however, to keep the soldiers slightly disgruntled and frustrated. The command staff often argued that it would make the troops vent their frustrations on the battlefield. This policy, however, is not applied in every regiment and never to the same degree. Some regimental commanders frown upon this suggestion, believing that proper morale can more than compensate with enthusiasm what bad food generates in frustration; some other commanders believe, on the contrary, that hot tempers and exasperation at poor living conditions make for better and more determined fighters.



The Fine Art of Cooking - 6.3.1

All current food supply plans of the Northern Guard are based on three general types of food: fresh, packed and combat rations. Fresh food is preferred by both the planners and the troops since it is generally both less costly (it is bought directly from local producers) and tastier. It may happen, however, that local availability forces the commander to use other solutions. Packaged food are large containers of dehydrated and specially treated food that is transformed back into palatable meals by the Guard's field kitchens. The spacetechnology-derived food, while somewhat on the bland side, is quite nutritious. The last type of food, field rations, is the least preferred of the troops. Many have compared the rations to eating rubber and table scraps. While it is true that the rations are usually somewhat bland (a side effect of the advanced conservation and packaging techniques used to make them), they are much better than the emergency sustenance bars packed in each survival kit (those actually *have* the taste and feel of rubber).

Despite all the technological advances since the departure of Earth, the traditional image of the rough-and-tough cook with his hat and his kettle boiling on a small campfire still endures today. As with quartermasters, this stereotype could not be further from the truth. Cooks, nowadays, run large, heavily automated mobile kitchens designed to optimize the quality and efficiency of meal preparation. Nowadays, it takes half the staff than it did a century ago and maintains a high quality of food. The chief cook handles mostly managerial duties, from ordering missing supplies and ingredients to coordinating the work of his underlings. The cook themselves have a more direct contact with the soldiers, and in their spare time often lend a compassionate ear to their woes. It comes as no surprise that they have become one of the best sources of information on the morale of fighting personnel. Wise commanders are aware of that fact and often make use of it on a regular basis.

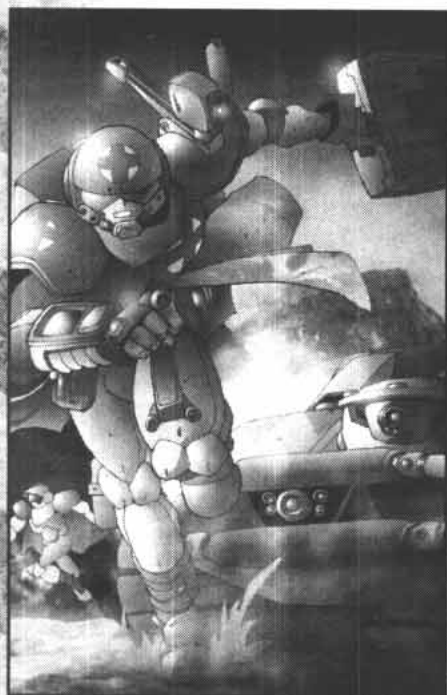
Fuel and Ammo - 6.3.2

Everyone knows that regiments need a constant and steady supply of fuel and ammunition, especially Gear and armored regiments. What most civilians are unaware of, however, is the magnitude of those supplies. A Gear regiment on stand-by consumes half a million liters of fuel per week, a number which doubles when the regiment becomes active on the front. It also needs several hundred tons of ammunition per day while fighting. Nearly the same applies to armored regiments. While infantry regiments require substantially less support, their numbers are still staggering. It is a huge job to keep everything running smoothly. Fortunately, the new managerial procedures implemented since the War of the Alliance (including *Supply Forecasting*; see p. 51) have allowed regiments to decrease the amount of backup parts and increase the quantity of fuel, food and ammo that they carry, giving them additional bite and autonomy.

The maintenance quartermaster, working immediately under the chief quartermaster, ensures the proper management of the supplies and is expected to pay particular attention to fuel and ammunition when the regiment is fighting. Nothing could be more embarrassing (and devastating to that officer's career) than a mission that cannot be completed, not because the enemy is too strong, but because the Gears and tanks are out of fuel.



6.4 - SPECIALIZED PERSONNEL



Among the least "famous" of military personnel, specialists such as field medics, engineers and demolition experts all occupy vital roles within a regiment. Without them, casualties would be much higher and enemy fortifications would often remain unchallenged. Their contributions are often neglected, as those of other non-fighting personnel, but some say they are the true heroes of any war, the silent people who do acts of great courage and whose deeds never become legendary — except to those people whose lives they saved. Hardly the stuff trideo movies are made of, but it earns them the quiet respect of all veteran soldiers.

Field specialists start out as any other soldier, with a few weeks — the exact duration depending on the urgency of the situation — spent at one of the Northern Guard boot camps. There, they receive the basic military instruction and training. Promising candidates are noted and encouraged to apply to the specialist corps upon the end of their basic training. Those that are chosen then transfer to one of the Military Occupational Training Schools to begin the second part of their training, much like Gear and armor crew do. In addition to studying material in their particular field of expertise, they also receive a broad education on a detailed curriculum to ensure that they are aware of related science and techniques that may be of relevance at some point. Many of the field specialists later go on to further their knowledge at one of the many Northern universities, all of which is paid for by the Guard (or the national armed force the person belongs to).

Organization varies among the regiments, but the specialists are generally grouped into separate squads or sections of their own. It may happen that a single squad, such as combat engineers or NBC specialists, be organic to a fighting company but it is rare (if only because it complicates the Table of Organization and Equipment). The current doctrine is to leave the specialists in separate sections and assign them as needed to the troopers on the front. Vehicles and transport assets are likewise detached from a separate motor pool, though some lucky sections have access to their own specialised vehicles (such as the Badger Medevac).

6.4.1 - Medical Personnel

Most regiments do not have hospitals or MASHs (Mobile Army Surgical Hospitals). These units mostly stay in the back of the fighting zone and receive wounded personnel from an entire brigade, sometimes from a division (that happened during the last days of the War of the Alliance, but is not a frequent occurrence). Unfortunately, a regiment lacks the resources to maintain and move such facilities. In lieu of trained doctors and facilities, the regiment's support company usually has between fifteen and twenty medical vehicles and thirty to fifty emergency medical personnel.

While medical personnel work under a quartermaster (usually with the rank of lieutenant or captain), it is the professional Medical Supervisor who wields the real authority in the medical squadrons. It is his opinion and savoir-faire that have the most weight, and while he needs to run most of his decisions by the quartermaster for bureaucratic purposes, he has a great deal of leeway in who does what and where. He is assisted by two to four field surgeons, two to three dozen emergency medical technicians and a dozen drivers for the Medevac Badgers.

The field medical personnel usually roam the battlefields after the fighting has waned, looking for wounded and survivors to bring back to camp or to evacuate to the nearest MASH. It is not rare, however, to spot Medevac Badgers in the middle of battle, trying to recover a commander or an important specialist who has been reported wounded in battle. While it is a standard rule of engagement not to fire on a medical vehicle (which is clearly marked or painted in a bright color), stray fire does make it more risky to venture on the battlefield while there is still fighting going on, and medical supervisors do not encourage this.

6.4.2 - Field Engineers and Mechanics

Field engineers and mechanics perform vital roles as part of the support squadron. From digging trenches to cleaning up minefields to repairing damaged vehicles, they handle a variety of duties that both protect the whole regiment and keep it running. Vehicles require maintenance; mechanics handle that. Defense positions require fortifications; field engineers handle that. Battlefields need to be cleared of mines; minesweepers handle that. Bunkers need repairs; construction workers handle that. Field engineers and mechanics have countless duties that are far less glamorous than those of the fighting personnel, but they too have a vital contribution to any war effort.

The dozens of engineers and mechanics in a support company are often commanded by an officer with engineering background who handles the duties of a quartermaster. Usually a lieutenant or a captain, he assigns priorities to what needs to be done based on the urgency of the job, establishing work order sheets for the staff. Most of the time, however, he handles one emergency after the other and has little time to plan ahead, and usually end up doing on the field "triage."





SUPPLY FORECASTING - 6.5

Most regiments before St. Vincent's War proceeded on a "just in time" basis. That meant that if a regiment needed a new vehicle or a replacement part, it would order it flown in from a centralized supply center. The required equipment would come in just in time to be useful. Unfortunately, on certain occasions, it would come in too late. The art of war and moving troops had to be reinvented, and the tragic losses of St. Vincent's War — and the economic crash that ensued — saw to it that military leaders revised their strategies and procedures. Then, from the middle of the 18th century to late in the 19th, the policy was to provide supplies on a "as you need it" basis. Improved communications allowed faster orders and speedier delivery. The delay between asking for a vehicle and its delivery went from several days down to a matter of hours. Unfortunately, it still was not enough. Northern military commanders who fought during the early days of the War of the Alliance were distressed by the lack of resources at their disposal and the speed and efficiency with which the CEF were mounting their supply network and their attacks.

Fortunately, when North and South struck an alliance against the CEF, new attitudes and strategies were developed. The most popular suggestion, introduced by some of the most brilliant Northern supply officers, was to find a way to predict when certain supplies would be needed before they were ordered and to have those shipped to get there "before you need it." This new "science," later to be called supply forecasting, would make use of past statistics accumulated through nearly two centuries of warfare experience. Countless questions were compiled and answered through the use of those statistics: How long before this tank would need a complete overhaul? How many rounds — on average — does a Gear regiment expend per hour of fighting? How long do boots last for an average infantry soldier? Based on a pilot's psyche, how long would it take before post-traumatic stress disorders would set in and the individual would require (expensive) psychological treatment? It took the better part of a cycle and immense logistical resources to answer those questions. Smart computers and specialists worked around the clock to develop hundreds of thousands of statistical tables with great accuracy. Everyone knew that the freedom of Terra Nova depended on it.

It worked. Nowadays, using the basis laid down by those War of the Alliance supply scientists, replacement parts are built, tested, shipped and received based on those statistics. There are still orders and equipment shipped upon request — statistics are never 100% accurate, after all — but by and large most demands are met at about the same time they are formulated. This, however, requires a great deal of competence from ranking supply officers, who from then on had to report their work on a daily basis to the supply centers, who themselves fed that information to supercomputers that would deduce the requirements trend out of several tens of thousands, and recommend that the appropriate supplies be sent and at what time.

This superhuman effort, however, is still extremely fragile. Any disruption in the communication lines or any bombing of the supply centers tends to result in the breakdown of the supply process, potentially with tragic results. While supply forecasting worked well during the War of the Alliance, at a time when Terranovan forces were facing an enemy that did not know how the ex-colonists operated, there are experts who doubt the efficiency of supply forecasting in a war between North and South. Since both sides know very accurately how the other one works and thinks, it might at best cancel out the advantage, at worst cause devastating massacres. Only time will tell whether supply forecasting will remain a viable supply strategy.

■ A Viper's Sting

Supply Forecasting is an amazing feat of statistical analysis that has a great deal of strategic benefits. It allows for increased flexibility as units receive the pieces of equipment as they become needed without having to fill and place countless supply requisitions. Regular supply runs fill all the needs of a unit on the move. Unfortunately, the statistical analysis and close communication between unit quartermasters and central supply stations needed to make the system work can prove to be a vulnerability.

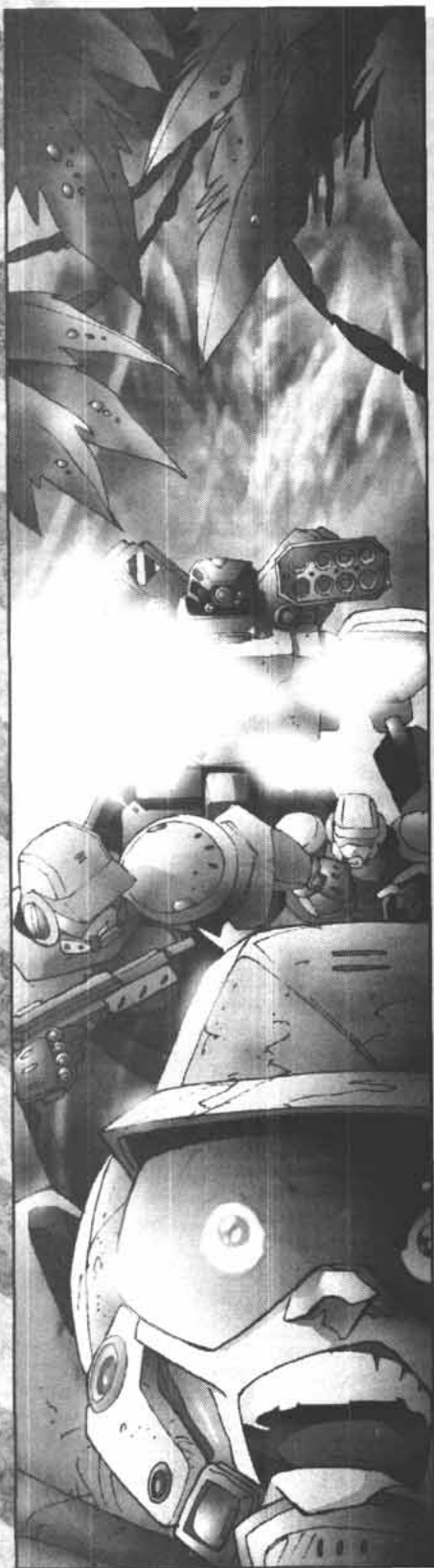
In the 1920s, a Southern military intelligence operation, code-named Chronos, was able to seriously disrupt the Northern Guard's supply forecasting system. Teams of computer hackers were able to get into the datastream of the forecasting system and disrupt the flow of information, modifying statistics and creating improper equipment allocations. Additional hacking sowed additional discord in the communication channels, making it harder for units to correct perceived errors. Nearly half of the team provided cover, making sure the false data was not detected as such until the shipments had left the warehouse.

Operation Chronos had its most devastating effect during a brief North-South skirmish in the Barrington Basin in TN 1928. Northern Guard forces were on the verge of dislodging many enemy positions, when unit after unit was forced to fall back because of equipment failure. Technicians had to quickly jury rig repairs because their spare parts were for the wrong vehicle; computer systems arrived without proper cooling systems and overheated; power cables were all of the wrong size. Operation Chronos was eventually shut down by a counter-hacking team from the Northern Guard Intelligence Service. The supply forecasting systems were eventually fortified with new computerized security systems, but the threat of supply disruptions remains.





PREDATORS



"Watch it, Capo." Soldat Gaumont hissed instead of yelling the warning.

Caporal Nicholas Mathieu froze in his tracks. Was there a booby trap he had missed? A Northern antipersonnel mine waiting to blow him and the his escouade up? A heavier mine that would only explode when Prefect Longois' Caïman drove over the ground they had declared clear? He looked at the trooper who had spat the warning; he was pointing toward a clump of jungle not ten meters from him.

Something was moving in there. Mathieu kept his eyes peeled, looking for a shape to go with the movement, something that would identify what it was. Somewhere to his left another soldat slipped and fell to his knee with a splat in the mud. The noise was answered by the sudden appearance of a predatory head in the vegetation. The sharp eyes and rows of deadly teeth made the pack lizard very identifiable. A deadly predator indeed. Mathieu raised his assault rifle, took aim and fired off a three-round burst. They caught the lizard square in the head.

"Report!" came the order over the radio.

"Mathieu, here. Had to deal with a pack lizard. Everything is under control."

"Is the area clear?"

Mathieu looked around. Soldat Benez was getting up out of the mud, where he had fallen into a shallow hole. Everyone else was giving the thumbs up. "All clear."

The Caïman APC carrying MILICIA Prefect Longois crashed through some foliage and started coming up the muddy excuse for a dirt road. It had been like this for six hours, carefully checking for ambushes and then advancing the APC. Sooner or later they would get Longois to the base camp — hopefully without meeting any Northern opposition.

Mathieu noticed that Benez wasn't moving, but instead staring at the ground. He went over, hoping against hope the green recruit hadn't just busted her ankle or dropped a grenade. "What's up?"

"This doesn't look right, Capo." Benez was looking at the hole she had fallen into. It was a depression in the muck, filled with water. It was roughly rectangular and longer than a man.

Bordel de merde. Mathieu scanned the ground. A few meters away there was another one, partially broken by the ground. Gear tracks. "Back up! Repeat—"

The foliage near Mathieu moved again before he could finish warning the APC, and the dense jungle cracked and gave way. The massive snub cannon of a Northern Predator Jaguar — hidden below camo netting — came into sight. Mathieu hit the dirt just as the massive weapon fired, deafening him and reducing the Caïman to a torn urn for the scorched bodies within.

Mathieu was dimly aware of the logo of the Cat's Paws elite regiment on the Gear. It was cold comfort to be beaten by the best.



Celebrated Regiments - 7.1

Military historians generally consider regiments to be the most important and central units in the Northern Guard and in most Terranovan armies. While divisions or battalions may arguably be more significant tactical units and individual soldiers may pay more attention to their squadron in the heat of combat, it is the regiment that brings together both operational flexibility and history into one single body. Traditions and rituals are almost always associated with regiments; any worth their salt have gathered impressive collections of distinctive patches, practices and stories used to terrify green recruits and impress other soldiers. These traditions rarely serve any explicitly tactical purpose, but they do help strengthen unit morale. They provide examples for soldiers to follow and a reason for them to carry on in the face of the horrors of war. If a squad or squadron functions much like a family, a regiment is a portable nation; it is a flag to which the soldier can salute when artillery fire and flame throwers have reduced thoughts of home to distant echoes. Some units also have unique combat specialties that further strengthen regimental cohesion and identification.

The richness of regimental traditions means, of course, that not every one is created equal. Many units have relatively short histories and few victories to their credit — they are often hungry for glory. Others have histories going back to colonial days and a record of battle long enough to make the most grizzled soldier gape with awe. These units can pick and choose their recruits and often remain at the pinnacle of the Guard. Occasionally, reforming generals will decide to shuffle assignments to inject new blood into these regiments. Some of these reforms have been very successful; others have been utter disasters. The five regiments in this chapter are prime examples of units rich in traditions and combat specialties. Two are built around Gear forces, while the other three feature armored units and infantry.

The 74th Gear Regiment (Nova Redriders) are famous as the regiment that fields the most heavy fire-support and assault Gears in the Northern Guard. They are very conscious of the price of war, an entire company having sacrificed itself to stop a CEF advance during the War of the Alliance. Their Duelist is a young Westerner who is trying to live up to the expectations of such an illustrious regiment. The 7th Gear Regiment (Cat's Paws) are the elite of the Northern Guard's Gear forces. Essentially Gear commandos, they are employed in strike operations against "impossible" targets deep behind enemy lines. Cat's Paws pilots are among the best on the planet and many young recruits dream of entering their ranks.

The 336th Armored Regiment (Thunderbolts) is a light armored regiment. The Thunderbolts were born at a time of budget cuts and had to make due with inexpensive machines. They transformed this drawback into an advantage, developing a flexible hit and run style that brought them spectacular victories in several deadly conflicts. The 129th Armored Regiment (Prophet's Hammers) are fueled by profound Revisionist sentiment. The Prophet's Hammers regiment is sometimes thought to be an extension of the Norlight Armed Forces. The commander, a moderate man, struggles to keep faith from becoming intolerance within the ranks. The 48th Infantry Regiment (Gold Dawn) is another regiment marked by the War of the Alliance. The Gold Dawn saw over half its number wiped out against the CEF. They now will do anything to survive, even "dirty tricks," and refuse to leave their men behind.



Combined Arms - 7.1.1

Most of the regiments in the Northern Guard are built around a very specific type of unit, generally to fulfill a specialized post. For example, the 336th was formed as a border unit capable of providing security to hundreds of homesteads across a very large territory, against light opposition; as a result, most of their vehicles are swift and easily transported. Using units of a similar type also simplifies the supply and maintenance operations required to keep a regiment at peak operating conditions. There are times, however, when high command needs more flexibility.

In such a case, a regiment is constituted of mixed infantry and vehicle sections, normally divided at the company level (though sometimes companies may incorporate dissimilar sections). The few dedicated Guard regiments are generally built along these lines, with about half the forces being made up of mechanized infantry (either troopers in Infantry Fighting Vehicles or Gear units) and the rest being divided between light and heavy armor, with some artillery complement. They are generally more flexible in terms of battle organization and require less battlefield support, but they are often unable to incorporate units with a very high level of training (except through experience).

Combined arms regiments, as these are called, require commanders with a good grasp of both tactics and the particular strengths and weaknesses of each type of unit found within its ranks. Properly deployed, however, they can turn the tide of battle, especially during a drawn-out campaign with everchanging battlefield conditions.



7.2 - 74TH GEAR REGIMENT NOVA REDRIDERS

The greatest concentration of heavier Gears — Bears, Den Mothers, Grizzlies, and Kodiaks — in the Northern Guard is undoubtedly in the Nova Redriders. This highly prestigious regiment is regularly assigned heavy fire support duties and difficult assault missions. The Nova Redriders' beginnings were most humble, however, starting as the Nova Gear company within a combined Northern Alliance Guard regiment only two cycles prior to St. Vincent's War. During the post-war shuffling that occurred when the Northern Alliance Guard structure was revised, Nova company was reassigned to an all-Gear regiment, the 341st Gear regiment Storm Riders. Under the command of Colonel Ethan Mylonius, the Storm Riders fought several border skirmishes in the Badlands, using minimal resources to prevent raiders from entering CNCS territories and take advantage of the confederation's extreme weakness to cause mayhem. During those cycles, Nova company was mostly equipped with Mad Dogs, Hunters, and Bobcats, and its technicians has to perform wondrous feats of jury-rigging to keep the vehicles running despite the deep budget cuts the army had suffered. Through all this, the Nova pilots demonstrated stern determination and unswerving loyalty to the North, and were relentlessly called upon to safeguard the interests of the CNCS. Through lobbying, Nova company commander Captain Roth Spangler managed to convince several generals that Nova company could do a great deal more than it was doing if it was granted more autonomy and resources. In 1745, Nova company was pulled from the 341st and became the 74th Gear regiment Nova Riders.

Near the end of the century, when military budgets returned to their pre-St. Vincent's War levels, the Nova Riders were put to the test and sent further into the Badlands than ever before, supporting the Northern Guard's efforts to re-establish some military outposts in the region. These missions continued well into the mid-1800's, but then the Nova Riders were recalled for more domestic duties. They would remain there until the War of the Alliance in 1913. The Nova Riders, then under the command of Colonel Asim M'Bashan, were assigned to protect supply lines into the Eastern Desert, where Alliance forces were trying to contain the CEF advance. It was not until late 1916 that the Nova Riders were called to the front, where the severely depleted military resources of the Northern Guard badly needed reinforcements. Fighting a war of attrition against the CEF, the Nova Riders suffered heavy losses. On 32 Spring 1917, the Nova Riders took part in their last encounter with the CEF, trying to contain the notorious Death Watch armored company. A complete section of red-painted Grizzlies from Alpha company volunteered to sacrifice itself to slow down their advance so the remainder of the Nova could escape and call in reinforcements. None of the Grizzlies survived, but they took many hovertanks and GRELS with them, and weakened the Death Watch sufficiently that the returning reinforcements could push them back.

After the War, the regiment was renamed to Nova Redriders in remembrance of the self-sacrificing heroes who saved their comrades. As part of this tradition, all Gears keep one area painted in flat red — a foot, a knee, a skirt or anything else the pilot chooses. Also, Grizzlies must always have their left forearm painted in red, regardless of the cammo scheme. They also bear a slightly modified version of the Redriders's bright yellow nova sunburst, with a small stylized red drop of blood in the middle.

Until 1934, most Gear squadrons were composed of six Gears instead of five. With the upcoming preparations for war, it has become necessary to have more squadrons, so the latter have shrunk back to the standard five Gears per unit.

Last Stand of the Bears



The sacrifice of Alpha Company in TN 1917 was the bloody end to a long cycle of painful battles for the Nova Riders. After the costly victory at Baja in TN 1916 — during which a second landing force of CEF troops was contained and defeated — the Terranovan forces were finally on the offensive, taking back ground from the invaders. The Nova Riders were part of this move, fighting pitched battles for practically every inch of desert they reclaimed. It was slow going, but a wave of guarded optimism washed over the Riders and other Terranovans as the enemy was slowly driven back into the desert. The CEF was not going to give up easily, however.

In the Winter of TN 1917, the CEF forces surrendered to the Terranovan defenders after a long drive into the Barrington Basin. Not all CEF commanders were willing to wait, however, while the top echelons negotiated the Treaty of Westphalia. Those who wanted to continue the fights founded the Death Watch Company from among the hovertank units, selecting only the best officers and most up-to-date GREL supersoldiers. In the Spring the company began its assault on Terranovan forces, raiding with deadly efficiency those they saw as responsible for their defeat. On 32 Spring, they attacked the Nova Riders.

The Riders were clearly outmatched by the speed and power of the hovertank units. Stationed to guard a stretch of the Barrington Basin, it seemed they would suffer casualties and let the Death Watch company get out of the Terranovan cordon around them. Unless a sacrifice was made. No order was given, no real vote was taken, but Alpha Company nominated itself as the unit to get the job done. Neils Mørgant, the company commander, led his troops into battle and bought the rest of the regiment time to call in reinforcements. At the end of the days all of Alpha Company had been destroyed — Mørgant himself survived because a pilot guarding his command vehicle sacrificed herself in his place — but reinforcement arrived in time to finally eliminate the Death watch company.





REGIMENTS OF NOTE

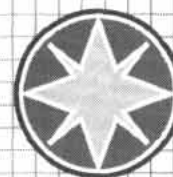
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Command and Unit Structure - 7.2.1

The regiment is currently under the command of Colonel Niels Mørgant, a veteran of the War of the Alliance who commanded Alpha company at the time. It is at his insistence that Alpha company has been removed from the regimental structure. It is split between four companies: Bravo, Charlie, Delta and Echo (which replaces Alpha company). They are commanded by Lieutenant Zayda Triptian, Captain Ruprecht Wilhelm, Major Carmen Paris and Captain Mikael Rawdon respectively. In the advent that Colonel Mørgant is killed in combat, Major Paris would be next in the chain of command, followed by Captain Rawdon, Captain Wilhelm and Lieutenant Triptian. The regiment's Duelist, Senior Ranger Andersen Brandr, leads Delta 3's Prime Fire Support squadron. Born in the Western Frontier Protectorate, his broad sense of patriotism and duty make him an example to his comrades, and his cool head makes him a good counsel to his superiors.

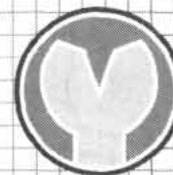
Bravo Company

Section 1:		1 x Standard GP Squadron, 2 x Standard Fire Support Squadron
Section 2:		1 x Standard GP Squadron, 2 x Standard Fire Support Squadron
Section 3:		1 x Standard Recon Squadron, 1 x Standard Strike Squadron, 1 x Standard Fire Support Squadron
Section 4:		1 x Standard Recon Squadron, 1 x Standard Strike Squadron, 1 x Standard Fire Support Squadron



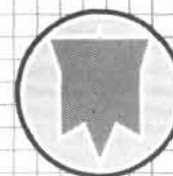
Charlie Company

Section 1:		1 x Standard Recon Squadron, 1 x Standard Strike Squadron, 1 x Standard Fire Support Squadron
Section 2:		1 x Standard Recon Squadron, 1 x Standard Strike Squadron, 1 x Standard Fire Support Squadron
Section 3:		1 x Standard Recon Squadron, 1 x Standard Heavy Strike Squadron, 1 x Standard Fire Support Squadron
Section 4:		1 x Standard Recon Squadron, 1 x Standard Heavy Strike Squadron, 1 x Standard Fire Support Squadron



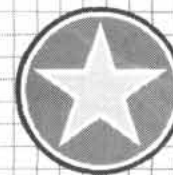
Delta Company

Section 1:		1 x Standard GP Squadron, 1 x Standard Fire Support Squadron, 1 x HMA Type 2 Squadron
Section 2:		1 x Standard GP Squadron, 1 x Senior Fire Support Squadron, 1 x HMA Type 2 Squadron
Section 3:		1 x Senior Recon Squadron, 1 x Prime Fire Support Squadron, 1 x HMA Type 3 Squadron
Section 4:		1 x Standard GP Squadron, 1 x Senior Recon Squadron, 1 x Senior Fire Support Squadron



Echo Company

Section 1:		1 x Senior GP Squadron, 1 x Standard Fire Support Squadron, 1 x HMA Type 1 Squadron
Section 2:		1 x Senior GP Squadron, 1 x Senior Fire Support Squadron, 1 x HMA Type 1 Squadron
Section 3:		1 x Standard Recon Squadron, 1 x Senior Fire Support Squadron, 1 x HMA Type 1 Squadron
Section 4:		1 x Standard Recon Squadron, 1 x Senior Fire Support Squadron, 1 x HMA Type 1 Squadron



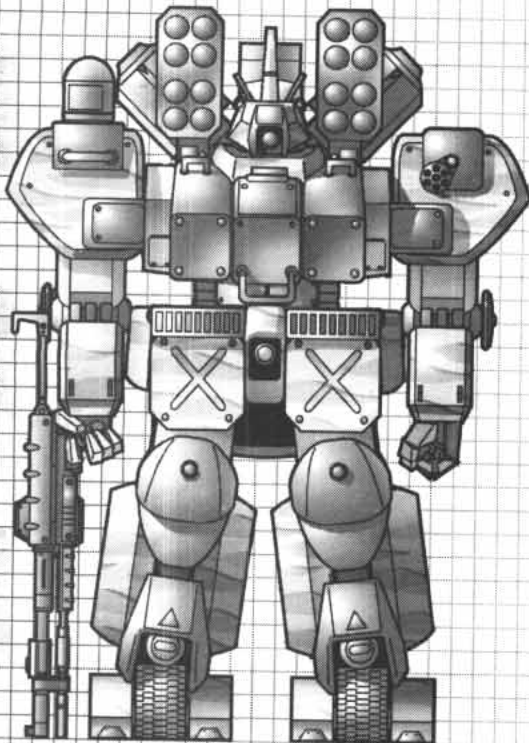
REGIMENTS OF NOTE

7



7.2.2 - Paint Schemes & Logos

The Den Mother II fire support Gear featured in the illustration underneath sports the Redriders' current "wavy sand" paint scheme, the standard color scheme for regiments operating in a dune-filled region of the Badlands. The hull is overall pale beige, except one or two areas which are painted blood red (the Gear below is sporting a red left forearm and manipulator). An irregular horizontal pattern of light brown lines is applied over the beige, with a small dark brown shadow beneath each line. Note that the regiment's Grizzlies always have their entire left forearm painted red, as per regimental tradition. Other types of vehicles apply the red on a chosen panel, usually the same for the entire squadron. The section sigil is applied to the shoulder panel, while one of the armor greave carries the CNCS emblem.



Bravo Company ☐



Section 1



Section 2



Section 3



Section 4

Charlie Company ☐



Section 1



Section 2



Section 3



Section 4

Delta Company ☐



Section 1



Section 2



Section 3



Section 4

Echo Company ☐



Section 1



Section 2

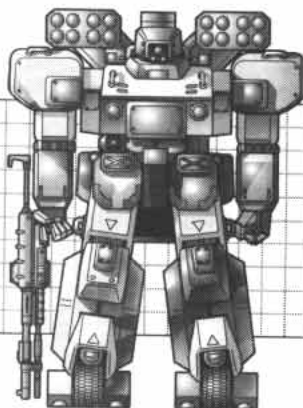


Section 3

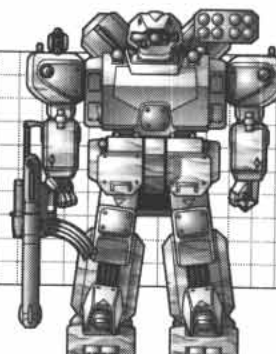


Section 4

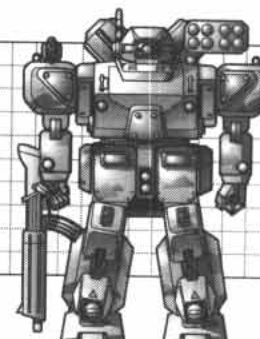
Paint Schemes ☐



Pattern Breaker Camo



Desert Camo



Mountain Camo





Unique Squadrons - 7.2.3

The Nova Redriders have one of the highest concentration of heavy-class Gears in the Northern Guard, featuring some unique squadrons that make extensive use of these machines. Called HMA squadrons (Highly Mobile Artillery), these squadrons combine heavy Gears exclusively and pack quite a punch. They can act both as forward observers and as backliner Gears that fire long-range light artillery pieces. Using the various HMA squadrons, the Nova Redriders have developed some rather unique strategies (see above) and have more than once taken their opponents by surprise. The more frequent type (Type 1) features some of the older machines in the regiment (Bears, Razorbacks and Den Mothers). Type 2 features mostly more recent, reliable machines (Den Mothers II and Grizzlies). Type 3 squadrons incorporate the most recent models of Grizzlies and Kodiaks, and feature some of the regiment's best pilots. There is only one such HMA squadron in the Redriders, and it is commanded by Duelist Andersen Brandr himself.

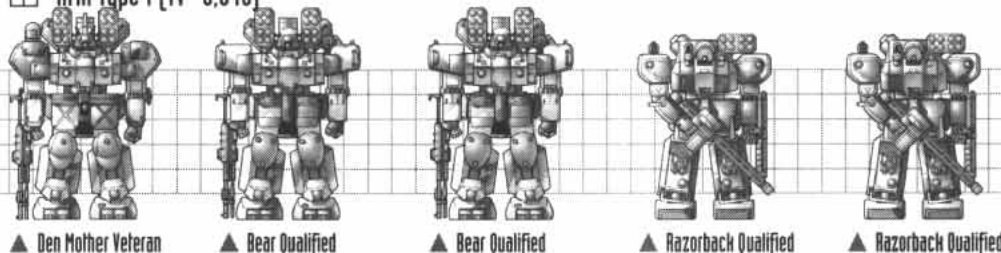
Special Abilities & Variations

Type 1:	None
Type 2:	<i>Heavy Saturation</i> allows any Veteran pilot in this squadron to add +1 to his weapon's ROF for the purpose of increasing his number of targets while <i>Walking Fire</i> exclusively, at the cost of 1 Command Point, no more than once per round per squadron. (x1.05 TV)
Type 3:	<i>Accurate Saturation</i> allows all squadron pilots to reroll their Gunnery tests and take the best result, no more than one Gear per round and no more than once per combat for each Gear, at the cost of 1 Command Point each time. (x1.10 TV)

HMA Squadron Composition Rules

	Basic Requirement	Upgrade Requirement
Type 1	Fire Support x 2	N/A
Type 2	N/A	Type 1 x 2
Type 3	N/A	Type 2 x 2

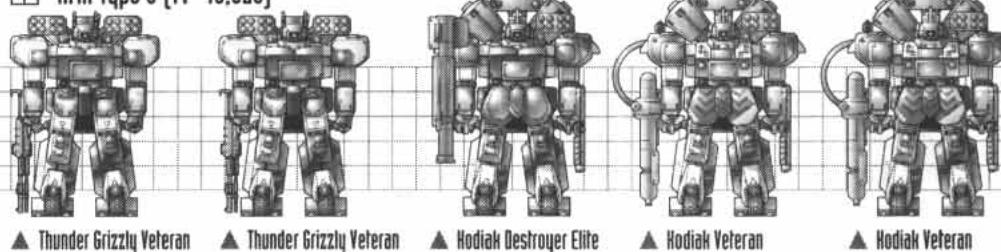
HMA Type 1 (TV 3,845)



HMA Type 2 (TV 8,118)



HMA Type 3 (TV 15,629)





7.3 - 7TH GEAR REGIMENT CAT'S PAWS

The 7th Border Division of the Northern Guard has traditionally been assigned to protect the southwestern border of the Northern Lights Confederacy. One of the two Gear brigades of the Division, the 9th Gear Brigade stationed in Zagazig, has become extremely famous over the last fifty cycles thanks to the exploits of the 7th Gear regiment Cat's Paws. Founded in TN 1849, the Cat's Paws were led by Colonel Rory Miach until 1856, when Miach was promoted to the rank of brigadier and re-assigned to another brigade. He was replaced by Captain Alexandrya Addolgar, a Mercantile woman with a highly rebellious streak. While the regiment did well under her command, her tendency to disobey direct orders led to her demotion some cycles later. Brigadier Miach, who had difficulties adjusting to his desk job, requested a transfer back to command the Cat's Paws, which was granted. In 1862, he returned to the 7th regiment, much to the pleasure of the pilots, and remained there until 1878. He passed several promotions and went out of his way to demonstrate that he was necessary for the Cat's Paws. The stories of his confrontations with Captain Addolgar remain famous within the regiment, and some veteran pilots claim that Miach stayed regiment commander as long as it took for him to break the rebellious streak of his subordinate. Captain Addolgar became colonel in 1878 and replaced Miach in his functions. As history later demonstrated, Addolgar had never changed her ways, she had only adapted to his command until he left.

During the Sandstorm Strikes (TN 1896-1905), Colonel Addolgar's command was supremely tested. The regiment's effectiveness and her own ambition were such that she sought increasingly dangerous and difficult assignments. While the missions were almost invariably successful, the casualties were high. The morale of the pilots plummeted and several defections among the veterans threatened to cause a cascade effect, which was barely contained by the colonel's pep talks. Addolgar began enforcing extreme disciplinary measures and regularly called in the military police to end the violent incidents which punctuated downtimes in the regiment. The Sandstorm Strikes nearly destroyed the regiment.

One of the regiment's most illustrious pilots during the Strikes was without a doubt Stacey Diggs, who was drafted in 1899 and who rose rapidly through the ranks as a result of her team spirit. Although none of her artistic training promised her to be a brilliant military officer, her selflessness and stubborn dedication to a humanistic ideal made her immensely popular among the pilots. Anyone with a problem could count on her, although she herself had no one to lean on. The Strikes took their toll on her psyche, however, and by 1905 she had given up hopes of becoming a performer. She could not bring herself to leave all her comrades behind. Like it or not, her life was within the military. This was confirmed in 1916, when Colonel Addolgar died on the battlefield and Diggs was field promoted to the rank of colonel to head the Cat's Paws. This promotion was confirmed at the end of the War of the Alliance, and she became the official commander of the 7th Gear regiment, a position she occupies to this day.

The participation of the Cat's Paws during the second half of the War was decisive in battles such as Operation Karaq Push, the Irrian Blockade, and Black Bunker Beach. Throughout these battles, Stacey Diggs demonstrated exceptional leadership abilities which would later fuel her outspoken criticism of Norlight social and military policies. Needless to say, such an attitude has done little for her career, and she has not been promoted in over fifteen cycles.

Black Bunker Beach



The CEF set up a large number of prefabricated, fortified firebases as it took ground in the opening cycles of the War of the Alliance. These were expanded and strengthened over the course of the war of attrition that then occurred. When Anders von Breslau led the assault into the dune sea of the Barrington Basin toward the central command base of the CEF, his forces saw lines and lines of these bunkers. One especially dangerous concentration of these structures came to be known as Black Bunker Beach, because they sat on a large rock formation level with the "sea level" of the surrounding sand. These bunkers were equipped with impressive point defense system and long range cannons, making assaults against them very difficult and putting at risk the massive advance into the desert. Eliminating the bunkers became the primary mission of the Cat's Paws.

Colonel Diggs knew that a traditional commando operation would be difficult at best, and more likely suicidal. The bunkers were sealed tight and many were converted Terranovan oasis towers, built to resist almost any assault. Using Terranovan designs ended up being a liability for the CEF, however. Indeed, Diggs and her men were well aware that oasis towers were usually built atop natural accesses to the underground MacAllen cave network. Recruiting teams of engineers and geologists, Diggs sent her teams of Paws farther afield and found another access to the tunnels about eighty kilometers south of the Beach. Using typical stealth, the Paws entered the caves and went underground.

Moving slowly, guided by the geologists traveling with them, the Paws made their way toward the objective. It took them several days of slow moving through tunnels, their Gears at once a hindrance because of their size and a benefit because of their strength and durability. When the time was right, they placed explosive charges under many of the towers on the Beach, feeding them into the automated pumping systems. Thanks to schematics obtained from Paxton Arms, the Paws knew that key power cores were positioned next to the pumping stations in the towers' base. When they received the signal, the Paws activated their charges and Black Bunker Beach went up in flames.



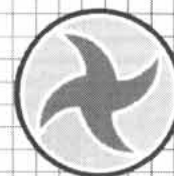


Command & Unit Structure - 7.3.1

Colonel Stacey Diggs has been in charge of the //Cat's Paws// for the last fifteen cycles or so. She walks a fine line between understanding leadership and excessive tolerance to insubordination, something that many among her superiors strongly disapprove of. The leader of Alpha Company, Captain Johannsen Ektor, a Westerner by birth and the son of two career officers, has more than once warned her against the pitfalls of compassion when in a position of leadership. Bravo Company leader, Captain Gilroy Teague, emphatically agrees with Johannsen, but realizes that Diggs's particular blend of leadership seems to have demonstrated its value over the last twenty cycles. None could be more supportive of the colonel's attitude, however, than Captain Helenka Varvarinski, who owes her life to Diggs several times over. Both women fought together during the War of the Alliance, and Varvarinski refused several promotions out of loyalty to remain under Diggs's command. Captain Krikor Karajan, commander of the prestigious Delta Company, keeps his opinions to himself, but makes no secret that he is looking for a promotion to lead the //Cat's Paws// some day.

Alpha Company

Section 1:		1 x Senior GP Squadron, 1 x Standard Strike Squadron, 1 x Standard Commando Squadron
Section 2:		1 x Standard Recon Squadron, 1 x Standard Fire Support Squadron, 1 x Standard Strike Squadron
Section 3:		1 x Standard GP Squadron, 1 x Standard Strike Squadron, 1 x Standard Heavy Strike Squadron
Section 4:		1 x Standard GP Squadron, 1 x Lion Squadron, 1 x Standard Fire Support



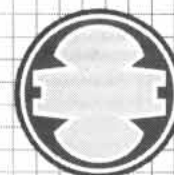
Bravo Company

Section 1:		1 x Standard GP Squadron, 1 x Standard Recon Squadron, 1 x Standard Fire Support Squadron
Section 2:		1 x Standard GP Squadron, 1 x Standard Recon Squadron, 1 x Standard Fire Support Squadron
Section 3:		1 x Standard GP Squadron, 1 x Standard Recon Squadron, 1 x Standard Light Blitz Squadron
Section 4:		1 x Standard GP Squadron, 1 x Standard Recon Squadron, 1 x Standard Light Blitz Squadron



Charlie Company

Section 1:		1 x Standard GP Squadron, 1 x Standard Recon Squadron, 1 x Standard Fire Support Squadron
Section 2:		1 x Senior GP Squadron, 1 x Standard Strike Squadron, 1 x Standard Commando Squadron
Section 3:		1 x Standard GP Squadron, 1 x Standard Fire Support Squadron, 1 x Puma Squadron
Section 4:		1 x Standard GP Squadron, 1 x Standard Recon Squadron, 1 x Standard Fire Support



Delta Company

Section 1:		1 x Senior GP Squadron, 1 x Standard Recon Squadron, 1 x Standard Fire Support Squadron
Section 2:		1 x Standard GP Squadron, 2 x Standard GP Squadron
Section 3:		1 x Senior GP Squadron, 1 x Standard Strike Squadron, 1 x Standard Commando Squadron
Section 4:		1 x Senior GP Squadron, 1 x Senior Fire Support Squadron, 1 x Panther Squadron



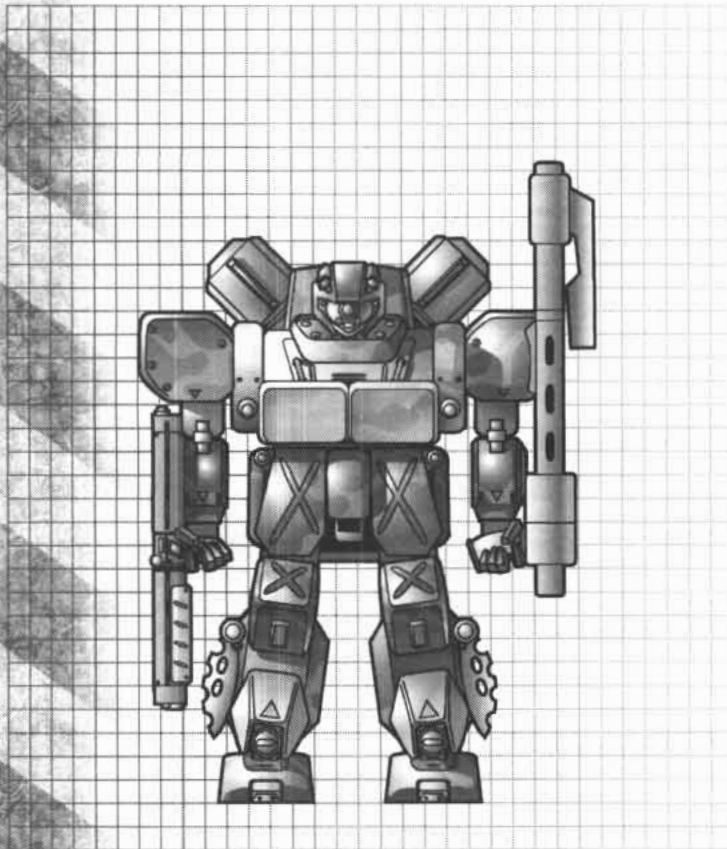


7



7.3.2 - Paint Schemes & Logos

The Cat's Paws generally sport a mist gray covering with dark gray overspray/trim, reminiscent of the coat of the mythical great cat from Mankind's past from which they take their name and inspiration. In the field, however, the Paws will use whatever paint scheme allows them to blend into the background of the location they are operating in. The Strike Cheetah shown below sports the standard CNCS forest/swamp pattern, with a medium brown base coat and large zones of forest green applied on top with fairly defined edges. The section sigil is applied to the shoulder panel, while one of the armor greave carries the CNCS emblem. The regiment's stylized paw emblem is located on one (or both) forearms. Some enterprising pilots have been known to paint a wildcat's likeness on the head of their machine.



Alpha Company ☐



Bravo Company ☐



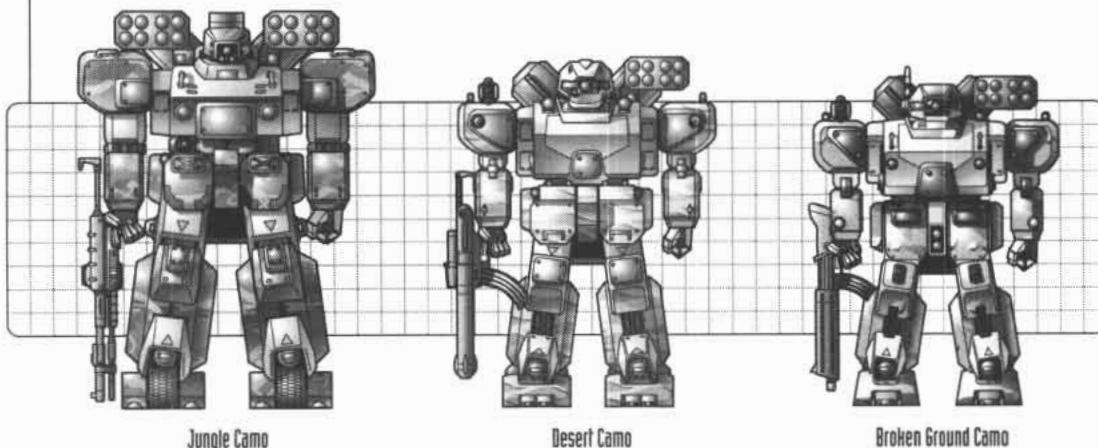
Charlie Company ☐



Delta Company ☐



Paint Schemes ☐



Jungle Camo

Desert Camo

Broken Ground Camo





Unique Squadrons - 7.3.3

The Cat's Paws are a unique regiment, with special rules applying to their structure. Because of their high reputation and incredible track record, they get some of the best vehicles and pilots in the whole Northern Guard. High command believes in building up one unit as the most prestigious in the hemisphere and is willing to forego normal structure rules to favor the Cat's Paws — at least for the time being. All of the basic and upgrade requirements for the units are halved (rounded up). For instance, where in other regiments it would take two Standard GP squadrons to obtain one Senior GP, it only takes the Cat's Paws one Standard to get one Senior. The Cat's Paws have also developed three unique types of squadrons: Puma (mountain missions), Panther (Black Ops/Snipers) and Lion (Elite Strike).

Special Abilities & Variations

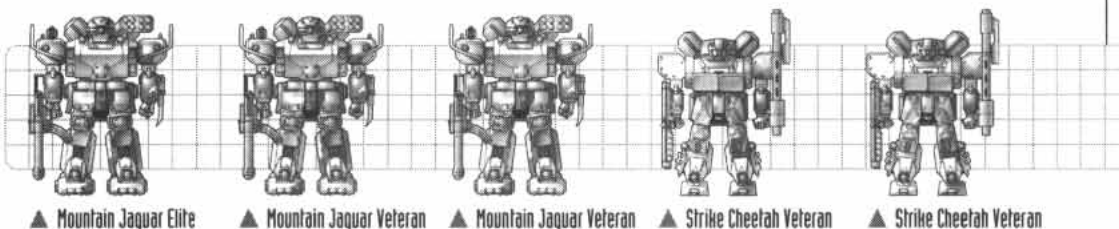
Puma:	<i>Infalible Piloting</i> allows Puma squadron pilots to treat any Piloting Fumble as a 1; they can also opt to pay a Command Point and reroll a Fumble, no more than once per round. (x1.05 TV)
Panther:	<i>Infalible Gunnery</i> allows Panther squadron pilots to treat any Gunnery fumble as a 1; they can also opt to pay a Command Point and reroll a Fumble, no more than once per round (x1.05 TV). Add Stealth 2 to Strike Cheetah and Fire Jaguar; new Strike Cheetah TV = 752; new Fire Jaguar TV = 797.
Lion:	<i>Infalible Piloting</i> and <i>Infalible Gunnery</i> , as described above. (x1.10 TV)

Elite Squadron Composition Rules

	Basic Requirement	Upgrade Requirement
Puma*	Commando x 1	N/A
Panther*	Commando x 1	N/A
Lion*	Commando x 1	N/A

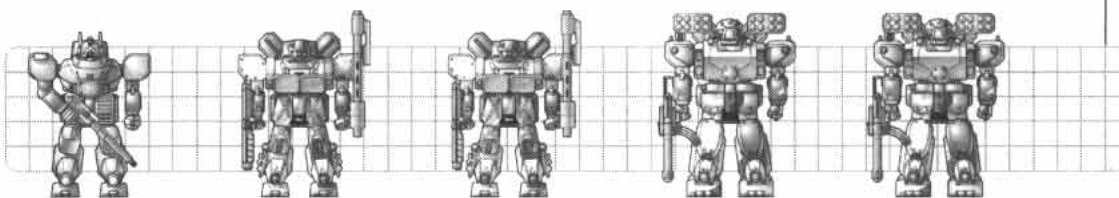
• Counts as 1 Commando for requirement purposes.

Puma (TV 10,841)



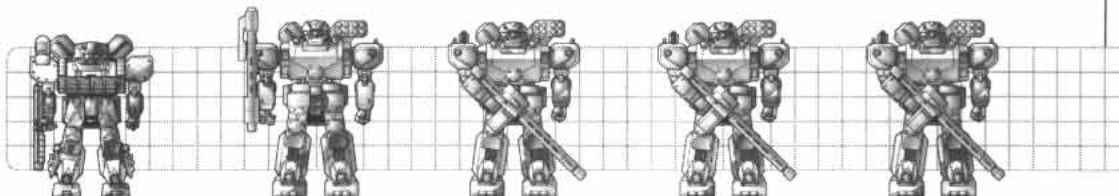
▲ Mountain Jaguar Elite ▲ Mountain Jaguar Veteran ▲ Mountain Jaguar Veteran ▲ Strike Cheetah Veteran ▲ Strike Cheetah Veteran

Panther (TV 10,598)



▲ Black Claw Veteran ▲ Night Cheetah Veteran ▲ Night Cheetah Veteran ▲ Night Jaguar Veteran ▲ Night Jaguar Veteran

Lion (TV 16,038)



▲ Strike Cheetah SecCom Elite ▲ Jaguarundi Elite ▲ Predator Jaguar Veteran ▲ Predator Jaguar Veteran ▲ Predator Jaguar Veteran



7.4 - 336TH ARMORED REGIMENT THUNDERBOLTS

The Thunderbolts are representative of the many border units that are assigned to patrol and defend the long borders of the Northern leagues. They were formed as a minor regiment from one Norlight and one Federation company in the mid 1700s to serve as a first line of defense to the scattered border communities of the CNCS. The leagues of the alliance were still suffering from the deep recession that followed the debacle of St-Vincent's War, and as a result the regiment was built around lots of light and swift vehicles that were both relatively inexpensive and able to cover lots of ground. Few expected them to meet with any serious resistance, and so no infantry or heavy tanks were incorporated in their ranks.

The newly formed 336th soon found itself themselves with a full plate. With the polar economies in ruins after St. Vincent's War, several minor Badlands city-states and settlements were aggressively carving out new markets for themselves. In many instances, these operations conflicted with the perceived interests of the CNCS, necessitating an armed response. Colonel Runa Svenhilde found herself constantly on the move, responding to ever increasing assignments for police actions from Northern Guard headquarters. Forced to do more with less, she created new training programs that used the strengths of the limited force she had under her command. The 336th soon became a minor celebrity in the southern region of the Irrian Plain, with a reputation of striking like "Irrian Plain thunder and lightning, right out of nowhere." It wasn't long before the technicians began painting the now familiar lightning and cloud symbol that now adorn all vehicles in the 336th.

By the time TN 1900 rolled around, the 336th began chasing more than bandits and border rebels. The Judas Syndrome, in a prelude to a global war, pitted them against Southern infiltrators and traitor units on an almost regular basis. Over the next ten cycles, more than a quarter of the regiment's troops were replaced either due to combat casualties or (more rarely) because of internal purges. The troopers fully expected to be deployed against Allied Southern Territories forces within the next two or three cycles. This would not happen, however: a far more terrible fate awaited the Terranovan armies.

The cold war was brutally interrupted by the arrival of the Colonial Expeditionary Force from Earth. The regiment spent the first few weeks of the conflicts hunkered down in their bases, waiting for air and space superiority to be regained. The 336th was then deployed in an isolated region of the Irrian Plains and were at first unaffected by the fighting. It was not until the CEF advance troops crossed the Serpentine range that the Thunderbolts would be brought into contact with the enemy. For the first time in their history, the Thunderbolts were faced with an enemy that not only used tactics similar to theirs but equipment that was better suited to the task. Colonel Magnusen, a veteran of fifteen cycles in the regiment, immediately started developing new tactics using whatever resource he could find. His most notable invention, the Chaser squadrons, began to appear in TN 1915 at the height of the invasion. They were quite successful in creating fire zones to trap the speedy Earth hovercraft and were instrumental in most of the later Thunderbolts successes.

The post-war period began with a much needed reconstruction. The regiment was supplied with some new vehicles and were allowed to modify the official Northern Guards Table of Equipment and Organization to incorporate the Chaser squadrons into their formal ranks. The 336th Thunderbolts are presently stationed at a small firebase on the outskirts of Zagazig.

Ride of the Valkyries



Whenever the superpowers are busy elsewhere, a host of smaller territories and local warlords figure they have free reins to take control. In the late TN 1890s, the 336th was kept busy along the CNCS border by numerous small insurgencies and warlords. It had to keep the peace and defend a border that stretched for thousands of kilometers, and had only light tanks and cavalry fighting vehicles to do it with. Despite the best effort of the regiment's commander, the 336th could not be everywhere at once.

In TN 1893, two self-styled warlords, Damon Guzrald and Heber B. Dungnar made a secret pact of mutual assistance to carve personal empires out of the rugged regions of the northern Irrian plains. Though sparsely populated, the homesteads and small communities would be easier to control and could provide enough tithe to keep them and their thugs comfortable for many cycles. The CNCS defense force would never be able to face them, for it would have meant separating (and thus weakening) the regiment. On the morning of Summer 35, TN 1893, the 336th slowly and stealthily made its way through the rough hills that surrounded the settlement of Dry Gulch, a small fortified farming and trade center. The forces of warlord Guzrald were engaged and destroyed almost at once, though they managed to get a message out. Dungnar smugly expected to be able to complete his looting and make his getaway, for he was more than a hundred kilometers away at the time. They did not count on the ingenuity of the regiment's commanding officer, however.

The sound of helicopters and hopper transports filled the morning air. The 336th had rounded up all flight-worthy VTOLs in the area and used them to carry their vehicles to the next battle site. Only the 336th, with its lightweight patrol units, could pull off such a maneuver. The vehicles were dropped behind a hill, just beside Dungnar army. Like Guzrald's forces, the bandit group was utterly destroyed. Dungnar himself was killed during the battle. Thus began the reputation of striking like "Irrian Plain thunder and lightning, right out of nowhere."





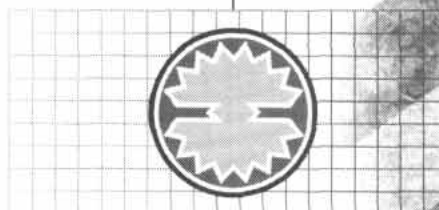
Command and Unit Structure - 7.4.1

The Thunderbolts have always been commanded by resourceful officers, and the current breed is no different. Colonel Magnilda Rika, daughter of a tanker in Beta Company, grew up around the vehicles and knows them better than anyone. Forced to do more with less, she prefers a hands-off approach to command that facilitates much-needed innovative solutions. Hands-off does not mean weak, however: Rika maintains a rigid discipline that would make a centurion happy. She always looks after the regiment's best interests and is loved by her troops in return.

She is assisted by Major Bryan Anderson, in charge of the second company, Audun Hall, third company, and Kyle Thurow, fourth company. All three are resourceful officers that have distinguished themselves in the field on many occasions, and have complete confidence in their leader and their troops.

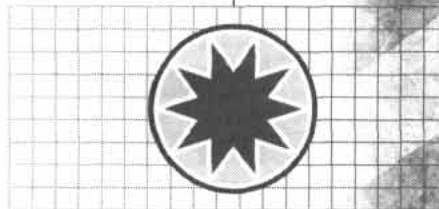
Alpha Company

Section 1:		1 x Senior Heavy Assault Squadron, 2 x Heavy Assault Squadron
Section 2:		1 x Heavy Assault Squadron, 2 x Light Assault Squadron
Section 3:		1 x Senior Light Patrol Squadron, 1 x Light Patrol Squadron, 1 x Senior Light Assault
Section 4:		1 x Senior Light Patrol Squadron, 1 x Light Patrol Squadron, 1 x Senior Light Assault Squadron



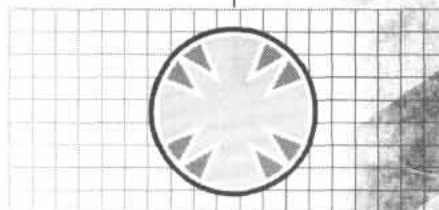
Bravo Company

Section 1:		1 x Senior Light Patrol Squadron, 1 x Light Patrol Squadron, 1 x Heavy Patrol Squadron
Section 2:		1 x Senior Light Patrol Squadron, 1 x Light Patrol Squadron, 1 x Heavy Patrol Squadron
Section 3:		2 x Light Assault Squadron, 1 x Senior Light Artillery Squadron
Section 4:		2 x Light Assault Squadron, 1 x Senior Light Artillery Squadron



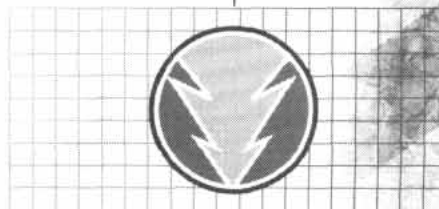
Charlie Company

Section 1:		2 x Light Patrol Squadron, 1 x Heavy Patrol Squadron
Section 2:		2 x Light Patrol Squadron, 1 x Senior Heavy Patrol Squadron
Section 3:		2 x Light Assault Squadron, 1 x Light Artillery Squadron
Section 4:		2 x Light Assault Squadron, 1 x Light Artillery Squadron



Delta Company

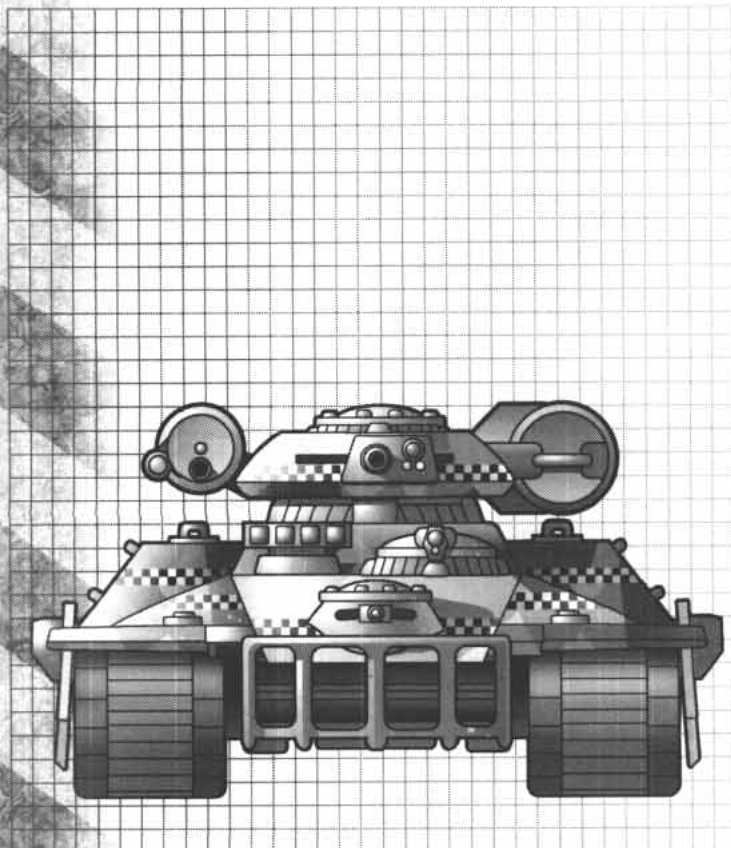
Section 1:		1 x Chaser Type 2 Squadron, 2 x Chaser Type 1 Squadron
Section 2:		1 x Senior Light Patrol Squadron, 1 x Light Patrol Squadron, 1 x Heavy Patrol Squadron
Section 3:		1 x Light Patrol Squadron, 2 x Heavy Patrol Squadron
Section 4:		2 x Light Artillery Squadron, 1 x Light Patrol





7.4.2 - Paint Schemes & Logos

The Thunderbolts pride themselves of their reputation for swiftness, and have carried this over into the general paint scheme of their vehicles. Though they use the standard Northern Guard-recommended camouflage for the zone they are stationed in, the technicians also apply sporty racing checkerboard stripes along the flanks of the tanks and armored personnel carriers. A highly stylized version of the lightning bolt and circle emblem of the regiment is painted midway along the hull, the circle white with black trim and the lightning stripe bright yellow; the checkerboards are always black and white. These are painted over to mute them down in field operations, but remain popular nonetheless. The section sigil is applied to the turret or the front deck, while one of the armor panel carries the CNCS emblem. An identification number is sometimes painted on the roof of the vehicle.



Alpha Company ☐



Section 1



Section 2



Section 3



Section 4

Bravo Company ☐



Section 1



Section 2



Section 3



Section 4

Charlie Company ☐



Section 1



Section 2



Section 3



Section 4

Delta Company ☐



Section 1



Section 2

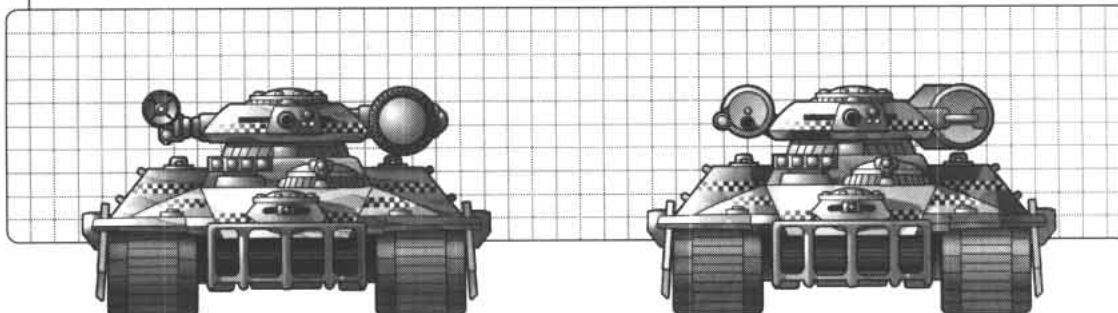


Section 3



Section 4

Paint Schemes ☐



Desert Camo

Pattern Breaker Camo





Unique Squadrons - 7.4.3

Chaser squadrons are unique to the Thunderbolts and greatly contribute to their reputation. They are made up of field converted Klemm light battle tanks. These have been modified for greater speed by tinkering with the engines and the suspensions. The expensive and rare guided missiles have been removed. In their place, the technicians have installed a multi-barreled gun salvaged from a wrecked attack aircraft. The ammunition is carried in an armored drum mounted opposite the gun and fed through an armored belt attached to the back of the turret. The Chaser group use these vehicles to run forward and saturate large zones with high velocity projectiles. Hopefully, this will force the enemy to move into the waiting guns of friendly forces; at worst, it will keep them pinned in place long enough for the rest of the regiment to make its way to the battle.

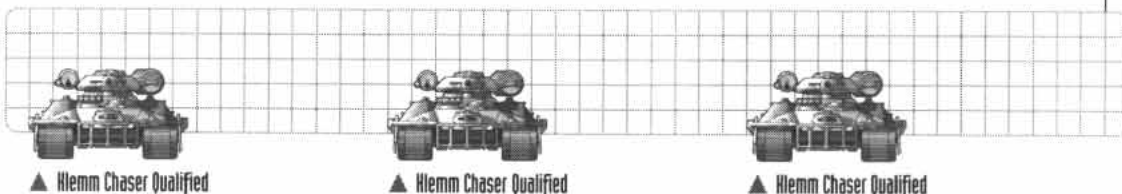
Special Abilities & Variations

Type 1:	Use the Klemm Chaser variant. Remove all ATMs and replace by MAAC with 400 shots, +1 Ground Top Speed MP (TV = 782).
Type 2:	<i>Heavy Saturation</i> allows any Veteran pilot in this squadron to add +1 to his weapon's ROF for the purpose of increasing his number of targets while Walking Fire exclusively, at the cost of 1 Command Point, no more than once per round per squadron. (x1.05 TV) Also uses the Klemm Chaser variant.
Type 3:	Same ability as Type 2. Also uses the Klemm Chaser variant.

Chaser Squadron Composition Rules

	Basic Requirement	Upgrade Requirement
Type 1	Heavy Patrol x 2, Light Assault x 2	N/A
Type 2	N/A	Type 1 x 2
Type 3	N/A	Type 2 x 2

Chaser Type 1 (TV 2,346)

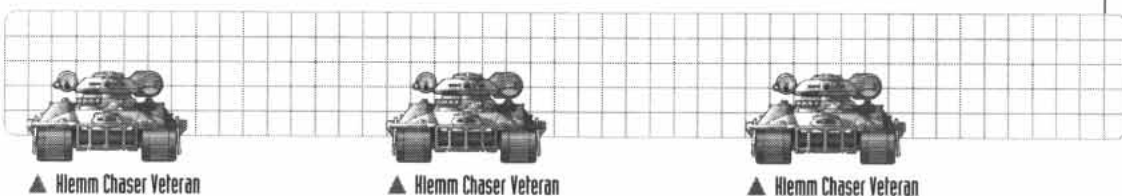


▲ Klemm Chaser Qualified

▲ Klemm Chaser Qualified

▲ Klemm Chaser Qualified

Chaser Type 2 (TV 5,279)

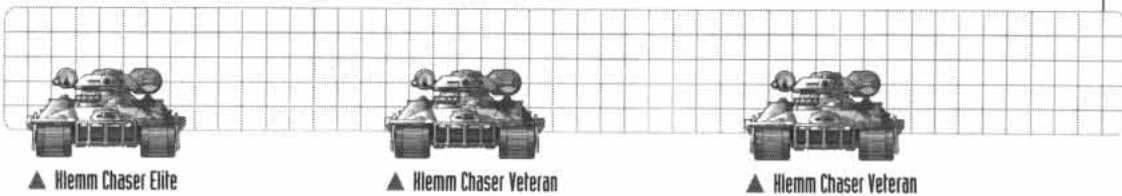


▲ Klemm Chaser Veteran

▲ Klemm Chaser Veteran

▲ Klemm Chaser Veteran

Chaser Type 3 (TV 6,647)



▲ Klemm Chaser Elite

▲ Klemm Chaser Veteran

▲ Klemm Chaser Veteran



7.5 - 129TH ARMORED REGIMENT PROPHET'S HAMMERS

The 129th Armored Regiment, known to all as the Prophet's Hammers, is one of the strong arms of the Northern Guard. It is a heavy duty regiment, sent to break large enemy formations to allow weaker friendly forces to make their way in. It is notorious for its use of lots of artillery support to pound the enemy into submission, and has some of the best gunners in the Northern Guard.

The 129th Armored Regiment was created in TN 1794 by merging two older Norlight tank regiments, one of which dated back to "Army of Peace" established in TN 1516 to defend Revisionists across the Irrian Plain. The resulting 129th was reequipped with more modern vehicles and its command transferred to the (then) young Northern Guard as a gesture of goodwill by the Norlight government. The regiment was characterized from the onset by their strong religious traditions, and its first commander, Colonel Gil Bahram, was a Sorrento Revisionist monk who had enlisted in the army in order to defend the faith from enemy without. This has led many military historians to speculate that the regiment's transfer to the Guard was intended to increase the Norlight influence over the Guards, rather than simply an exercise in good faith. This theory has gained credence since because only Revisionist church members are assigned to it, which means that nearly all the regiment's personnel is from the Norlight Confederacy.

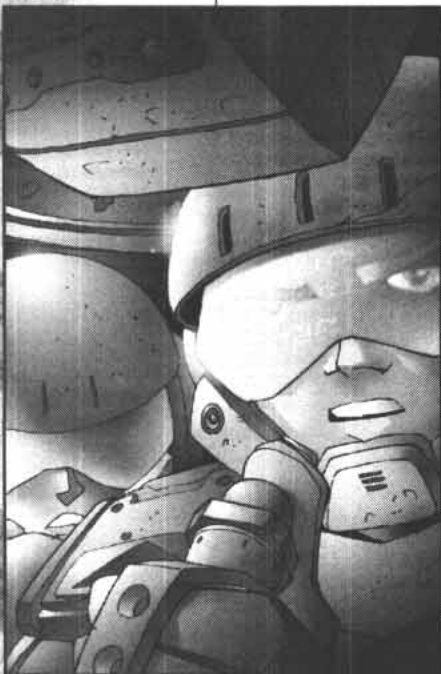
The regiment's mission was to crush the enemy of the North, lending a hand wherever needed; they were aeroported to the battle site and back. Due to the enormous costs in fuel and suborbital transport assets, the 129th was sent only for the most pitched battles or the more important objectives. In the first century of their existence, the Hammers were engaged in many police actions and military skirmishes across the Badlands as the CNCS and the AST clashed — either directly or by proxy — over resources and territory. By TN 1903, they were engaged in the bloody "Sandstorm Strikes," a series of nasty brush wars in the Badlands involving Northern Guard forces and local resistance.

With the benefit of hindsight, the skirmishes and battles of the late 1800s and early 1900s proved beneficial for the 129th, for it made them tough and ready to face their greatest challenge so far: the defense of Terra Nova. For the first two cycles of the War, the regiment was mostly held back to defend the main city-states and production centers near the Norlight/Badlands border. By TN 1915, orbital superiority had been mostly regained and the regiment could once more join the front line. The Hammers were instrumental in providing fire support to the Northern forces that drove the CEF from the occupied city-state of Livingstone in Summer TN 1915.

In TN 1916, the regiment was aeroported by suborbital transports to the Battle of Baja. CEF fighters and air defense destroyed a quarter of the shuttles, the worst blow suffered by the Hammers so far in the War. They lost another quarter of their forces in the battle itself. Wounded and tired, its troops participated only in a few more local fights before the Treaty of Westphalia was signed in TN 1917. After the hostilities, the Hammers were repatriated to Northern territory for rebuilding. New recruits were inducted, many transferring from artillery units of other regiments. The regiment also received a new commander, Adelic Elden.

The 129th Prophet's Hammers are currently stationed at the Port Aurora Northern Guard military base, where they stand ready to be sent anywhere on the planet within a day's notice.

Roller Coaster



"Yeah, I'm one of the 129th's gunners. We're the best NorGuard unit around, and there's one reason for that: we're good Revisionists. When you have peace of the soul, and you know that what you are doing is rightful, it's easier to concentrate on your training. And training we have, in spades. We're not exactly pulling field or garrison duties, so the colonel is always making sure everyone gets some sim time every day, and the Gentle Spirit help you if you miss it. We also get to drive around a bit, but the training field is some distance away, so we don't go as often.

"Being a Revisionist also makes it easier to accept some experiences. Like the aerospace shuttle rides, for example. Ever been on one of those? A commercial shuttle doesn't count — not that all that many people can afford or even *want* a ticket up, anyway, not when the maglev's there and... sorry, rambling a bit. <fidget with prayer beads> Anyway, we're a heavy assault group. We're the ones that punch up holes in the ranks of those who would threaten our way of life. So we have to be ready to be shipped somewhere in a hurry, and there's no faster way to do that than a quick hop through the upper atmosphere.

"No zombie tubes for us. The ride's too short for hibernation, so we stay hot and awake and strapped in for the whole flight. You can't see a thing, though, because all you get on your viewscreens is the interior of the shuttle's bay and the big clamps that hold our tanks in place. So you're shaken and squeezed and buffeted, and you don't know when the ride will be over or if there's a missile heading straight for the tailpipe — if you think a shuttle can maneuver at those speeds, there's a nice oasis I'd like to sell you in the Badlands — and until you touch mud again all you can think about are your kids back home and your rolling stomach. In a hot drop, there ain't much to do but pray all the way up and then down.

"So yes, I'm a good Revisionist."





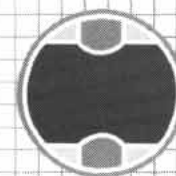
Command and Unit Structure - 7.5.1

Colonel Elden is a solid, father-style commander. He is a faithful Revisionist, but does not take everything the Church teaches at face value. He holds the opinion that faith is a comfort to a believing man, but should not be his tyrant. Such is not the case of his second-in-command, Major Alphonse Traugott. Though he hides it well, he is a fanatical Sorrento Revisionist believer and keep his eyes open at all times for signs of moral corruption among the regiment and any associated Northern troops (those in the know suspect him of belonging to the Prophet's Shield or a similar organization). This behavior has made him somewhat unpopular with the soldiers, and only Elden's authority and understanding reduce the frictions to a minimum.

The three other company commanders, Anton Rosweld, Brittany Marder, and Rolph Sigmard, are moderate like Elden and provide a great deal of balance in the command group. Colonel Elden often encourage them to think independently, and welcomes their input. As a result, most company HQs take to the field in heavy tanks to be closer to the action. For security purposes, they are only marked with a small Revisionist chalice painted on the side of the turret in muted colors.

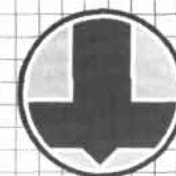
Alpha Company

Section 1:	I	1 x Prime Heavy assault Squadron, 2 x Senior Heavy Assault Squadron
Section 2:	II	3 x Senior Heavy Assault Squadron
Section 3:	III	2 x Senior Light Artillery Squadron, 1 x Hit Men Squadron
Section 4:	IV	1 x Prime Hit Men Squadron, 1 x Senior Hit Men Squadron, 1 x Light Assault Squadron



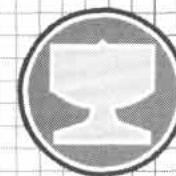
Bravo Company

Section 1:	1	3 x Heavy Assault Squadron
Section 2:	2	1 x Heavy Assault Squadron, 2 x Light Assault Squadron
Section 3:	3	1 x Senior Light Assault Squadron, 1 x Light Artillery Squadron, 1 x Heavy Artillery Squadron
Section 4:	4	1 x Senior Light Assault Squadron, 2 x Heavy Artillery



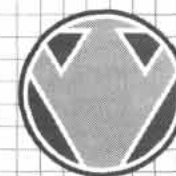
Charlie Company

Section 1:	I	3 x Heavy Assault Squadron
Section 2:	II	1 x Heavy Assault Squadron, 2 x Light Assault
Section 3:	III	1 x Senior Light Assault Squadron, 1 x Light Artillery Squadron, 1 x Heavy Artillery Squadron
Section 4:	IV	1 x Light Assault Squadron, 2 x Heavy Artillery



Delta Company

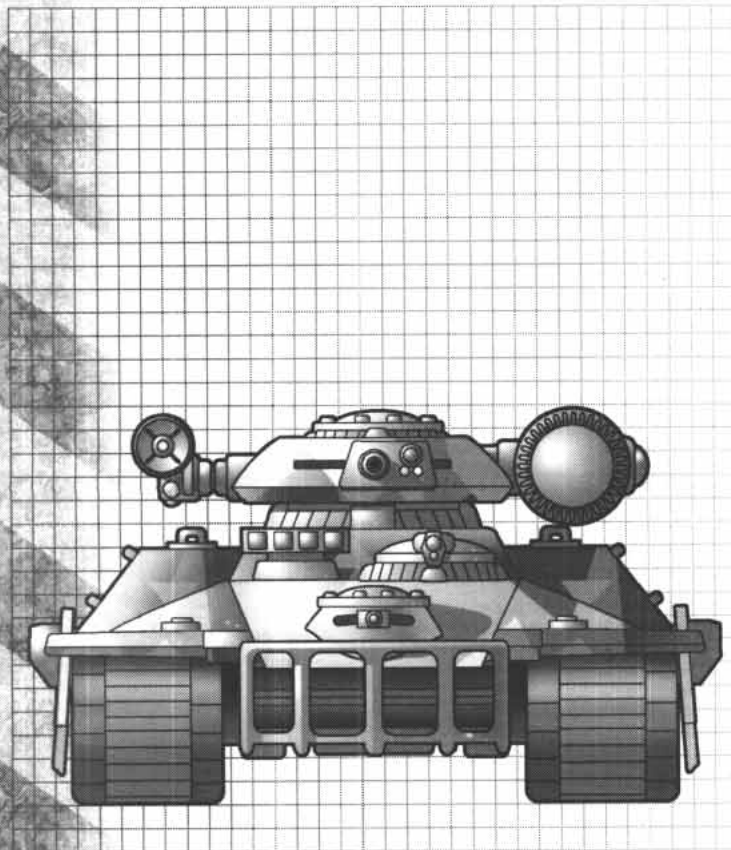
Section 1:	1	3 x Heavy Assault Squadron
Section 2:	2	1 x Senior Light Patrol Squadron, 1 x Light Patrol Squadron, 1 x Light Assault Squadron
Section 3:	3	1 x Light Assault Squadron, 2 x Light Patrol Squadron
Section 4:	4	3 x Light Artillery Squadron





7.6.2 - Paint Schemes & Logos

During the War of the Alliance, the vehicles of the regiment were painted in desert yellow, in anticipation of their use in the Badlands. The vehicles of the Prophet's Hammer are now generally stationed far from the action in their hangar at the spaceport. Rather than hastily repaint the entire vehicle complement every time the regiment is called upon, the 129th use the standard Northern Guard-recommended pattern breaker camouflage. Not only is it useful in breaking up the silhouettes of their large tanks, but it is fairly adaptable in a wide range of environments. A highly stylized chalice is sometimes painted midway along the hull, using low visibility color to mute the unofficial marking down. The section sigil is applied to the turret or the front deck, while one of the armor panel carries the CNCS emblem. An identification number is sometimes painted on the roof of the vehicle.



Alpha Company ☐



Section 1



Section 2



Section 3



Section 4

Bravo Company ☐



Section 1



Section 2



Section 3



Section 4

Charlie Company ☐



Section 1



Section 2



Section 3



Section 4

Delta Company ☐



Section 1



Section 2

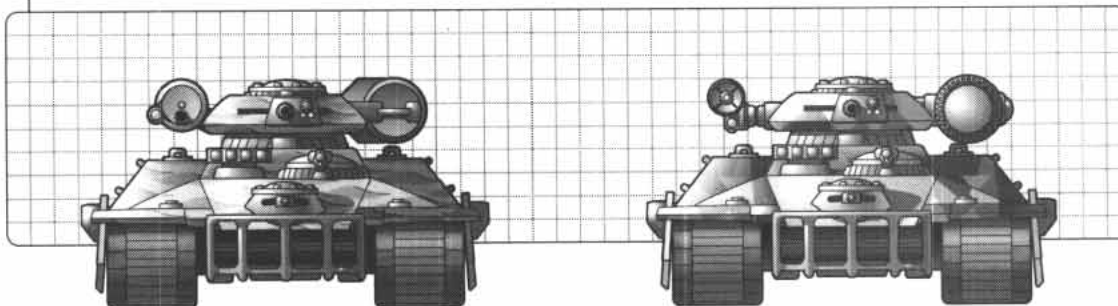


Section 3



Section 4

Paint Schemes ☐



Desert Camo

Pattern Breaker Camo





Unique Squadrons - 7.5.3

The Hammers have learned to compensate for fast moving targets and have development special training exercises that help them and their onboard NNets learn how to lead targets. By spending a Command Point, any Prophet's Hammers vehicle may force its target to shift down by one line on the Movement Modifier table (for example, a vehicle moving three hexes would use the modifier for 1-2 hexes instead). The regiment may use this ability only once per round.

Since they rely so much on artillery, the Hammers protect it efficiently and aggressively. They field a special type of light artillery squadron that replaces one of the guns in the batteries by a modified Klemm carrying additional sensors. This vehicle can almost instantly determine the origin of an enemy fire mission and direct the guns in its battery to fire upon that position, making it hazardous at best to try and silence the Hammers' artillery.

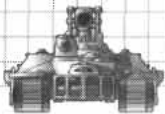
Special Abilities & Variations

Type 1:	Use Klemm CBS tank; remove ATMs, upgrade Sensors to +2/10 km, add Counter-Battery Sensors R1. (TV = 819)
Type 2:	<i>Discriminating Eye</i> allows the CBS-using vehicle to ignore Fumbles and count them as a result of one. (x1.05 TV) Use Klemm CBS tank.
Type 3:	<i>Accurate Saturation</i> allows all squadron pilots to reroll their Gunnery tests and take the best result, no more than one vehicle per round and no more than once per combat for each vehicle, at the cost of 1 Command Point each time. (x1.10 TV) Use Klemm CBS tank.

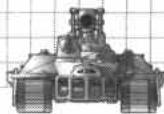
Hit Men Squadron Composition Rules

	Basic Requirement	Upgrade Requirement
Type 1	Light Artillery x 2, Heavy Artillery x 1	N/A
Type 2	N/A	Type 1 x 1
Type 3	N/A	Type 2 x 1

Hit Men Type 1 (TV 3,099)



▲ Tuburr Qualified

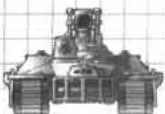


▲ Tuburr Qualified

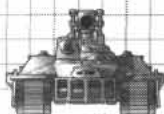


▲ Klemm CBS Qualified

Hit Men Type 2 (TV 6,246)



▲ Tuburr Veteran

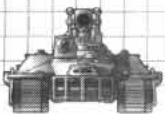


▲ Tuburr Veteran



▲ Klemm CBS Qualified

Hit Men Type 3 (TV 12,059)



▲ Tuburr Elite



▲ Tuburr Elite



▲ Klemm CBS Veteran



7.6 - 48TH INFANTRY REGIMENT GOLD DAWN

The infantry regiment known as the Gold Dawn has a long and checkered history, like most other pre-War of the Alliance Northern Guard units. Some of the companies and sections can trace their history and traditions all the way back to the period preceding St. Vincent's War. Curiously, while the regiment is very old, a lot of its soldiers are quite young. Many of the current troops are soldiers who enrolled within the past ten cycles or less to make up for losses in the war against the CEF. Like many before them, they have often been attracted by the regiment's distinguished history.

The regiment was officially formed at essentially the same time as the Northern Guard. The first and third companies of what was at first the 448th Provisional Militia Unit of Kossuth were merged with a group of recruits from Sesshu during the formation of the Guards in TN 1730. Under the leadership of Colonel Albert Crocker, they were forged into a dependable, solid infantry regiment that was assigned to several Northern city-states over the next thirty cycles, mostly around the Northern Plains region. They took part in St. Vincent's War only indirectly, ensuring rear-area security for the city-state of Zagazig and later the fortified city of Ophelia, a small satellite settlement of Zagazig located further into the plains. It was not until the early TN 1900s, however, that the regiment began to distinguish itself, most notably with actions against a renegade battle group in the forests covering the foot of the Eastridge Range. This bloody season-long campaign would later become known as the "Thunder Ridge Incident" after the locale of the last, tragic confrontation between pursuer and prey. The 48th was then commanded by Colonel McKenna Arton, a gruff Westerner who would later be elected to the Confederated Northern City-States council. His cunning and personal preference for innovative and unconventional tactics would influence the regiment's style for then on.

The true trial by fire of the regiment came in TN 1913 as CEF troop transports screamed through the ionosphere. The 48th were out on field maneuvers that week, and so escaped the destruction of their firebase. The loss of most of their supplies, however, would make the next season a living hell, with troopers suffering from malnutrition and minor medical problems. The regiment encountered enemy forces three times in the next cycle, but escaped serious harm through the sheer creative thinking of its command staff (Colonel McKenna Hank — cousin to the previous unit commander — Lieutenants Jahk Hope and Dalia Evers). Despite receiving a serious mauling in late TN 1915 (see below), the regiment pulled through the War and was eventually brought back up to full strength through an extensive recruitment program.

The regiment got its nickname on a harrowing night in TN 1915. The 48th was hunkered down on a rocky and lonely stretch of rubbled hills labeled simply "801," near the Serpentine Range's Badlands border. In the middle of the night, a sudden and quite unexpected push by CEF hovertanks left them stranded behind a temporary enemy pincer. They held their positions until the CEF was pushed back by friendly artillery, but the regiment lost more than half its men. The rest would need several weeks of rest and medical attention before they would be ready to fight again and were evacuated as soon as another battle group could take their place. It is said that the survivors looked on to see the golden light of dawn and swore to one another than never again in the history of the regiment, would some of their brethren fail to see the new day.

Dirty Tricks



The period following the destruction of their base camp by the CEF invasion force was especially tough for the regiment. On the run, with no little or no supplies, they were desperate to reach the marginal safety of friendly lines. At the time, air and space superiority had not yet been regained by the Terranovan ships and drones, and the hapless regiment was stranded deep into the Badlands, unable to receive evac. They made a run for it, each section marching on his own and maintaining only minimal radio contact with the others. At one point, the regiment was spread out over nearly twenty square kilometers to escape orbital detection. The point men were the elite commandoes known as the Dirty Ones, led by Major Harry Scheider.

The Dirty Ones cleared the way for the regiment, infiltrating enemy firebases and blowing up both vehicles and supplies. To maintain morale, they also pulled pranks on some of the enemy units they encountered along the way, and then broadcasted the results for all to see. For a short while, in the early part of TN 1914, they become minor celebrities in the late night reports — when they managed to get the story out, of course.

In late Summer TN 1914, the regiment came upon a deep gulch in the Badlands floor, the result of a tunnel collapse many millennia ago. It stretched, narrow but deep, for tens of kilometers and formed a natural defensive line across the desert floor. Colonel McKenna Hank immediately saw an opportunity for one last trap. The enemy hovertank might be able to jump the chasm, but their supply trains could not. And if these could be tricked into passing onto the bridge... The regiment crossed over while the Dirty Ones stayed behind to place charges on the structure. Command detonation was impossible due to enemy ECM, and timers would not be accurate enough for what they had in mind, so they stayed behind to detonate the charges. Less than half escaped the ambush with their lives, and very few made it back to the Terranovan lines.





REGIMENTS OF NOTE

7

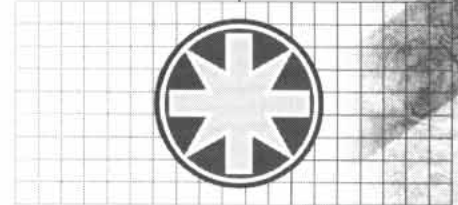
Command and Unit Structure - 7.6.1

The Gold Dawn is currently commanded by Colonel Mikal Allington, a well-liked commander in his mid-forties. Despite his relative youth, Allington has the total confidence of the Northern Guard command staff, and, more importantly, of the men and women serving under him. He realizes that there is more to command than a knack for leadership and relies a lot on the advice of his assistant, Lieutenant Jahk Hope. Hope is a gruff, experienced trooper that served under the previous commander during the War of the Alliance. He was at Hill 801 the fateful night where the regiment was given its name, and still bears the emotional and physical scars of the ordeal.

The three battalion commander, Dalia Evers, Jon SanTERS and Gavin Brownston, are given a wide margin to act, making the regiment as a whole a responsive war machine despite the high number of recruits in its ranks.

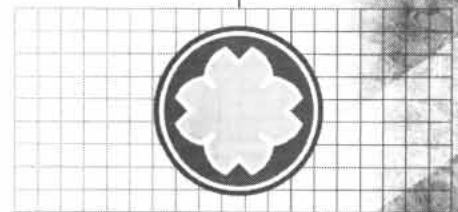
Alpha Battalion

Company 1:		1 x Dirty Ones Platoon, 2 x Armor Hunters Platoon, 1 x Senior Light Recon Platoon
Company 2:		2 x Sniper Platoon, 2 x Commandoes Platoon
Company 3:		1 x Prime Basic Platoon, 2 x Senior Basic Platoon, 1 x Senior Heavy Weapons Platoon
Company 4:		1 x Prime Basic Platoon, 1 x Prime Heavy Weapons Platoon, 2 x Senior Heavy Weapons Platoon



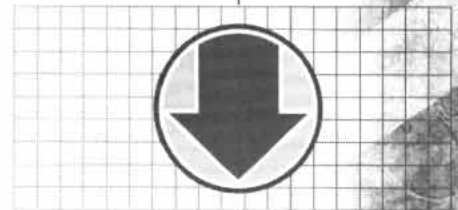
Bravo Battalion

Company 1:		2 x Senior Basic Platoon, 1 x Light Recon Platoon, 1 x Heavy Recon Platoon
Company 2:		2 x Basic Platoon, 1 x Heavy Weapons Platoon, 1 x Heavy Recon Platoon
Company 3:		1 x Senior Basic Platoon, 1 x Basic Platoon, 1 x Heavy Weapons Platoon 1 x Engineers Platoon
Company 4:		1 x Senior Basic Platoon, 1 x Light Recon Platoon, 1 x Heavy Weapons Platoon, 1 x Commandoes Platoon



Charlie Battalion

Company 1:		1 x Basic Rookie Platoon, 2 x Basic Platoon, 1 x Heavy Weapons Platoon
Company 2:		1 x Basic Rookie Platoon, 2 x Basic Platoon, 1 x Heavy Weapons Platoon
Company 3:		1 x Basic Rookie Platoon, 2 x Basic Platoon, 1 x Heavy Weapons Platoon
Company 4:		2 x Basic Platoon, 1 x Light Recon Platoon, 1 x Heavy Recon Platoon



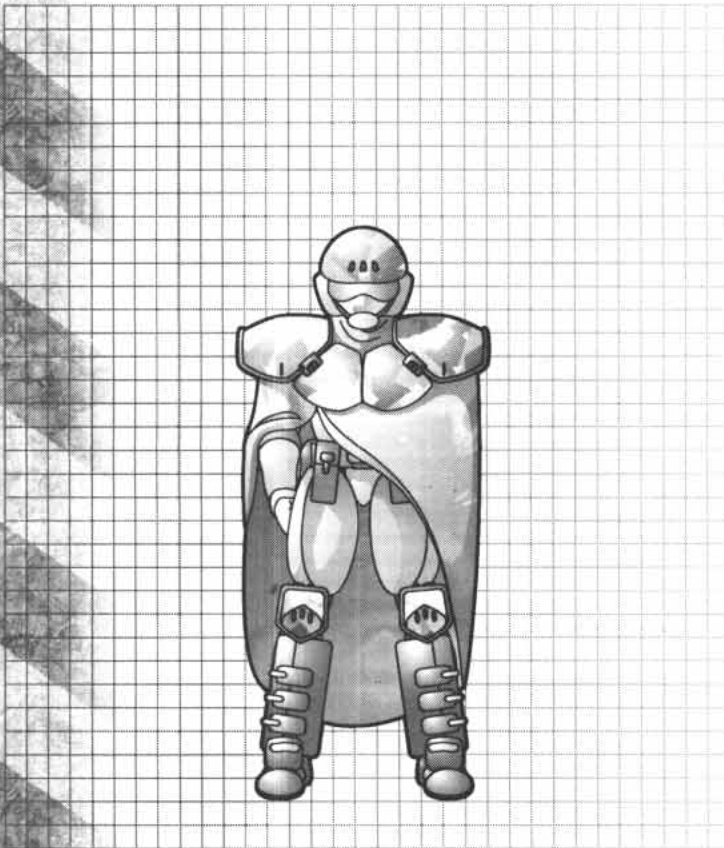


7



7.6.2 - Paint Schemes & Logos

The soldiers of the Gold Dawn are equipped with the standard Northern Guard infantry uniform. In general, the troopers wear the Mk 23 modular body armor system, the same type that is used by virtually all Northern armies in one form or the other. The surface of the MK 23 is painted in a non-reflective camouflage. Because of their special status, the Gold Dawn has been authorized to make minor changes to the uniform. For parades and other ceremonial purposes, the troopers usually wear one shoulder armor plate painted yellow. Slogans and personal badges are frowned upon but generally ignored by the commanding officers, as it is believed to improve morale somewhat. Some flamboyant troopers have even been known to crudely paint a sunburst on their spare poncho. The transport vehicles of the regiment follow the same color scheme as the troops they carry into battle.



Alpha Battalion ☐



Section 1



Section 2



Section 3



Section 4

Bravo Battalion ☐



Section 1



Section 2



Section 3



Section 4

Charlie Battalion ☐



Section 1



Section 2

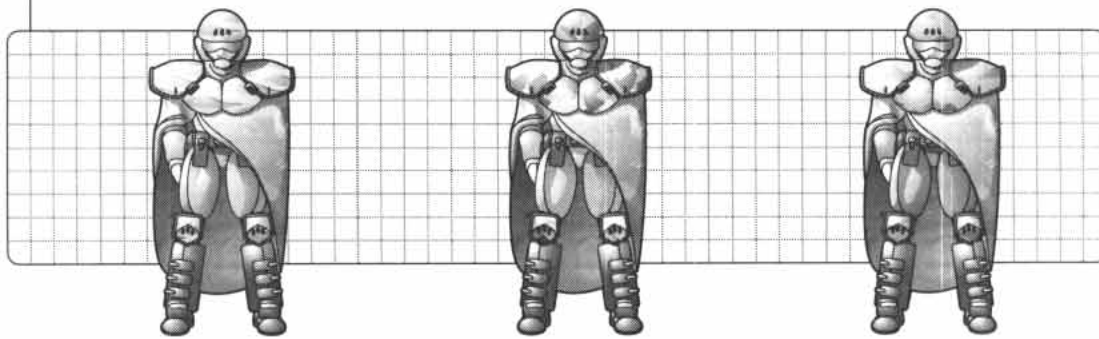


Section 3



Section 4

Paint Schemes ☐



Desert Camo

Pattern Breaker Camo

Mountain Camo





Unique Squads - 7.6.3

The troopers of the Gold Dawn are ready to do anything in order to survive, including playing dirty tricks. Some in their ranks have perfected this to an art, and are known as the Dirty Ones. They combine the cunning and stealth of the commandos with the training and know-how of both field engineers and demolition specialists, and use them all to harass enemy forces beyond their own lines. Dirty Ones are typically airdropped from a high-speed plane or a transport on a parabolic trajectory and are trained to use both the standard parafoil and the HALO rig (see page 93, Tactical Air Support). Once down behind enemy lines, they will seek important structures and formations and destroy them with satchel charges.

The Dirty Ones have a unique reputation within the regiment and beyond, and are given a great deal of leeway both in terms of discipline and appearance. Most civilians see them as impolite, rough and brutal men and women that act like barbarians and should be avoided at all times. Once the mission starts, though, the troopers turn into deadly professionals that will stop at nothing to accomplish the mayhem that they have planned.

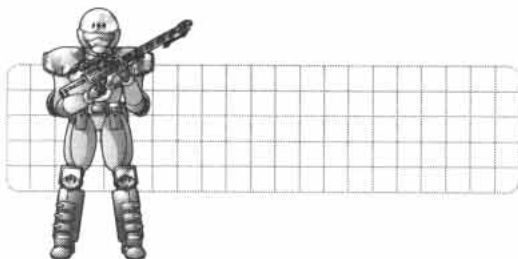
Special Abilities

Type 1:	<i>Parachuting Skill Plus</i> allows pilots to roll against a Threshold equal to 2/3 of the altitude level (instead of half) to determine if they hit their target hex, provided the squad spends a Command Point (x1.05 TV). All pilots have the Parachuting Skill at 3/+1 (see Tactical Air Support, p. 22).
Type 2:	same ability as Type 1, and the squad operate as if all its men had the Engineer Training (Tactical Field Support, page 47). (x1.55 TV)
Type 3:	same abilities as Type 2, and the squad operate as if all its men had advanced demolition training (it takes them only two rounds to place charges rather than four). (x1.60 TV)

Dirty Ones Squadron Composition Rules

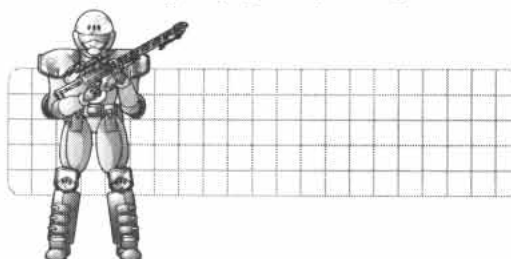
	Basic Requirement	Upgrade Requirement
Type 1	Senior Squad x 4	N/A
Type 2	N/A	Type 1 x 1
Type 3	N/A	Type 2 x 1

Dirty Ones Type 1 (Veteran, TV 330)



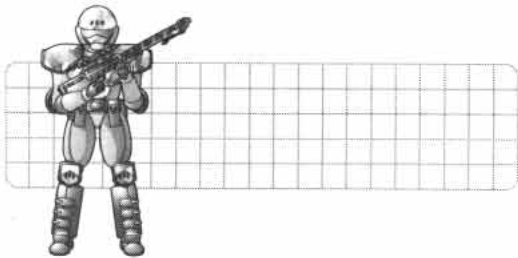
- 10 x (Lvl 3) w/Light Flak and 9mm Light Machinegun (TV 14 ea.)
- No Heavy Weapon

Dirty Ones Type 3 (Legendary, TV 1536)



- 10 x (Lvl 5) w/Light Flak and 9mm Light Machinegun (TV 16 ea.)
- No Heavy Weapon

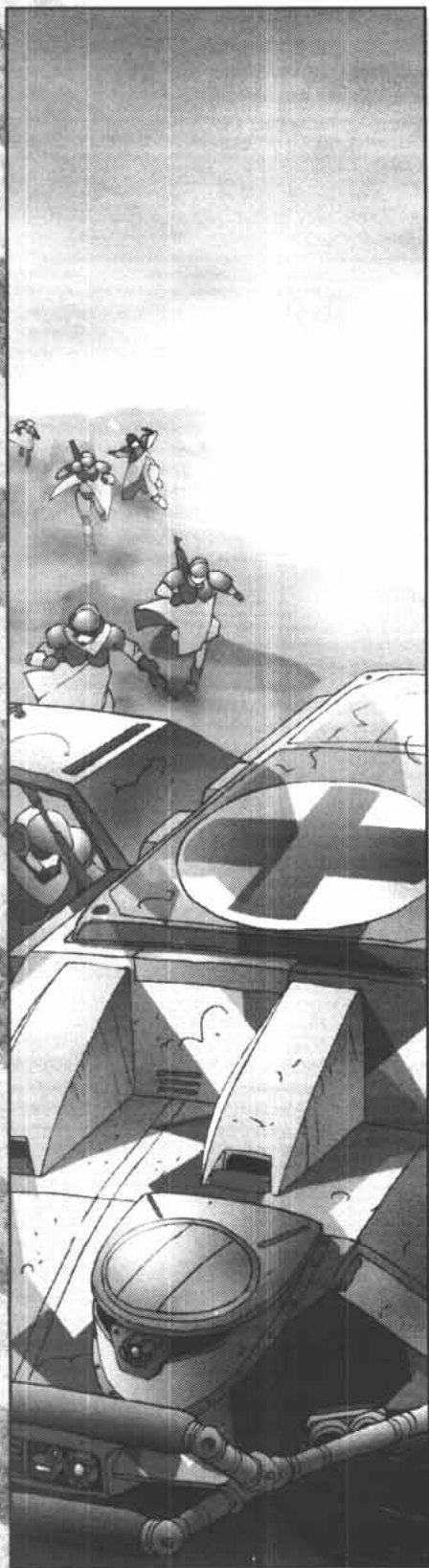
Dirty Ones Type 2 (Elite, TV 868)



- 10 x (Lvl 4) w/Light Flak and 9mm Light Machinegun (TV 14 ea.)
- No Heavy Weapon



HEATHENS AND BARNABY MILK



As usual, Sergeant Rudy Vass was talking while driving. His voice seemed to carry easily, even over the din of mortar and machinegun fire.

"So Wilks," Vass asked the young corporal in the Medevac Badger's copilot seat, "got any family back home in Fort Henry? Brothers, sisters?"

Corporal Wilks Dana gritted her teeth as the armored ambulance raced over the edge of sand dune and briefly sailed through the desert air. Her navigational display flickered off and then on with the impact as the thirteen-and-a-half tons of vehicle returned to terra firma. She was also very aware of the occasional pinging of machine gun fire against the Badger's ceramic alloy hull. MILICIAmen trying to prevent relief for the beleaguered NorGuard infantry caught behind by an enemy riposte.

"Yeah," she said after convincing herself to take a breath, "two older sisters and three younger brothers."

A mortar shell detonated off to the right, spraying sand and rock across both soldiers' field of vision. Vass didn't seem to notice. "That's quite the brood there. I had heard Woofpees had lots a' kids."

"We'll y'known," she answered affecting a stereotypical Western accent, "us Woofpees gotta pump out them brats or we ain't gonna have no one to milk them there barnabies. I reckon." Wilks had always hated the patronizing attitudes of other Northerners toward Westerners.

"Hey, take it easy." They streaked along a rocky cliff, muzzle flashes highlighting the dune across from them. Vass swerved to avoid fire, but otherwise paid them no heed. Instead, he adopted the Indo-Arabic accent of an Irrian Plain preacher. "You shall burn the death of a thousand fires for your insolence to Mamoud, oh heathen trollop!"

They both burst out laughing in unison, Wilks screaming "Goooooolley!" and Vass answering back "Repent!" between guffaws.

Tears were starting to run down Vass' face when he pulled the Badger to a stop just behind a ridge where a squad of NorGuard troopers were trying to stave off the MILICIA. As soon as he did so, the troopers hustled to carry their wounded buddies to the medevac vehicle and get them strapped in. The two drivers couldn't quite suppress the last of their laughs.

"What the hell is so funny? We're getting killed out here and you think it's a bloody joke." The trooper's crisp tones marked him as an educated man from the United Mercantile Federation or on the NLC's bigger cities. "Get us the hell out of here, you dumb hicks."

"Well gee willickers mister sir," Wilks said back, "we'ze a better be going then."

"Yeah," Vass added as he shot the Badger into gear, "we got some barnabies that need milking."



HACS-01MG-N NIGHT HUNTER

The Hunter has probably the most variants available for a walker combat chassis. Its built-in simplicity make modifications easy, and limited production runs of extremely specialized vehicles are often made by Northco's sub-contractors. The N-type Hunter, also called Night Hunter by field personnel, is one such specialized unit. It is a night fighting Gear designed by the Northern Guards' technical arm to answer the field commanders' requirements. Night fighting is different from daytime combat, not only because of the absence of light (easily remedied by low-light and IR optics) but because the silence and cooler temperatures make it easier to spot a moving vehicle. The Gear was produced in limited quantities in TN 1846 and TN 1897 by Northco at their Fieldstrome facilities near Valeria. The Fieldstrome Manufacturing Compound is not a full production chain; rather, it receives nearly-complete Hunters from the local Northco factory and installs the required specialized systems for whatever variant they happen to be building at the time.

The N is specifically equipped for night fighting and incorporates dedicated systems to improve its performances under low or no-light conditions. Those include additional low-light cameras and sensors as well as a pair of powerful searchlights mounted on the torso (the usual UYT-764 headlights are not present on this variant). The exhausts of the V-engine are covered by a special muffler called "Whisperdeath" that attenuates the noise and disperse the combustion gases by mixing them with cool air and ejecting them in a fan-shaped pattern toward the ground at the back of the machine. Many protuberances on the body of the Gear, such as bolts, are replaced by concealed versions and the entire hull is coated with a non-reflective paint. The paint comes in two grades that have different heat absorption gradients, with both applied in random patterns; this helps break the infrared silhouette of the machine. All these measures reduce the sensor signature of the Night Hunter, though they do not make it a true stealth unit. In game terms, any Veteran unit may replace a Hunter with a Hunter-N, although the Threat value will have to be recalculated.

Vehicle Specifications

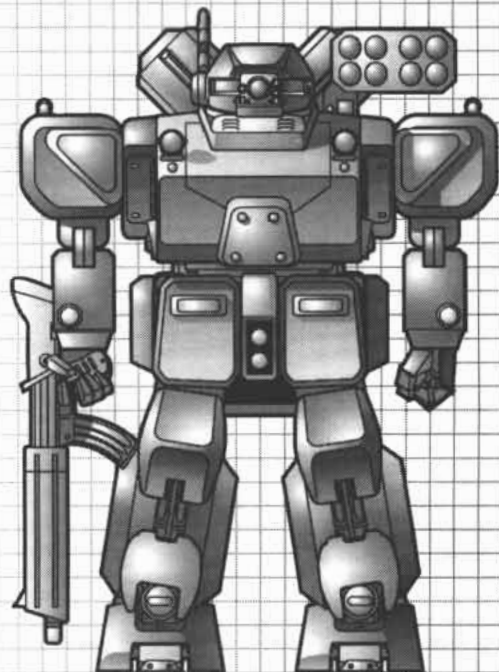
Code Name:	Hunter-N
Production Code:	HACS-01MG-N
Manufacturer:	Northco
Use:	night fighting Gear
Height:	4.3 meters
Width:	3.0 meters
Average Armor Thickness:	45 mm
Armor Material:	durasheet w/alloy
Standard operational weight:	6638 kg
Primary Movement Mode:	Walk (42 kph)
Secondary Movement Mode:	Ground (72 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	S-V1000H V-Engine
Horsepower:	535 hp

Modifications to Hunter Chassis

Add:	Searchlight (R2), Stealth (R1)
Remove:	APGL, HG
Change:	Upgrade Sensors to +1/3 km
Modified Threat Value:	444
Offensive:	399
Defensive:	298
Miscellaneous:	634

Vehicle Availability

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





HACS-01LG-N Night Cheetah

In many ways, the Strike Cheetah is one of the best Gears ever designed on Terra Nova. Well armed, well protected, and still only barely less agile than its recon brethren, it is the epitome of war-time Gear technology. The Cheetah scout Gear was upgraded to a combat model by adding heavier armor and weaponry, turning it into a light tank hunter. Engine performance was boosted, making the Strike slightly faster and allowing it to carry additional armor and armament. It was also equipped for airdrop assaults and was often dropped in teams behind enemy lines to strike at fortified installations with speed and accuracy. After the War of the Alliance, many Strike Cheetahs were not returned to their old scout duties and continue to serve in various Northern forces. Over the cycles, the few regiments fielding the machine have tinkered with it, producing sub-variants that usually differ little from the stock factory model.

The "N" version is one such limited production sub-variant, and was designed expressly for night fighting. Like other night fighting Gear variants, most of the modifications involved were intended to reduce the walker's sensor signature — the basic sensors mounted on the Strike series are generally sufficient to pierce the darkness without additional upgrades. Engineers went over the vehicle to cut emissions as much as possible, making the Gear harder to distinguish on sensors. A special muffler, based on "Whisperdeath" technology, was installed in the backpack to reduce the temperature of the exhaust by mixing it with great quantities of outside air. The shape of the intake and fan-shaped exhaust has been specially studied to ensure that the movement of the gases makes as little noise as possible. Bearings and other articulations have been replaced to eliminate noise, and the entire hull was covered with several grades of thermal, non-reflective paint. These modifications make the vehicle much more discrete and enhance its chances of passing undetected in night conditions. Night Cheetahs are used almost exclusively by elite units like the Cat's Paws regiment. Other Prime squadrons may use them instead of Strike Cheetahs, though the Threat Values will have to be recalculated.

Vehicle Specifications ☐

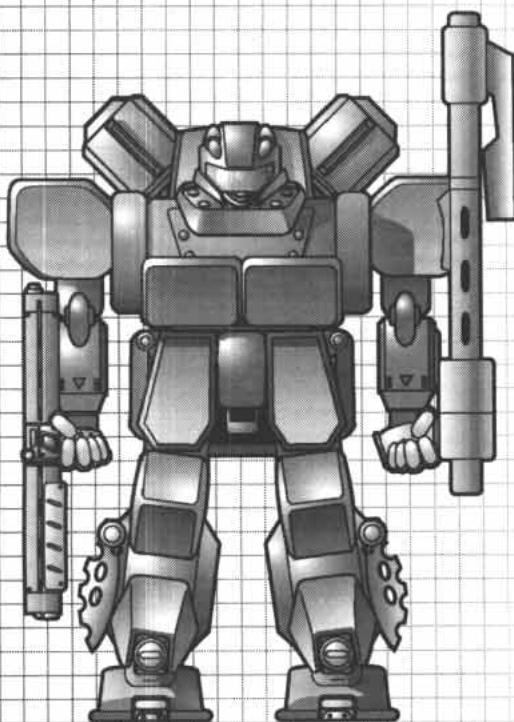
Code Name:	Night Cheetah
Production Code:	HACS-01LG-N
Manufacturer:	Shaian Mechanics
Use:	night fighting Gear
Height:	4.1 meters
Width:	3.3 meters
Average Armor Thickness:	20 mm
Armor Material:	durasheet w/alloy
Standard operational weight:	5230 kg
Maximum speed on clear ground:	91.6 kph
Powerplant:	S-V820S V-Engine
Horsepower:	425 hp

Modifications to Cheetah Chassis ☐

Add:	RFB (F, 60 shots), Airdroppable, Stealth (R2)
Remove:	LRP/24, HGs, Target Designator
Change:	Upgrade Base Armor to 14, reduce ECM to R2
Modified Threat Value:	752
Offensive:	422
Defensive:	1088
Miscellaneous:	752

Vehicle Availability ☐

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



HACS-02MG-FS/N NIGHT JAGUAR

The Fire Jaguar is not an official factory variant of the standard machine. The field conversion, first used in TN 1913 against the CEF, replaced the standard single light rocket pack with two heavier rocket pods and slightly upgraded the armor protection. When the War was over, many of these machines returned to their standard jobs and the conversion kits were stored. The Fire proved its worth, however, in a specialized role: still airdroppable, it could provide close support to paratrooper units. Thus, many Northern Guardregiments retain a few Fire Jaguars in their ranks to provide additional firepower to front line units. Some of these have been further modified to serve in specialized roles, modifications that are usually done by the unit's own technicians. One such field reworked variant is the Fire Jaguar "N," which is used by night attack squadrons. The "N" has similar performances to the regular Jaguar but is more silent thanks to a special rubberized covering and a reworked exhaust system.

The "N" configuration is externally not very different from the regular Fire Jaguar, except that a lot of small protuberances have been either removed or capped with a low-reflectivity rubberized compound. A special muffler is attached to the exhaust to disperse and cool down the combustion gases coming from the engine, reducing the Gear's infrared signature and making the exhaust noticeably quieter. None of the parts involved in the conversions are particularly expensive, but the time and expertise required to properly install and maintain them in good working order means the "N" configuration remains rare among the Guard's ranks. Like all night fighting units, the vehicle is painted with a dark, non-reflective paint similar to the one used by the various stealth designs currently in service. This sometimes has caused a Jaguar-N to be mistaken for the more powerful Panther stealth commando unit, which is also based on a Jaguar frame. Fire Jaguars-N are also called "Night Jaguars" by their pilots. They are used mostly by elite units such as the Cat's Paws. Other Prime squadrons may use them instead of Jaguars, though the Threat Values will have to be recalculated.

Vehicle Specifications

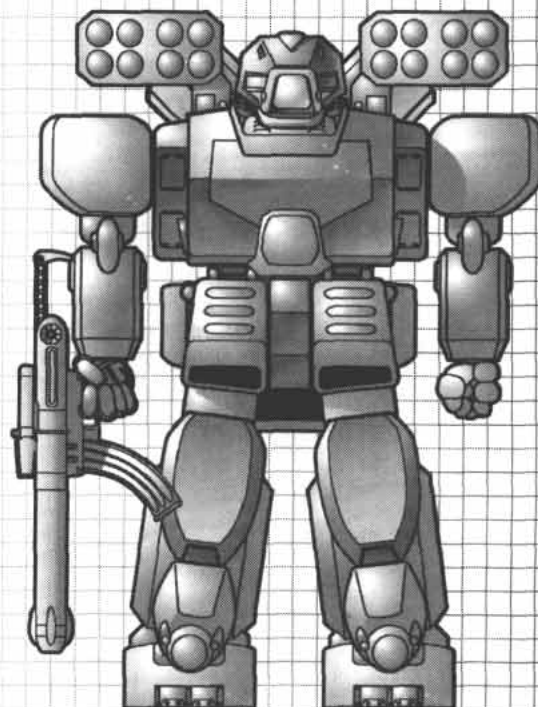
Code Name:	Night Jaguar
Production Code:	HACS-02MG-FS/N
Manufacturer:	Northco
Use:	night fighting Heavy Gear
Height:	4.6 meters
Width:	3.3 meters
Full combat weight:	7123 kg
Armor Material:	durasheet w/alloy and ceramic
Average Armor Thickness:	51 mm
Maximum speed on clear ground:	81 km/h
Powerplant:	S-V1110 V-Engine
Horsepower:	620 Hp

Modifications to Jaguar Chassis

Add:	2 x MRP/36 (FF, 36 rockets ea.), Improved Rear Defense, Reinforced Armor (R1, F), Stealth (R2)
Remove:	LRP/32, APGL, VB, HGs
Change:	Downgrade Deployment Range to 530 km, Fire Control to 0
Modified Threat Value:	797
Offensive:	890
Defensive:	552
Miscellaneous:	950

Vehicle Availability

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





N-103X HUNTER XMG MK 3

From the very beginning of the XMG project, Northco was unsure as to whether the Northern Guard wanted a strong model or a fast and efficient one. The incorporation of advanced electronic systems and new armor material seemed like a safe bet for an all-purpose machine. Simply to have something ready in case the military were disappointed by the first XMG prototype, the executives at Northco asked their engineers to prepare the simpler second prototype for eventual limited production to allow field testing. While somewhat less elegant than the very first design, the second prototype was a sturdier and more resilient Gear which was easier to fix than the fickle, high tech Prototype One. A straightforward reinforcement of the chassis was introduced as a solution to the original prototype design's fragility, although it became necessary to remove the basic structure's reinforced armor. Minor reductions in various other internal systems have resulted in a slightly reduced overall operating range, but the Hunter XMG's increased efficiency makes it a viable and attractive combat vehicle.

Commander Jo Killiman, the evaluation pilot for the Guard, was impressed enough by her trial run in the refurbished machine to submit a favorable report to high command. She suggested that Northco be allowed to produce a limited run for field testing in chosen regiments, where the machine could be fully evaluated in field conditions. Initial rumors of bribery influencing the decision were later proven false by the NGIS, who discovered they were started by a competing manufacturer (the exact details of the whole affair are still under wraps). Most Northern Gear engineers have expressed some skepticism as to the validity of manufacturing the new XMG model, since the Jaguar can still outperform it in most field of operation. Northco representatives counters this by saying that the potential for ease of maintenance is present in all Hunter-derived vehicles. The high maintenance rate required by all currently existing XMGs is then usually offered as a counterpoint by the machine's opponents. In truth, unless the XMG prove exceptional in the field, the Northern governments are likely to cut their losses and order the termination of the entire project.

Vehicle Specifications ☐

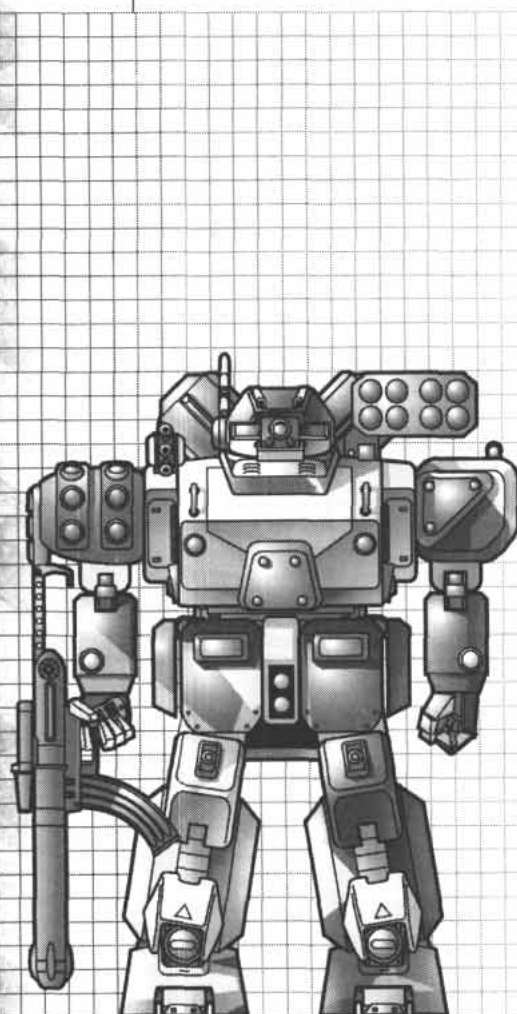
Code Name:	Hunter XMG Mk 3
Production Code:	N-103X
Manufacturer:	Northco
Use:	general purpose Gear
Height:	4.3 meters
Width:	3.4 meters
Average Armor Thickness:	51 mm
Armor Material:	Duranium™
Standard operational weight:	7122 kg
Maximum speed on clear ground:	72 kph
Powerplant:	S-V1000H V-Engine
Horsepower:	535 hp

Modifications to XMG Chassis ☐

Add	MRP/9 (F, 9 rockets), two LPZ
Remove	MRP/18, one HHG, Ram Plate, All Defects
Change	Increase Walker Top Speed to 7 (43 kph), increase Ground Top Speed to 13 (76 kph), reduce Base Armor to 15
Modified Threat Value:	814
Offensive:	1517
Defensive:	457
Miscellaneous:	470

Vehicle Availability ☐

Availability Threshold:	10
Maximum Number of Units in the Field:	2





S-C2001X CHEETAH MK 2

The new Cheetah Mk 2 has been the delight of the Shaian design team. The Mk 2 is the pride and joy of Shaian Mechanics, using many of the recent advances in Gear design and a lot of conceptual ideas that had to be discarded when building the original Cheetah. The S-C2001X-Alpha prototype — the first one built — performed adequately, but turned out to be about 20 kph slower than expected due to the ever increasing weight of the armor plating. The model was dismantled and rebuilt into yet another prototype, using a different actuator configuration this time around. Its performance was substantially improved, and while not as fast as the original Cheetah, the S-C2001X-Beta was much closer to the desired specifications. Shaian assured the assembled brass that it was only a matter of time before it was up to specs; some minor adjustments were needed in order to get it to optimal conditions. Though skeptical, the Northern Guards high command ordered a preliminary production run of forty units for field evaluation. These were to be distributed to assorted regiments along the border. The machine did not have the performances hoped for by the military, but it might show other, yet undiscovered, strengths.

The limited run production machine is very similar, in term of systems and performances, to the rebuilt Cheetah Mk 2 prototype. A slightly redesigned actuator systems in the lower legs and a reworking of the armor plates covering them has brought the speed back up to its planned range. The redesign has also strengthened the overall skeleton, making it less susceptible to damage. All this additional research has proven very costly, however, and when added to the base price of the Cheetah Mk 2 makes the vehicle a huge expense for the Guards. Unless the machines perform exceptionally well in the field — something that most observers have said to be unlikely — high command will probably opt to retain their existing Cheetahs. The Gears will be simply upgraded and refurbished at the end of their current service cycle rather than be replaced outright with Mk 2s.

Vehicle Specifications

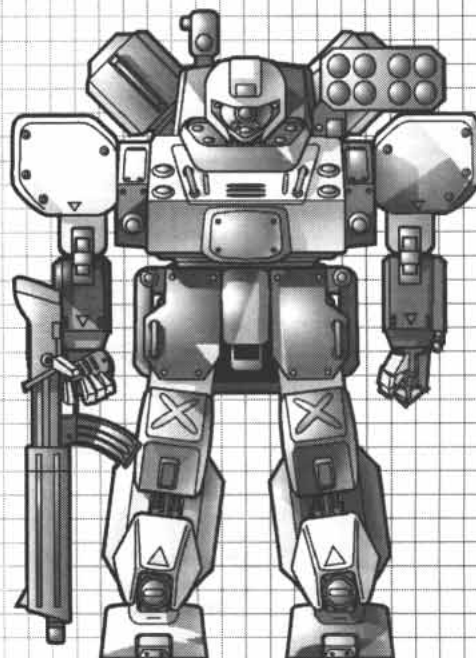
Code Name:	Cheetah Mk2
Production Code:	S-C2001X
Manufacturer:	Shaian Mechanics
Use:	experimental scout Gear
Height:	4.1 meters
Width:	3.0 meters
Average Armor Thickness:	30 mm
Armor Material:	Durasheet w/composite
Standard operational weight:	5212 kg
Maximum speed on clear ground:	95 kph
Powerplant:	S-V880X+ V-Engine
Horsepower:	440 hp

Modifications to Cheetah Mk 2 Chassis

Add	MAC (F, 40 shots), 2 x MPZ, CR
Remove	SKG, LAC/LGL, Tool Arm, Exposed Auxiliary Systems
Change	downgrade Base Armor Rating to 11, increase Target Designator Rating to 3
Modified Threat Value:	1104
Offensive:	847
Defensive:	945
Miscellaneous:	1520

Vehicle Availability

Availability Threshold:	10
Maximum Number of Units in the Field:	2





KLEMM CHASER

The Klemm light tank has provided the basic chassis for a multitude of variants, some designed at the factory and some adapted in the field. This reduces design costs and simplifies maintenance and resupply, traits that are highly desirable for any military commander. The Chaser variant is one of the many designed during the War of the Alliance to fill perceived gaps in the inventory. In the Chaser's case, a vehicle capable of providing a high rate of suppressive fire was needed to deal with the high speed hoverships used by the forces of Earth. The vehicles would run forward and saturate large zones with high velocity projectiles, forcing the hoverships to either turn around and face the slower Terranovian tanks and Gears, or take their chances and cross a hail of hypervelocity penetrators. The technicians did the best they could with the resources they had at hand. The light battle tanks were modified for greater speed by tinkering with the engines and the suspension. The launch rails for the expensive and rare guided missiles were removed, the supply of missiles long since expended. In their place, the technicians have installed a multi-barreled autocannon salvaged from wrecked ground attack aircraft. The ammunition was carried in an armored drum mounted opposite the gun and fed through an armored belt attached to the back of the turret.

Vehicle Specifications ☐

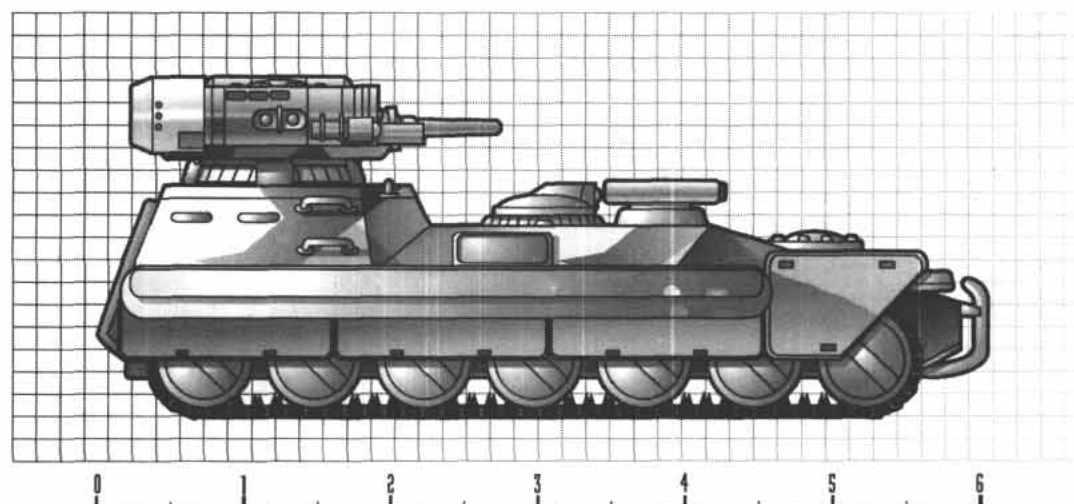
Code Name:	Klemm Chaser	Production Code:	NT-9C
Production Type:	Early Production	Cost:	782,000 marks
Manufacturer:	Norlight Industries/336th Regiment	Use:	Cavalry Tank
Height:	2.5 meters	Length:	6.08 meters
Average Armor Thickness:	125 mm	Armor Material:	Durasheet w/ceramic
Standard Operational Weight:	25,412 kg	Primary Movement Mode:	Ground (72 kph)
Secondary Movement Mode:	N/A	Deployment Range:	500 km
Sensor Range:	1 km	Communication Range:	15 km
Powerplant:	NI-65 gas turbine	Horsepower:	500 hp

Modifications to Klemm Chassis ☐

Add:	MAAC (T, 400 shots)
Remove:	All ATMs
Change:	+1 Ground Top Speed MP
Modified Threat Value:	782
Offensive:	739
Defensive:	421
Miscellaneous:	1187

Vehicle Availability ☐

Availability Threshold:	8	Maximum Number of Units in the Field:	3
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KLEMM CBS

Artillery was one of the great Terranovan assets during the War of the Alliance. Massive barrages were used to slow down, and in many cases destroy, the advance of the fast-moving CEF forces. The Earth officers caught on quickly with the tactic, however, and started to assign artillery units of their own to the task of taking out the Terranovan long range support assets. The Terranovans replied in kind, and soon artillery batteries on both sides were playing a deadly hide and seek, long range duel against one another. The CBS variant of the Klemm light tank was a major player in these artillery showdowns. The CBS is a basic Klemm chassis modified to carry a special turret bearing additional sensors where the Klemm's guided missiles are usually located. The onboard sensors and computers could determine the origin of an enemy fire mission within seconds and direct the guns in the artillery battery the CBS vehicle was attached to to fire upon that position. Apart from the redesigned turret, the CBS variant's lower hull and running train are exactly the same as the ones on the regular Klemm light tank. This was done purposefully to reduce the vehicle's production time and facilitate the maintenance in the field.

Vehicle Specifications

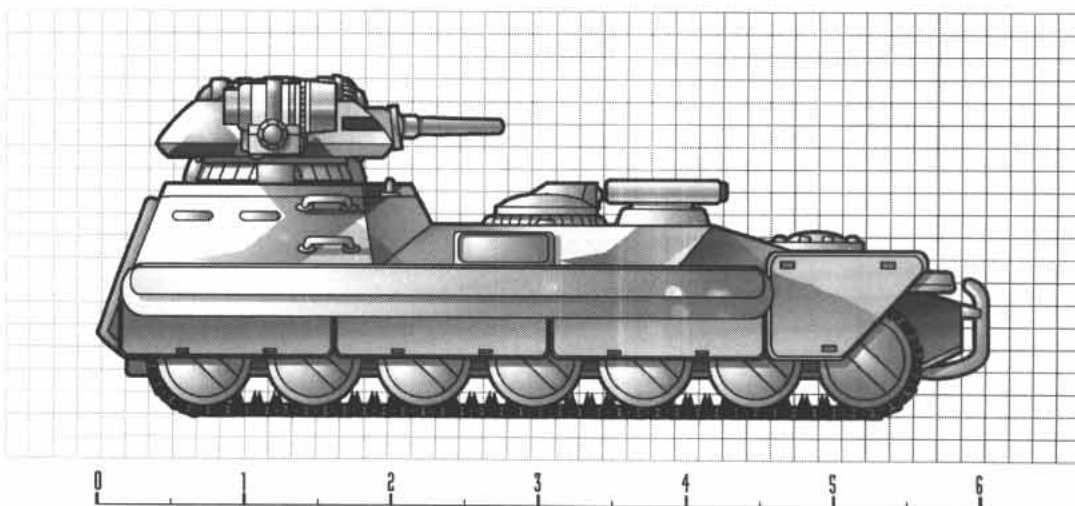
Code Name:	Klemm CBS	Production Code:	NT-11
Production Type:	Early Production	Cost:	819,000 marks
Manufacturer:	Norlight Industries	Use:	Counter-Battery Fire Director
Height:	2.7 meters	Length:	6.08 meters
Average Armor Thickness:	125 mm	Armor Material:	Durasheet w/ceramic
Standard Operational Weight:	25,300 kg	Primary Movement Mode:	Ground (66 kph)
Secondary Movement Mode:	N/A	Deployment Range:	500 km
Sensor Range:	1 km	Communication Range:	15 km
Powerplant:	NI-65 gas turbine	Horsepower:	500 hp

Modifications to Klemm Chassis

Add:	Counter-Battery Sensors (R1)
Remove:	All ATMs
Change:	Upgrade Sensors to +2/10 km
Modified Threat Value:	819
Offensive:	218
Defensive:	420
Miscellaneous:	1820

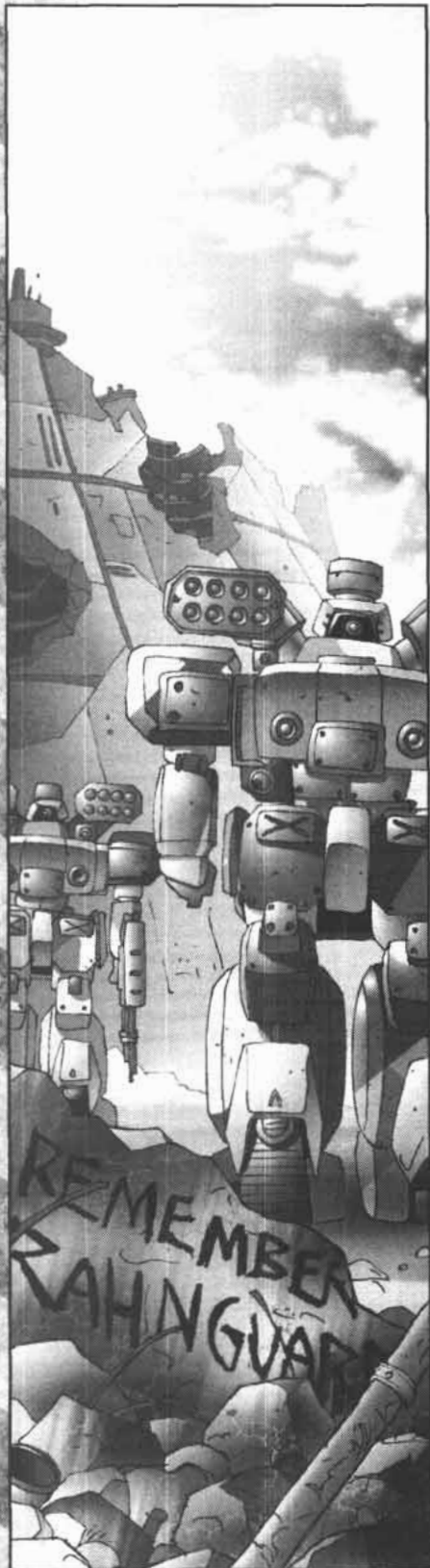
Vehicle Availability

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



"It has now been six weeks since the Rahnguard Massacre."

Ranger Gerrick Emily tried not to pay too much attention to Grand Marshal Victoria Edden-Smythe's words; she was on patrol and had to be careful. The CNCS's supreme commander's words were being broadcast across Terra Nova, part of a series of public addresses the Grand Marshal had taken to issuing. In cycles past, that honor would have gone to Second Follower Thor Hutchison, but he was dead and his death had plummeted North and South toward war. The Grand Marshal was taking to public speaking better than many had expected.

"In that time our forces have made great strides in reaching an end to this conflict. Our enemies are tenacious but clearly on the defensive."

Emily had talked to a few people who were at Rahnguard. The MILICIA had launched an attack, just one of many battles raging between the Northern and Southern forces around the desert community, on a Revisionist holy day. The Northern forces had been caught by surprise and several soldiers had died. At the time, it had seemed a blood bath and soon it was called the "Rahnguard Massacre."

Within days, the planet was at war and Northern troops cried out "Remember Rahnguard" before every engagement. Even Emily, a lapsed Revisionist at best, had felt righteous anger rise in her.

"In the desert Badlands, our forces have secured a number of strategic positions to limit — if not eliminate — our enemy's ability to strike at the Northern heartland. Our forces have faced serious opposition but have been largely victorious."

Victory was one word for it. Emily could think of other terms as she moved her Grizzly fire support Gear through the ruins of the Badlands community of Minan. Words like "disaster" and "devastation" seemed more appropriate. The Guard had come here a week ago to stop a MILICIA advance into the region and the locals had treated them like saviors. Then task force command had told the regiment to fall back so that "greater strategic resources could be brought to bear."

They fell back as ordered and the MILICIA took Minan. But the Southern commander must have suspected that something was amiss, that Emily and her fellows might have laid traps. So his forces destroyed much of the town, blowing up public buildings and private homes and rounding up "Northern collaborators."

Then the Guard struck back. Orbital bombing, aerial strikes and an artillery company hammered the town. Strike units — including Emily's own squadron — then stormed the settlement, fighting house to house and driving the MILICIAn into the desert. Emily doubted there was, in all of Minan, a single building left standing or a single family that wouldn't be burying a loved one.

"The Northern Guard and the CNCS as a whole remain committed to ending the threat of Southern aggression once and for all. Our goal is nothing less than the liberation of all Terranovans from the serpents that have poisoned our planet for so long. Remember Rahnguard."

And forget Minan.



OFFENSIVE DOCTRINE - 9.1

Officially, the Northern Guard is a multi-league armed force that defends the territories of the city-states that occupy the lands of the northern hemisphere. Its general organization and doctrine are shaped around the tenet that it is a defensive army and will most likely be facing the enemy on the home soil. In practice, though, the Guard has often been deployed in offensive campaigns, both in and off the territory controlled by the leagues that make up the Confederated Northern City-States.

The Guard is composed of numerous armored regiments that work in conjunction with the infantry regiments to ensure victory. Like other Terranovan armies, the Guard has a sizable portion of its vehicular assets in the form of walker vehicles, most of them Gears. The Guard has no organic air support arm, simply because they are too often unavailable due to weather conditions. Close air support is provided on an available basis by the close allied air base, often in the form of VTOL attack squadrons (fielding the Scorpion attack helicopter) or ground attack planes (such as Redjackets). Strategic air support, such as the use of Buzzard heavy bombers or orbital assets (whether artillery or suborbital shuttlecraft) is reserved for large operations only.

The CNCS faces a number of opponents armed with sophisticated weaponry. Potential enemies, such as the Allied Southern Territories or Port Arthur, possess sizable modern armored combat forces, long range artillery and tactical air support. They often have state-of-the-art command and control systems as well as extensive reconnaissance, intelligence, surveillance, and target acquisition capabilities. During the recent War of the Alliance, Earth forces served as harbingers of a different and dangerous threat. In future conflicts, the Guard must be prepared to fight an adversary who possesses orbital assets, high technology and weapons of mass destruction.

Command Structure - 9.1.1

The modern battlefield is not very dense — there are generally far fewer units on the field of battle than at any previous time in the history of warfare — but it is increasingly lethal due to a combination of high technology, advanced battle command, and precision munitions. Simply plowing headlong into the enemy ranks, trusting in the quality and superiority of one's equipment, is no longer an option even for a technologically superior force. Successful commanders must have the ability to rapidly concentrate their combat power on the enemy at critical places and times throughout the battlefield.

Modern battlefield command is a delicate art made of decision making, leading, and motivating soldiers and their organizations into action to accomplish the desired objectives. The commander must also assign missions, prioritize and allocate resources, select the critical time and place to act, and know how and when to make adjustments during the fight. Northern Guard commanders are trained to identify the enemy force's center of gravity, which is the hub of all power and movement upon which everything depends. This is accomplished through advanced reconnaissance, either through orbital assets (if available), drones or forward scouts (either infantrymen or dedicated scout vehicles such as the Cheetah or the Antelope Spotter).

The commander then strive to destroy the characteristic, capability, or location from which the enemy forces derive their freedom of action, physical strength, or the will to fight. A well-established communication protocol allows every level of the command structure to contribute to the overall performances of the force in action, making sure every trooper gives his full to the battle, and often more, giving them additional opportunities to deploy firepower and react to enemy movements.

■ Hand Signals

In addition to a superb maneuverability and cross-country ability, the humanoid form of the Gears gives them several advantages that are not always apparent at first glance. For example, they have the unique ability to use their manipulators to contact friendly forces within line of sight without breaking radio silence protocols by making hand signals, just like regular infantrymen. Though this requires that the two units be within line of sight and somewhat close together, it is an effective mean of giving general commands in the midst of a dense battlefield. Special macros are loaded into the battle computer prior to combat to give the pilot access to a series of signals and gestures that can be "read" by other units equipped with the correct pattern recognition routines. Pilots normally learn the standard infantry hand signals during their basic training, but the computer interpretation may sometimes come in useful for ambiguous or very discrete signals.

Due to the relative lack of flexibility of the Gear frame (at least in respect to the human body), the signals used by Gears are somewhat simplified, especially those that require a significant range of movement. The infantry command "Form Ambush," for example, is a hand placed over the face followed by pointing a finger at the desired location. A Gear would place its non-gun bearing hand in front of the upper body instead of its sensor array. If the machine is carrying a two-handed weapon, or has no manipulator, the gestures are replaced by a very short burst of laser energy from an on-board rangefinder (this method is not widely used because it requires that the two units be looking exactly at one another to avoid signal leakage).





9.1.2 - Deployment

The Northern Guard basic offensive doctrine is based upon the principle of simultaneous attacks. In this type of deployment, all arms are operating simultaneously along a broad front. Armored units, generally placed in the center or near it, attack high payoff targets (such as command vehicles or support units) using close and long-range support fire, and combined arms maneuvers with Gears and fast tanks. Field reconnaissance, electronic warfare support, special operations and other specialized functions are performed simultaneously.

Thus, the available offensive combat power assets are applied against the enemy throughout the depth and breadth of the battlefield. Armored units plow through the center, creating one or more breaches that will be exploited by swifter units. If made possible by the terrain, skirmishers will be sent on the flanks to divert some of the enemy's attention and hopefully tie up some of its reserve (if any). Finally, indirect support fire, either by on-site units, friendly artillery or aerial and orbital support will ensure that the enemy forces have nowhere to retreat to. The enemy commander will be presented with the unenviable dilemma of having to react to multiple threats, hopefully overwhelming his ability to cope with the battlefield situation. The Guard units thus create conditions where the enemy has no place to hide and no time to rest. The aim of simultaneous attack is to rapidly deny the enemy the ability to conduct military operations throughout a given battleground. The enemy is attacked from what appears to be all directions.

9.1.3 - Fire Policy

Targets must be attacked that will yield the most effective employment of the available combat power. The objective is to destroy or at least severely impair the resources available to the enemy commander as soon as possible. All attacks must thus be focused on enemy centers of gravity and critical functions that create much of the enemy's ability to generate and sustain combat power. Such centers of gravity are massed enemy forces, elite units, major command and control facilities or units, operational reserves, or any other asset which constitutes a hub of military power.

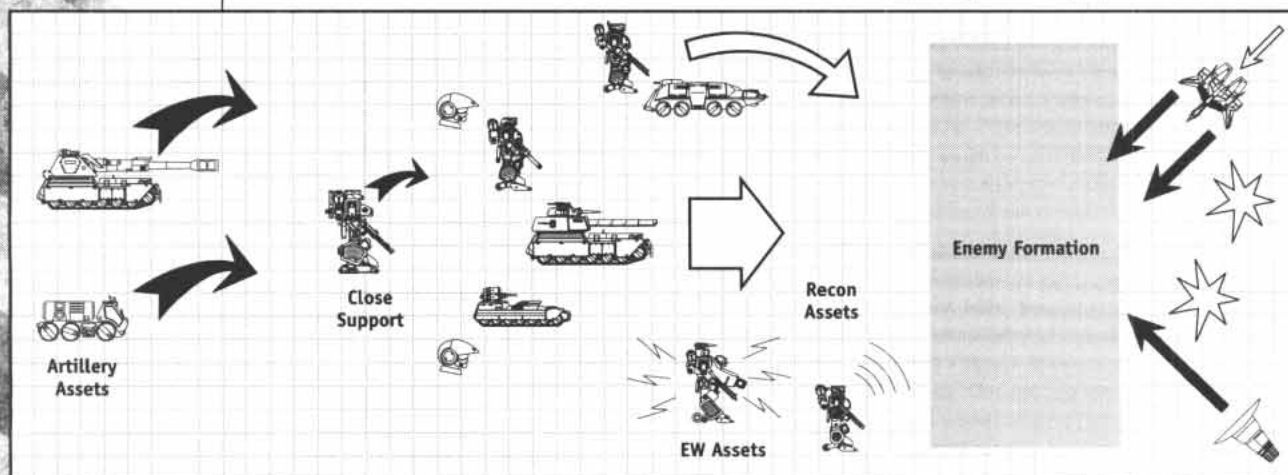
Guardsmen officers are thus trained to direct the fire of their units in the most effective way. They will fire on the closest enemy formation, trying to take it out of action as soon as possible. If two or more enemy units are within the same range band, the units with the greatest importance to the enemy will be targeted first. If all available targets have the same military value, attacks will be concentrated on the weakest one in order to take it out of action as soon as possible.

9.1.4 - Battlefield Support

For tactical purposes, the task of the battlefield support units entails eliminating enemy indirect fire systems along with air defenses and tactical air capabilities. In the Northern Guard, this task falls mainly on artillery batteries equipped with both missile and tube artillery weapons, but some specialized tanks and Gears are sometimes used as well. Smart and guided munitions improve single shot destructive capability at long range and are thus popular with Northern armed forces for close-in support (the RAVEN missiles mounted on the Klemm are a perfect example of this).

The exact placement of the artillery batteries depends mainly upon three factors: the speed of the enemy advance, the presence of enemy counter-battery assets and the lay of the land. The guns and missile batteries have to be given enough time to do their work properly and are thus placed far back when the enemy is advancing rapidly. If the enemy deploys counter-battery measures, friendly batteries will have to keep on the move and are thus placed where they can maneuver freely without impairing the actions of other friendly units.

Typical Offensive Deployment Schematic □





DEFENSIVE DOCTRINE- 9.2

The defensive doctrine of the Northern Guard is in many ways similar to its offensive one. It relies extensively on indirect support firepower and guided weaponry to slow down and break up the edge of enemy attack so that friendly armored units and infantry can dispose of them piecemeal rather than face an organized, concerted (and ultimately deadly) combat group. Most of the tactics and maneuvers designed for the Guard are based on the assumption that long range fire and skirmishing will take care of most of the enemy's assets before he comes within range of any important objectives.

Most of the basic tactics taught to Guard personnel draw on the assumption that attackers will likely come from one of the Southern states, or even more likely be a combined force of several Southern and Badlands armies. According to standard Southern offensive doctrine — which current military planners assume will be used throughout, given the imperialist attitude of the Republicans — engineers and support units will first clear the terrain of any mines, then armored units will plow through in the hope of punching through a weak spot.

The standard Guard response is to fall back to prepared positions, making sure not to let any such weak spot form. Minefields can be left behind or deployed by artillery to slow down the invaders, but this is often viewed as a time-buying technique at best. Squadrons of Gears are assigned to rove immediately behind the front line to lend support to any unit on the verge of breaking. Only once the main armored attack is blunted will the Guard infantry be sent to deal with the rest of the attacking force.

Most of the time, though, the attackers are small, ad-hoc forces made up mostly of outdated equipment. In such a situation, the Guard usually prefers to hold the line and pound them with indirect fire, while rapid vehicles circle around as flankers to take the enemy in a pincer from which there is little chance of escaping.

Command and Control - 9.2.1

Command and control assets are just as important, and perhaps even more so, in defensive actions. They must not only coordinate the actions of the defenders but be able to assign reinforcements almost instantly to prevent enemy forces from exploiting a breach in the line. The command units are located far in the back area, generally not far from the protected objective (but not within engagement range, to avoid giving the enemy the opportunity to kill two daks with one stone). Information on the progress of the battle is gathered by scout units along the front and sent back for analysis, with signals relayed by land lines or other units in a random relay chain designed to maximize information transfert and minimize possible losses due to friendly casualties.

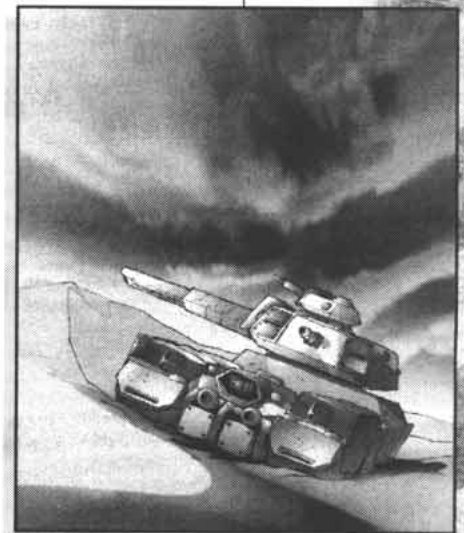
At all times, the command unit must avoid detection and direct engagement, just like in offensive combat. If the terrain and defended objective allows it, the command staff is often found aboard a vehicle roving at the rear of the lines to avoid being pinned down by enemy long range fire. The Murdock command vehicle is a favorite mobile command post to coordinate large defensive actions, while smaller vehicles (such as a Hunter Spearhead Gear or a modified Badger) are preferred for smaller actions. It may happen that the commnad staff is forced to rely on simpler protection, such as a bunker. In such cases, the use of electronic equipment is strictly controlled to avoid detection and destruction at the hands of enemy "headhunter" units. A squad of infantry, generally armed with heavy armor and support weaponry, is often assigned as body guard to the headquarter detachment.

■ Prepared Positions

The Guard cannot afford to throw away units in combat; they are too few trained personnel for the amount of ground to cover, and each and every vehicle and trooper is a vital asset to defend the extensive Northern territory. The entire defensive doctrine of the Guard is based around this principle, and include several strategies that slowly grind down the enemy's strength in order to reduce the final friendly casualties. There comes a time, however, when it is impossible to retreat further, such as in the defense of the comparatively exposed city-states. In this case, field reinforced positions, such as revetments, are highly prized by tankers and Gear pilots alike.

The Guard's military engineers are masters at creating defensive work at what appears to be a moment's notice. They have been trained to use almost any type of material, from dirt to sand bags to felled saguaro trees, to create a defensive position that will help protect the vehicle or infantry squad within. Such positions are also useful to slow down enemy forces should the defenders be overrun and be forced to retreat.

The land within a diameter of fifty kilometers or so of each Northern city-state is dotted with discrete earthworks hidden in the landscape but large enough to house even the biggest main battle tank. They always face away from the city they protect, and thus are sometimes used as a geographical marker by travelers crossing the countryside. Some are so well-hidden they have been ignored for many decades; only popular names, like "Tanker Hill" or "Klemm Gulch," remain to indicate their original purposes.





9.2.2 - Deployment

When deploying for a defensive action, the Guard uses similar tactics to its offensive strategy. Its armored assets, however, are placed much further forward, almost near the enemy. Their purposes is to grind down the enemy forces as they come toward their objectives, to make life easier for other, less powerful units (this is especially true when facing a numerically superior force). The armored units, while engaging the incoming enemy, will steadily give ground along a preplanned way until an offensive can be launched. At the same time, attacks along the flanks and the rear (both provided by either flankers or camouflaged units) will seek to deny the enemy the use of his reserves, if any.

While this is happening, defending units will seek to deny the enemy the use of his reconnaissance and forward observing capabilities. Measures taken may include the establishment of electromagnetic-spectrum supremacy through non-nuclear electromagnetic pulse generators, by electronic warfare specialist units or by dedicated hunter squads of highly mobile vehicles (such as Gears) detached expressly for this purpose. Like the armored units, these forces will fall back along preplanned routes rather than trade blows with the enemy.

9.2.3 - Fire Policy

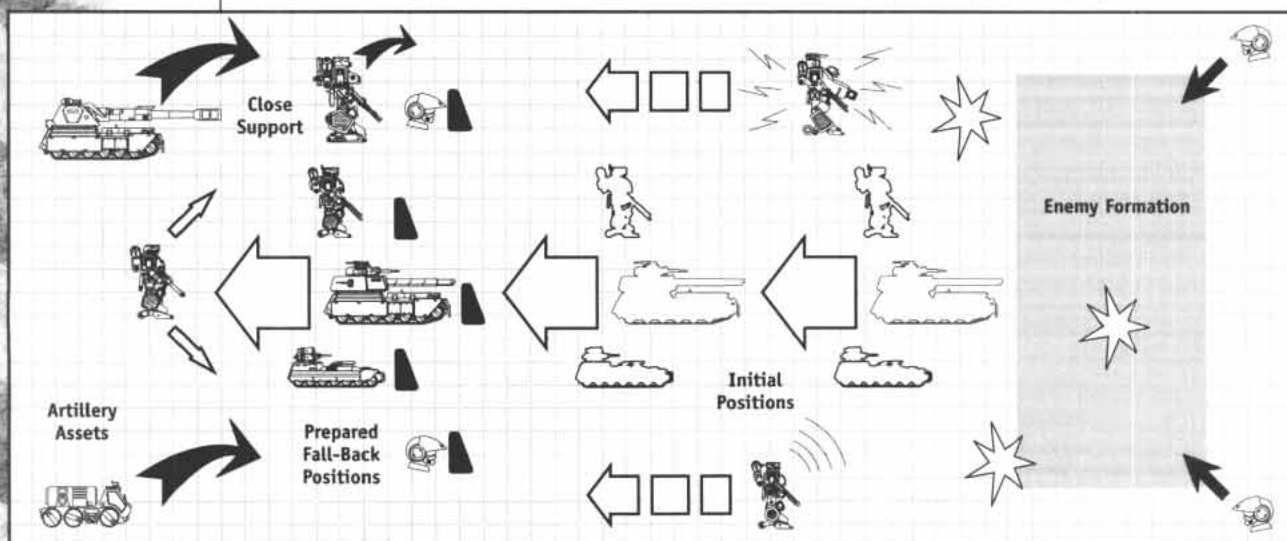
The Guard's defensive fire policy has two main objectives: one, break up the enemy's coordination and momentum by pinning down selected units across the battlefield, and two, eradicate dangerous enemy assets before they get close enough to become a threat. Thus, any armored lance trying to breach the defensive line is treated as a high priority target and will likely face severe firepower. Other squads may lay down covering fire to slow down the assault and give more attack time to the other defenders. Other targets marked for high priority are tank hunters and other high firepower units. These pose a grave threat to the armored units that hold the Guard's defensive lines and are thus to be removed as soon as possible.

If both an assault force and some tank hunters are at the same distance and pose similar threat, the defenders will concentrate their fire on the weakest one (weakest being defined both in terms of armor and current fighting condition). The choice of targets is usually left to the individual squadron commander, though all vehicles in the squadrons will fire at the same target.

9.2.4 - Battlefield Support

The Guard's tactics for defensive battlefield support are similar to ones used for offensive deployment, with batteries placed as far back as possible given the mobility of the enemy forces and the lay of the land. Whenever possible, prepared positions are dug up for all the vehicles in the supporting batteries, at a ratio of at least two or three positions per vehicles (preferably three if time and on-site resources allow). The artillery units will thus be able to remain somewhat close to the objective they are defending while still giving them a margin of protection against enemy counter-battery activities. Doctrine dictates that priority is to be given to the harassment of incoming enemy forces over the removal of enemy support assets; planners are expected to place their units in protected positions that should spare them from enemy artillery, which can then be dealt with later (preferably, once the armored thrust has been eliminated).

Typical Defensive Deployment Schematic ☐





BATTLEFIELD CONTINGENCIES - 9.3

It is said that no plan ever survives contact with the enemy. The Northern Guard is not immune to the mishaps that can befall a commander, and have prepared a number of set responses to the most common emergency battlefield situations. Most of these deal with either supply reduction or losses, and destruction of the command and control assets. Historically, the Guard has never developed effective plans to counteract a radical change of deployment by the enemy.

Basic Guard strategies almost always require the presence of heavy armored units to provide a strong anvil to beat the foes against. These are not always present, however, either because of supply problems or impassable ground. In this case, Gears (and, depending on the environment, striders) are used to replace them. The armies of the North have long since learned to rely on their walkers and are often able to make do with as little as two or three Gears replacing a single missing tank with no or little loss of effectiveness. Depending on the terrain, using Gears instead of armored vehicles may even improve the performances of the combat group.

Lack of artillery support is a more serious matter. Most Northern Guard commanders feel uneasy at the thought of entering battle without adequate indirect fire support available and will go to great length to acquire some. Should these efforts fail, vehicles equipped with indirect fire weaponry (such as Grizzly fire support Gears or Jaxon battle tanks) will be placed strategically across the length of the battlefield to provide at least some area support to the unlucky front line units.

Chain of Command - 9.3.1

A strong chain of command is vital to ensure the continued efficiency of the troops. Northern Guard protocols dictate a series of rules pertaining to this to safeguard the chain of command even in the face of horrendous losses. Current policy divide the five-vehicle Gear squadron into two fireteams, one (identified as Team A) composed of the squadron commander and a trooper, while Team B is made up of the squadron's second in command and two troopers. Infantry squads have a similar internal structure, except that each fire team is composed of five men. A few specialized squads have received additional training to allow their fire team to operate as separate units.

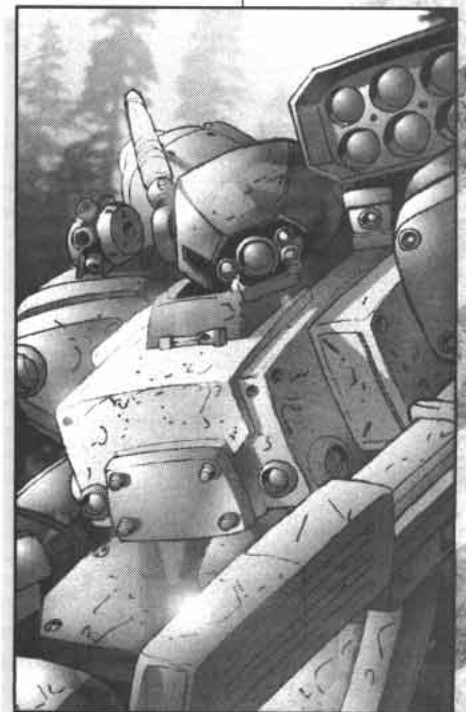
When a squadron enters battle, the commander has already assigned a second in command who will automatically take over should the command vehicle be incapacitated. Incapacitated is defined here as the loss of one (or more) of the following: crew ability to function, mobility, or communications. The second in command will automatically take over and guide the squadron to a protected position (assuming one is available) and attempt to determine the status of the command unit. If unresponsive, temporary command is passed on to the designated second in command. Should he be taken out as well, command is transferred to the second of Fire Team B. If he is taken out as well, the remaining vehicles will attempt to join with other friendly squadrons, though they will continue to function as a separate squadron.

■ The Battle of Garamont

The low intensity conflict that would lead to the Battle of Garamont is now a textbook example of a combat plan gone awry through a combination of bad planning, incompetence and sheer bad luck. In TN 1856, the Guard deployed three regiments in a densely forested region east of the Pacifica Range to combat the incursions of a small force of mercenary combat units. These were backed by the now defunct Garamont Compact, a small, short-lived association of fortified mountain towns that sought control over the resource-rich territories at the foot of the range. Despite their lack of formal training and quality equipment, the soldiers of fortune had a good knowledge of the land and used it to evade patrols sent to take them out. Their campaign of hit-and-run raids had proven quite successful, until the Guard high command decided to step in in full force.

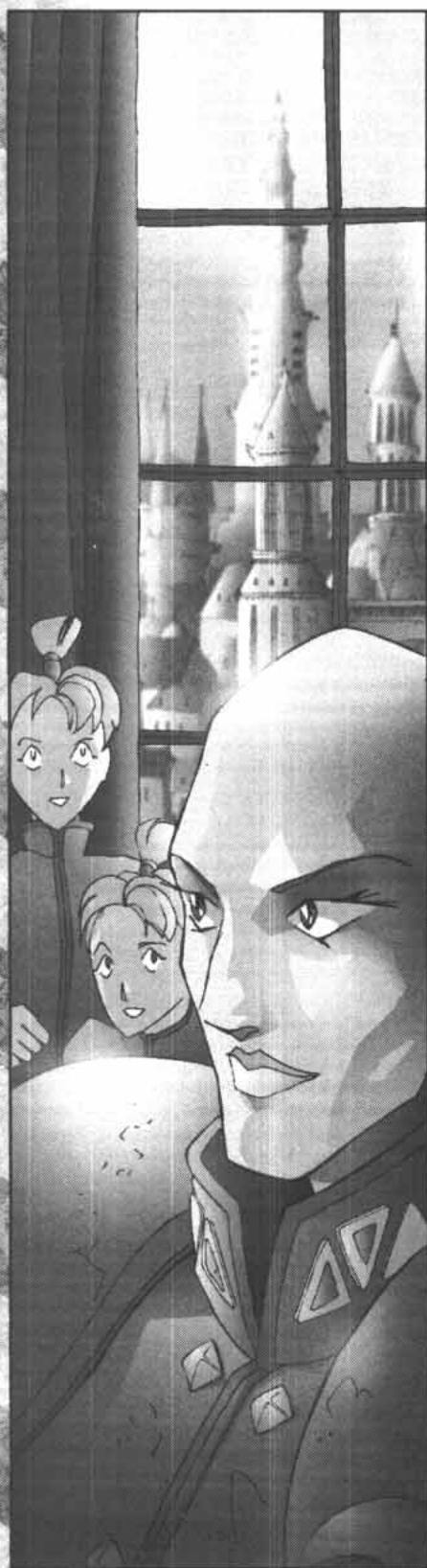
Problems started as soon as the Guardsmen arrived on site. Due to logistic problems, more than half the units were supplied with inadequate levels of consumables and spare parts, which immobilized several companies' worth of vehicles within two days of their arrival — most notably the field artillery batteries. Undaunted, the commander in chief, General John P. Luwercraft, decided to send half his units forward in the mountains near Garamont to flush out the enemy and send them back into the maw of the remaining troops. The regiment's second in command registered an objection in the regiment's battlelog but was overruled by Luwercraft.

The operation immediately went badly, when the forward unit's Weasel (and most of its support squad) was buried in a freak landslide. Deprived of their electronic warfare assets, the other units could not pierce the wall of static that prevented them from receiving communications and relay coordinates. When the dust settled, the numerically superior Guard units had been pushed back out of the hills with heavy casualties. Garamont was later taken out by orbital fire after commandos disabled the town's Southern-bought aerospace defense grid, and General Luwercraft was put out to pasture.





FAMILY



"Mother!" Grand Marshal Victoria Edden-Smythe, known to allies and enemies alike as the "Iron Maiden," renowned for being able to stare down a whole legion by her lonesome, among the most feared leaders on Terra Nova, couldn't disguise the affection and joy she felt. Her smile was warm and lovely as her twin daughters ran into her private quarters in Valeria.

Eliza was on her mother's lap before Victoria could really react, while Lana advanced somewhat more slowly. They were getting so big, ten cycles old now. Their strawberry blond hair was cut short in a military cut, but Eliza's was, as always, something of a mess.

"So, girls, stand for inspection."

Lana snapped to a military stance immediately, her sister scurrying from Victoria's lap and next to her twin. They wore matching school uniforms — from the Merrick Academy in Valeria — that closely resembled cadet uniforms from the Northern Guard. The only real difference was the color of the merit pins along their breast pockets. As usual, Eliza had excelled in art, literature and music; Lana had done so in sports and mathematics.

Well, there were a few more differences.

"Eliza Lang-Smythe," Victoria's tone was the faintest shadow of the stern voice she used on the soldiers in her command, "how do you explain this?" She pointed at a brown dirt-stain on her daughter's knee.

"I, I was just playin'." Eliza looked at her feet as she spoke.

"There are times when you should be serious even if you want to play, young lady." Victoria crouched so that she looked at her daughters in the eyes. "When you are in uniform is a time like that."

"Yeah, squirt," piped in Lana.

"There are also time to be silent even if you want to speak, Lana. Understood?"

The young girl opened her mouth to protest. "Lana. Do you understand?"

"Yes, mother." Lana's disappointment at being reprimanded along with her sister was hard for her to hide.

"Mother?" Eliza's voice was faint, like a hopper before a tempest. "Are we gonna see Mommy soon?"

Victoria's heart ached at the question. In happier days she had thought it cute that the girls called her "Mother" and her wife Regina "Mommy." Now it was just a reminder that she couldn't relate to Eliza as well as her estranged partner.

"Yes, Eliza. Regina is on her way to Valeria right now for a big meeting. We all have some very important things to decide." The girls were still too young to know what a strategic council was all about. Unfortunately, they would have to learn soon enough. "Your sisters will be with her."

"Yay!" both girls exclaimed. Eliza wrapped her arms around her mother's neck, a huge smile on her tiny face. Lana kept her distance and locked gazes with Victoria before speaking. "Are we gonna be together again?"

They hadn't been all together since last Prophet's Blessing, when the six of them had spent an awkward holiday meal together. Despite a few moments of warmth — and the joy of seeing all the girls together — Victoria and Regina had had another fight. They had barely spoken since. But now, the look in Lana's eyes said it all — her daughter, tough, serious, military Lana, had staked her whole heart on seeing her parents together again.

She reached for the vidphone. Regina was still on the speed dial. There were times to speak, even if you wanted to be silent.





PERSONALITIES OF NOTE

10

COLONEL NEILS MÆRGANT



Neils Mærgant, commander of the Nova Redriders, grew up on a large farm in the Marathon Basin of the UMF. Raised by traditional parents, he learned the value of hard work and sacrifice. Like many Mercantiles, he hoped for a career in business and joined the military cadets' officer training program to help him get into the top UMF schools. When the Sandstorm Strikes broke out, however, he gladly entered the Northern Guard and soon found himself a young lieutenant in the Nova Riders. He found that the life of a soldier suited him well, and Mærgant has performed his duties to the utmost ever since he signed on. Although his life has been spent on military bases for the most part, he still considers himself a man of the land. His wife Rebekka and he have purchased a share in a farm east of Baton Rouge, where they hope to retire one day.

◆ Military Record

Colonel Mærgant is one of the most highly decorated regimental commanders in the Northern Guard. His greatest — and most tragic moment — came in TN 1917 when he was commanding the regiment's Alpha company. Faced with stopping the CEF's dreaded Death Watch armored company, all the men and women of Alpha decided to sacrifice themselves to slow down the enemy so the rest of the regiment could call in reinforcements. Mærgant's command vehicle entered the field along with his company and he himself was wounded, but all the Gears were destroyed and their pilots killed. He too would have died, had one of the pilots not stood her Grizzly between his vehicle and an oncoming tank. Mærgant was awarded the Order of the Griffin for his actions that day. He became commander in TN 1927.

◆ Attitudes

Colonel Mærgant is haunted by the death of Alpha company. Although he participated in their noble assault, he is plagued by survivor's guilt — unable to shake the feeling that he too should have died on the battlefield. His troops laid down their lives because he asked them to, and he knows the whole regiment would be ready to do so again today. He wonders, however, if he could ever ask that of men again. With the outbreak of North-South hostilities, he may well have to make that decision in the near future.

◆ Tactical Edge

Unbreakable Morale: all of the men and women in the Nova Redriders regiment are ready to lay down their lives for their commander. If Colonel Mærgant is present on the field of battle and has access to a functional communication system, his side may add +1 to the Initiative roll. In addition, if the Morale rules are used, one failed Morale Check may be rerolled per turn; the Player must abide by the second result, even if it is worse than the first one. (TV of entire force x 1.1)

□ Vital Statistics

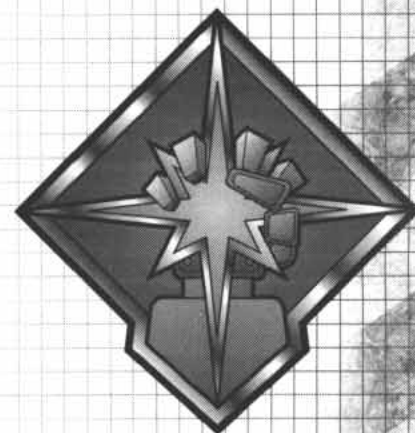
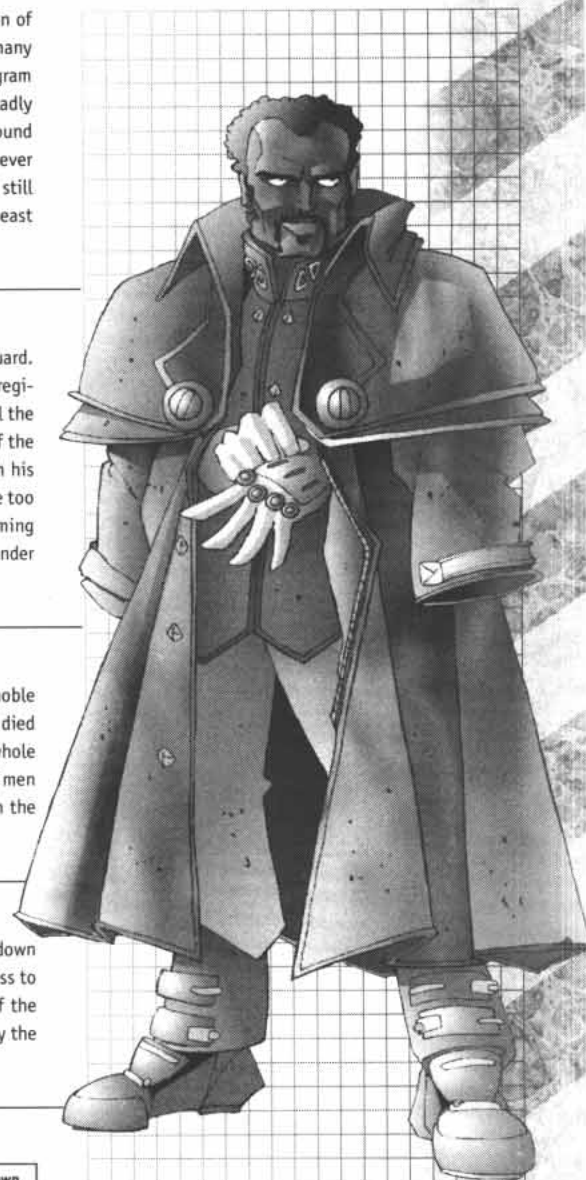
Age:	59 cycles	Height:	1.77 meters	Weight:	88 kg	Hair:	black	Eyes:	brown
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□ Attributes

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

□ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	0	Dodge	1	0	HG Pilot	1	0	Navigation (land)	2	+1
Bureaucracy	1	+1	Drive	1	0	Human Percep.	2	-1	Notice	1	0
Combat Sense	2	0	Etiquette	1	+1	Leadership	3	+1	Small Arms	2	0
Communications	1	+1	Hand-to-Hand	1	0	Melee	1	0	Tactics	2	+1





SENIOR RANGER ANDERSEN BRANDA (REGIMENTAL DUELIST)

Andersen Brandr was born near Fort Henry in the Western Frontier Protectorate. Raised on a ranch, he grew up understanding the value of family, country and a hard day's work. He was only a child when the WFP suffered under the assaults of the Colonial Expeditionary Force, but he did everything he could to help in the war effort. He cheered the exploits of Western hero Lang Regina and joined in the hue and cry when local clan leader Colonel Cornice Jyan was accused of treason. When he reached the age of maturity he signed up to join the Northern Guard so he could see the world. Although this decision has made the road to Protectorate citizenship longer than if he had served in the WFP's own army, he has no regrets.

Military Record ◆

Like many of his generation, Andersen largely identified Gears with the victory over the CEF and applied for pilot training right out of boot camp. He was accepted and excelled with the big machines and had the honor of being assigned to the Nova Redriders in TN 1928. There he became friends with the regimental Duelist Maena Jarak. Jarak recognized his talent and recommended him for elite pilot training with trainer Katryne Sanz, which he completed in TN 1933. He returned to duty with the regiment just in time to be dumbfounded by Maena Jarak going AWOL with her brother Danghen. When he was approached by the regiment to replace her as Duelist, Andersen accepted with a heavy heart.

Attitudes ◆

At first glance, many take Andersen to be an overgrown farm boy. Indeed, his boyish good looks, his huge build, and his somewhat naïve outlook stand in contrast to the stereotype of the haunted Duelist. Andersen is proud to serve his regiment and is excited about seeing the world as a soldier. He is not a fool, however. The Interpol War promises to be brutal and he has little confidence in those who predict that it will be over in a matter of seasons. Andersen pilots a Grizzly known as "Big Red."

Vital Statistics □

Age:	27 cycles	Height:	1.91 meters	Weight:	101 kg	Hair:	black	Eyes:	brown
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Attributes □

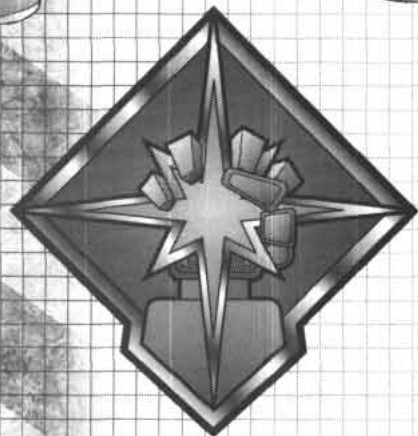
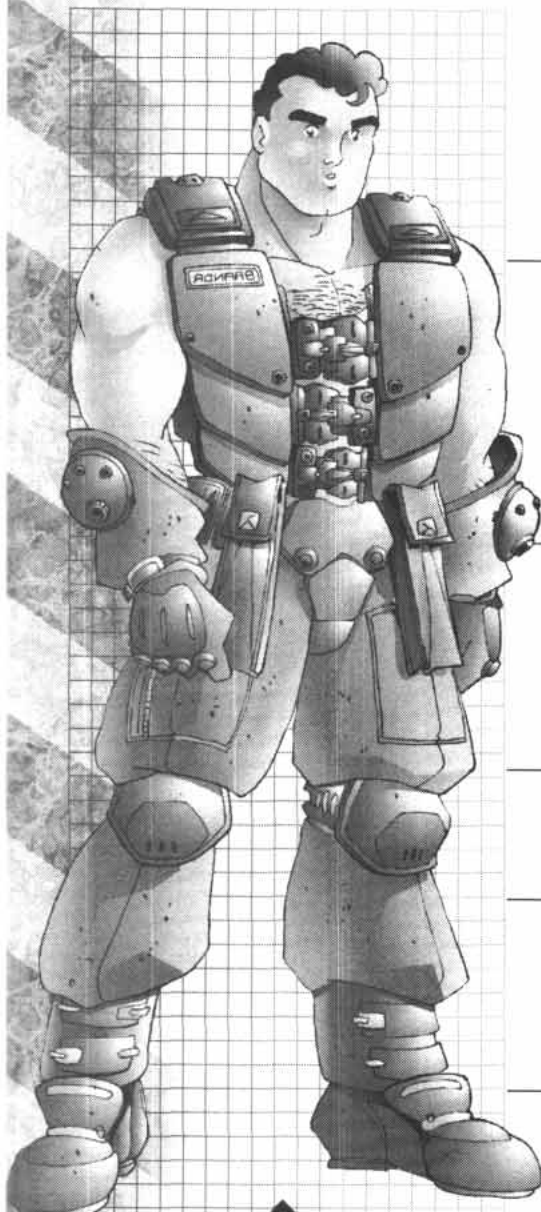
AGI	0	APP	+1	BLD	+2	CRE	0	FIT	+1
INF	0	KNO	0	PER	+1	PSY	+1	WIL	0
STR	+1	HEA	+1	STA	40	UD	8	AD	7

Skills □

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+1	Drive	1	0	Hand-to-Hand	2	0	Melee	1	0
Combat Sense	2	+1	Electr. Warfare	1	0	HG Dueling	3	0	Notice	1	+1
Communications	1	0	Etiquette	1	0	HG Pilot (Grizzly)*	3	0	Small Arms	2	0
Dodge	1	0	Gunnery (HG)	2	+1	Leadership	1	0	Tactics	1	0
•(specialization)											

Dueling Moves □

Macromove Name	±Acc	±Def	±Dam	Notes	Requirements
Block	-1	+2	Nil	(Combo to Strike)	SKL 2
Combo	-1	-1	-1	Combo two Macros	SKL 2
Crush Punch	0	-1	+1	-	SKL 3, HARD: Punching Arms
Knee Kick	0	0	Size	Movement hit	SKL 2; HARD: Legs
Low Tackle	-1	-1	Size	Movement hit, Fall	SKL 3; HARD: Legs
Strike	-1	0	-1	(Combo)	-





PERSONALITIES OF NOTE

10

COLONEL STACEY DIGGS



Although she is now the commander of the Cat's Paws, the elite of the Northern Guard, Stacey Diggs never wanted to be a soldier. Born in Valeria in TN 1871, Diggs spent her youth dreaming of a singing career. She enrolled in the Sesshu Academy of Arts and graduated with honors in music. She even started a career as a singer in Yele and was on her way to a certain success. Her life, however, would take a sudden change when she was drafted into the Northern Guard during the Sandstorm Strikes, nasty brush wars at the turn of the last century. Diggs surprised herself by excelling at the skills of a soldier and leader and ended up in the Cat's Paws as a young lieutenant. The bloody conflicts of the Strikes burned away her artistic hope and left her a soldier for life.

◆ Military Record

Diggs rose to the challenge of command during the War of the Alliance, when her superior Colonel Addolgar died on the battlefield. Trusted by her soldiers, she was the only real choice for field promotion and led the regiment to glory in many an operation during the rest of the war. She has remained in that position ever since. Further promotion seems out of the question because Diggs has made her criticism of Northern, and most especially Norlight, society very clear. A Jerusalemite, she is very concerned by the rise of Revisionist fundamentalism in her native league. Efforts to see her demoted have always been blocked by her excellent war record, the trust of her men and a few close allies in high places.

◆ Attitudes

Stacey Diggs can feel herself beginning to crack. She has now spent twenty cycles at the head of the most feared Gear regiment in the Northern Guard. In that time she has participated in actions of dubious morality (including assassinations) and sent more than one soldier to his death. During the War of the Alliance she could justify these as acts necessary for the defense of the planet, but now she is fighting a mad war based only on dogma and nationalism. She is too good of a soldier, however, to leave her post now — even if it costs her her soul.

◆ Tactical Edge

Careful Strike: Diggs has studied covert tactics extensively to prepare for the leadership of the Cat's Paw. She has a knack for sending teams forward along paths that will make them even more discrete. If Colonel Diggs is present on the field of battle and has access to a functional communication system, her side may add +1 to the Stealth rating of their vehicles for 1d6 turns, once per game (if the vehicle has no Stealth system, consider it has one at rating 1). (TV of entire force x 1.1)

□ Vital Statistics

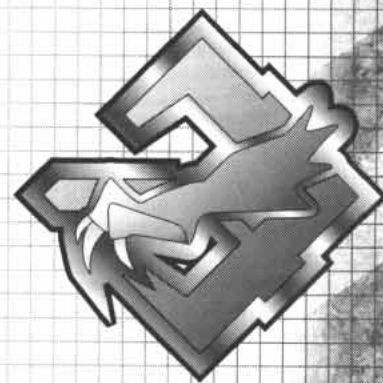
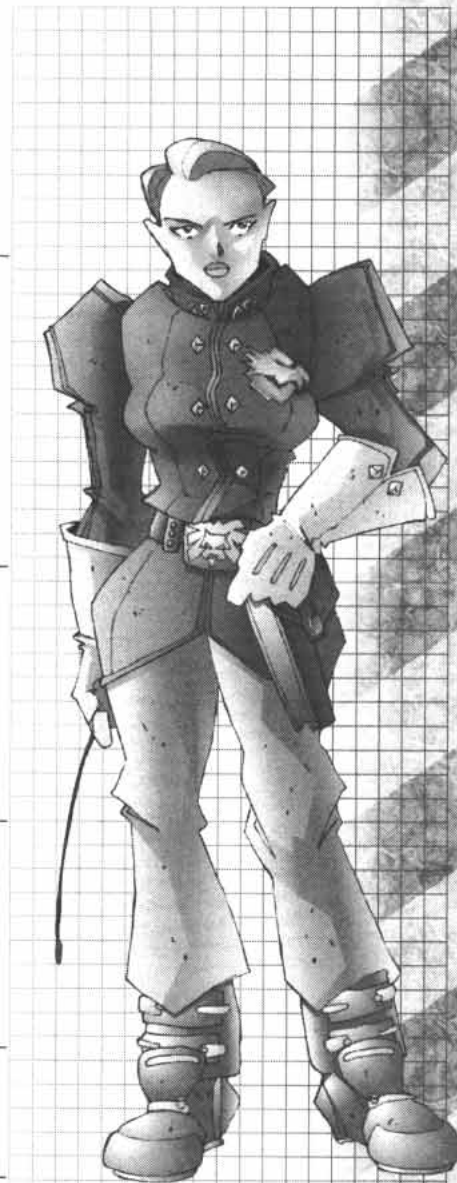
Age:	65 cycles	Height:	1.65 meters	Weight:	59 kg	Hair:	brown	Eyes:	blue
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□ Attributes

AGI	+1	APP	+1	BLD	0	CRE	+2	FIT	+1
INF	0	KNO	0	PER	0	PSY	+1	WIL	0
STR	0	HEA	1	STA	30	UD	3	AD	4

□ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+1	Gunnery (HG)	1	0	Music	2	+2	Tactics	3	+2
Bureaucracy	1	0	HG Pilot	2	+1	Notice	2	0	Teaching	1	+2
Combat Sense	2	0	Human Percep.	2	+1	Psychology	1	0	*(specialization)		
Communications	1	0	Leadership	3	0	Small Arms	1	+1			
Dodge	1	+1	Melee	1	+1	Survival	1	+2			





RANGER MINERVA JANE (REGIMENTAL DUELIST)

Ranger Minerva Jane, a GREL supersoldier-cum-Duelist, was bred on Caprice and dropped on Terra Nova with the forces at Baja. She was one of the rare C-type Minerva GRELS hypno-trained to pilot captured Terranovan Gears. The crushing defeat of the CEF at Baja did not sit well with her, causing a mental breakdown; she was catatonic when she reached a Northern Guard research base in Marathon, UMF. In the cycles after the war, she was slowly brought back to awareness by Professor Mandel Olajun, who used the teachings of GREL leader Jan Mayen to help her adapt, leading her to adopting the name Minerva Jane. Although she never remembered her GREL designation or experiences before her capture, her hypno-training held and she remained a deadly and skilled pilot.

Military Record ◆

Minerva Jane came to be in the Northern Guard in the 1920s when high command decided it was time for Professor Olajun's work to pay off. She was assigned to the Cat's Paws as a special operative, but much of the regiment hated the idea of working with a GREL. Colonel Stacey Diggs saw the same "soul" in Jane that Olajun had, though, and the two slowly became friends, two outsiders in the army of the North. Jane's skill and unerring loyalty to the regiment that had adopted her slowly won over most of the Paws, so much so that she became Duelist last cycle. In field operations she generally operates alone, but Colonel Diggs is fighting to change this.

Attitudes ◆

Jane Minerva takes her new responsibility as a Duelist very seriously. She understands concepts of obedience and honor, of duty and respect. She has a harder time, however, with the social roles of a Duelist. Mediating disputes and maintaining esprit de corps are largely outside of her experience and she has sought Colonel Diggs' advice many times. The Colonel's softer command methods, however, do not often suit a GREL bred for war. Jane can feel frustrations building and looks forward to real combat to distract her from the petty politics of her position. Professor Olajun is concerned that these pressures may again fracture her fragile mind. Jane pilots a Nemesis Jaguar.

Vital Statistics □

Age:	23 cycles	Height:	1.91 meters	Weight:	101 kg	Hair:	none	Eyes:	grey
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Attributes □

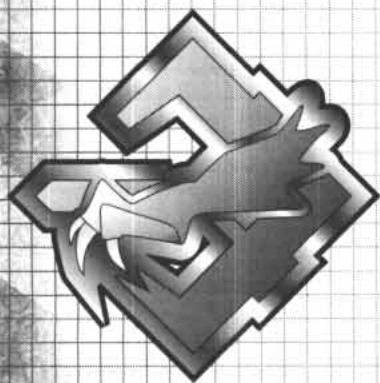
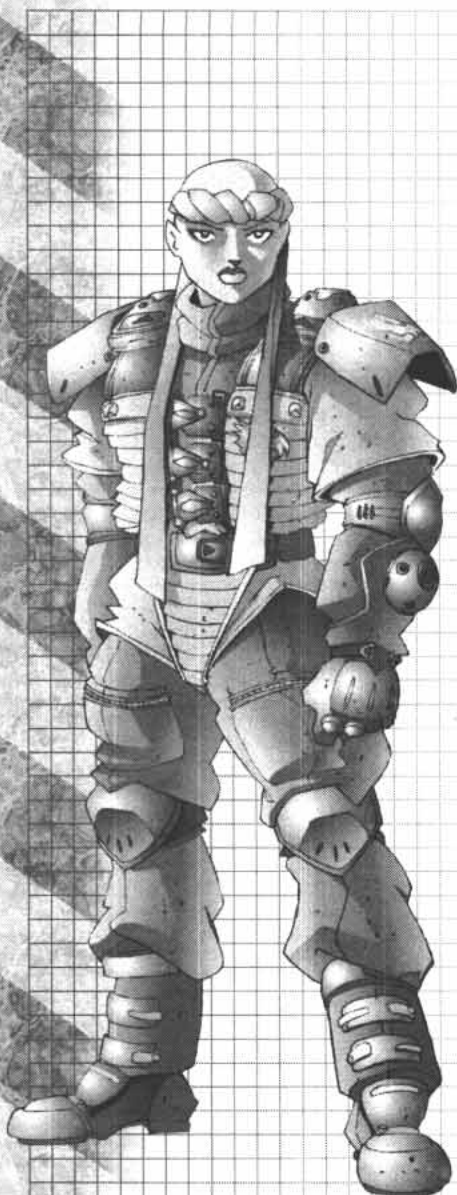
AGI	+2	APP	+1	BLD	+2	CRE	0	FIT	+3
INF	0	KNO	0	PER	+1	PSY	0	WIL	+1
STR	+2	HEA	+1	STA	40	UD	9	AD	8

Skills □

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+3	Drive (Hvtank)*	1	+2	Hand-to-Hand	1	+2	Small Arms	2	+2
Combat Sense	1	+1	Electronic Warfare	1	0	HG Dueling	2	+2	Survival	1	0
Communications	1	0	First Aid	1	0	HG Pilot	3	+2	Tactics	1	0
Dodge	1	+2	Gunnery (HG)	2	+1	Notice	1	+1	*(specialization)		

Dueling Moves □

Macromove Name	±Acc	±Def	±Dam	Notes	Requirements
Block	-1	+2	Nil	(Combo to Strike)	SKL 2
Fast Punch	+2	0	-1	-	SKL 2; HARD: Punching Arms
Strike	0	0	-1	(Combo)	-
Swing	+1	0	0	-	SKL 2; HARD: Manipulator Arms
Vibrostab	-1	0	-1	(Combo), AP	SKL 2; HARD: Vibroweapon





PERSONALITIES OF NOTE

10

COLONEL MAGNILDA RIKA

The Thunderbolts are in Colonel Magnilda Rika's blood. Her mother was Jena Rika, a tanker in the regiment's Beta Company, and she grew up around base and the big machines. Jena Rika had retired from active service by the time of the War of the Alliance, while her daughter Magnilda was a new junior officer in her old regiment. Magnilda was anxious to follow in her mother's footsteps. She saw a great deal of action as part of Beta Company and started her rise through the ranks with a field promotion to captain in TN 1915. That same cycle saw tragedy enter her life, however, when she learned that her mother had died at the hands of CEF forces during the brief occupation of Livingstone. The rest of the war was a quest for personal vengeance, pushing her to ever greater lengths of courage and unrelenting attack.

◆ Military Record

Rika was promoted to Colonel in TN 1929 after she was forced to assume command during a desert operation when her superior was struck by a sudden illness. Since then she has proven to be a skilled commander, insisting on strict discipline in behavior, but willing to allow improvisation in tactics and doctrine while on the field. Her quest for vengeance is not fully sated, however, and she lacks any real sense of mercy toward her enemies. In a time of nationalism and cries for war, this has made her popular in the upper echelons of the Guard and she is thought to be on the fast track for another promotion.

◆ Attitudes

Little do Rika's superiors know that she is less than convinced of the propriety of the new war against the South. Like most Northerners, she was shocked by the Rahnguard Massacre, but her real ire remains focused on the CEF. Of course they were kicked off the planet in TN 1917, but she feels it is foolish to assume that the Earth has given up on Terra Nova. She supports the war with the South only because it seems like an inevitable hurdle to overcome on the road to securing the planet against any further Terran assaults. Some day she hopes to bring the war to Earth itself.

◆ Tactical Edge

Strike Hard, Strike Fast: The command staff of the regiment likes to build tactics around the fast vehicles it is equipped with, and the crews now excel at rapid deployment. If Colonel Rika is present on the field of battle and has access to a functional communication system, her side may add +1 to the Top Speed of all their vehicles for 1d6 turns, once per game (normal Top Speed rules and modifiers still apply). (TV of entire force x 1.1)

□ Vital Statistics

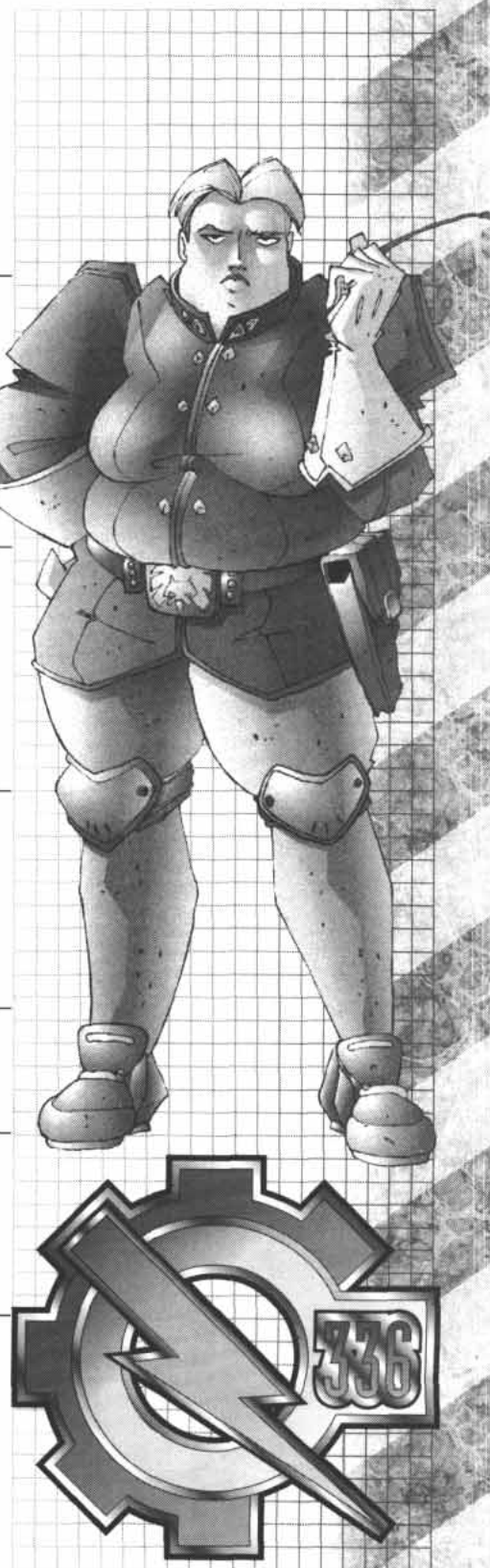
Age:	54 cycles	Height:	1.62 meters	Weight:	90 kg	Hair:	blond	Eyes:	blue
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□ Attributes

AGI	0	APP	0	BLD	+2	CRE	+1	FIT	0
INF	+1	KNO	0	PER	0	PSY	0	WIL	+1
STR	+1	HEA	0	STA	35	UD	8	AD	6

□ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	0	Demolition	1	0	Gunnery	1	0	Leadership	2	+1
Combat Sense	1	0	Drive	2	0	Hand-to-Hand	2	0	Small Arms	1	0
Communications	1	0	Etiquette	2	+1	Intimidate	2	+2	Tactics	3	+1





COLONEL ADELRAIC ELDEN

Adelric Elden grew up in the Revisionist heartland of the Irrian Plain, in a small farming community near Smolensk. His parents were devout church-goers and he spent much of his boyhood wanting to be a priest or monk. The orbital bombing that struck the region in TN 1913 and 1914 as part of the War of the Alliance changed his mind. Listening to the speeches of Second Follower Thor Hutchison and hearing the tales from the front awakened a fire to defend his faith and he joined the Northern Guard in TN 1915. By the end of the war he was serving in the Prophet's Hammers as a squadron commander. The army taught the fiery young man to think as well as fight and he became an avid student of philosophy and strategy.

Military Record ◆

Elden's keen tactical mind and his good relation with the men made him an good commander. In the cycles after the war, he continued to work hard and was rewarded with several promotions. He attained the rank of colonel just last cycle after the retirement for his commanding officer. Elden has taken very well to his command, but he has had several clashes with his second Alphonse Traugott. Major Traugott is a true fundamentalist and the Colonel has had to reprimand him for his harsh reports about "immoral" activities among the troops. Elden suspects that Traugott has some shadowy supporters among the Prophet's Shield.

Attitudes ◆

Colonel Elden has become very concerned with the turn his faith has taken toward fundamentalism and intolerance. He had a great deal of respect for Second Follower Thor Hutchison and was shocked by his assassination, but he has seen the hatred that has risen among "good Revisionists" in the last ten cycles. The War of the Alliance should have taught Terranovans the benefits of putting aside their differences; instead, it seems to Elden, it has only taught them the drive for war. Elden hopes against hope that his church can take a step away from the abyss of religious hatred, but he fears such optimism may be too little, too late.

Tactical Edge ◆

Unerring Command: Elden has studied historical tactics extensively and is a master at coming up with innovative approaches. If Colonel Elden is present on the field of battle and has access to a functional communication system, his side receives one additional Initiative Command Point per turn, to be distributed to any unit within communication range (all normal Command Point rules remain in effect). (TV of entire force x 1.1)

Vital Statistics □

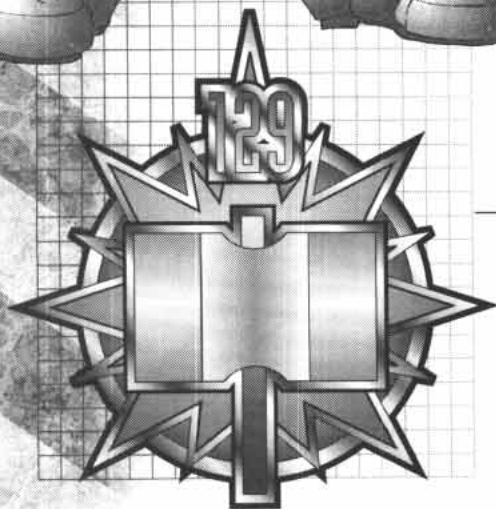
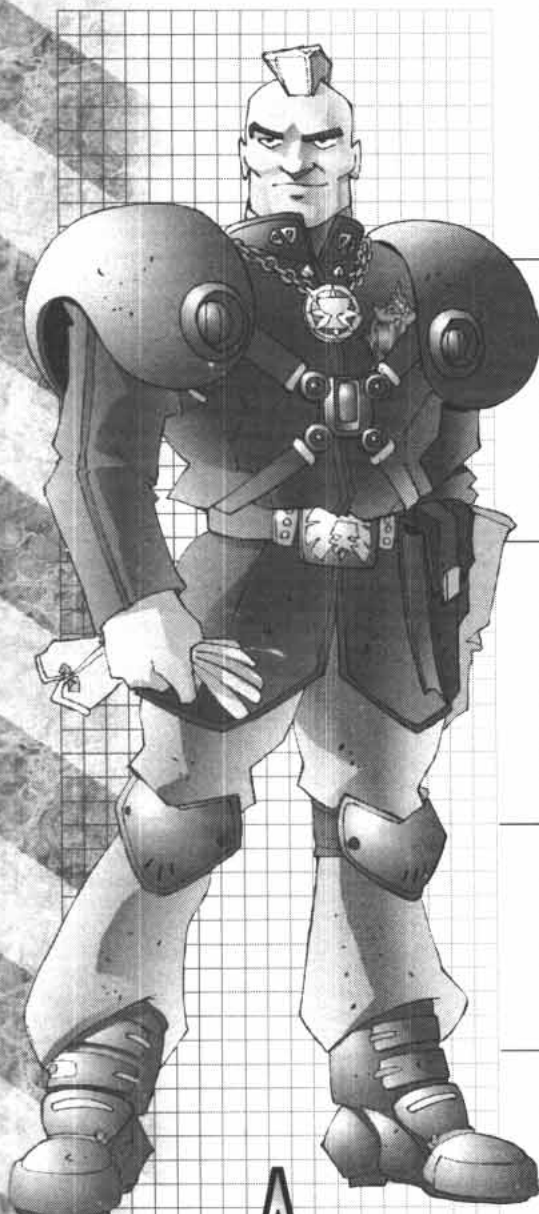
Age:	52 cycles	Height:	1.84 meters	Weight:	81 kg	Hair:	gray	Eyes:	blue
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Attributes □

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

Skills □

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	+1	FL: Indo-Arabic	2	+1	Leadership	2	0	Social Sciences 2	+1	
Combat Sense	1	0	Gunnery	1	0	Melee	1	0	Tactics	3	+1
Drive	1	0	Hand-to-Hand	1	0	Notice	1	0			
Etiquette	2	0	Human Percep.	2	+1	Small Arms	1	0			





PERSONALITIES OF NOTE

10

COLONEL MIHAL ALLINGTON



Mikal Allington was young officer cadet when the War of the Alliance broke out and he ended up leading an infantry force among the 48th Infantry Regiment. He had visions of battlefield glory and prestige, but soon learned that life in an infantry force was largely made up of long hours of work and fights against better armed opponents. The War of the Alliance was a terrible time for infantry, because their most common enemies were the deadly and seemingly unstoppable GREL shocktroopers. Allington lost much of his idealism on the sands of the Badlands in those cycles, but he gained a powerful *esprit de corps*. Maybe he was stuck in a deathtrap, but dammit, the whole regiment was stuck with him. This attitude has stayed with him ever since and he stands ready to commit his forces to the new war, although he does not relish the thought of seeing more men die under his command.

◆ Military Record

Mikal Allington is very young to be a regimental commander. His rise through the ranks was unfortunately due more to the terrible attrition among infantry troopers than to his own skills as a leader. He was already a platoon commander when, in TN 1915, the 48th lost more than half its troops in a bloody confrontation in the Serpentine Range. Arlington was one of the survivors and was field promoted to company command. He ended the war a battalion commander. In TN 1928, at 40 cycles, he was promoted to Colonel and became the Gold Dawn's commander. Many thought he would fail, but he has proven to be a skilled and trusted commander.

◆ Attitudes

The spirit forged among the survivors of the Serpentine battle runs strong in Colonel Allington. His service in that battle and his continued vows to live up to the sacrifice are largely responsible for his success as a commander. He knows that he is young for his post and relies heavily on advice from his seconds, but he is unafraid to make the hard decisions when the time comes. He will do anything to ensure the survival of his men and the unit as a whole. He has sworn that men will never be left behind under his command.

◆ Tactical Edge

Together Forever: Allington has trained and drilled his men to take care of one another and never leave anyone behind. Under his guidance, they have become expert at reducing casualties among their rank. If Colonel Allington is present on the field of battle and has access to a functional communication system, any infantry unit within communication range may gain back 1d6 damage points after a successful attack against them, distributed among the troopers as the Player sees fit. (TV of entire force x 1.1)

□ Vital Statistics

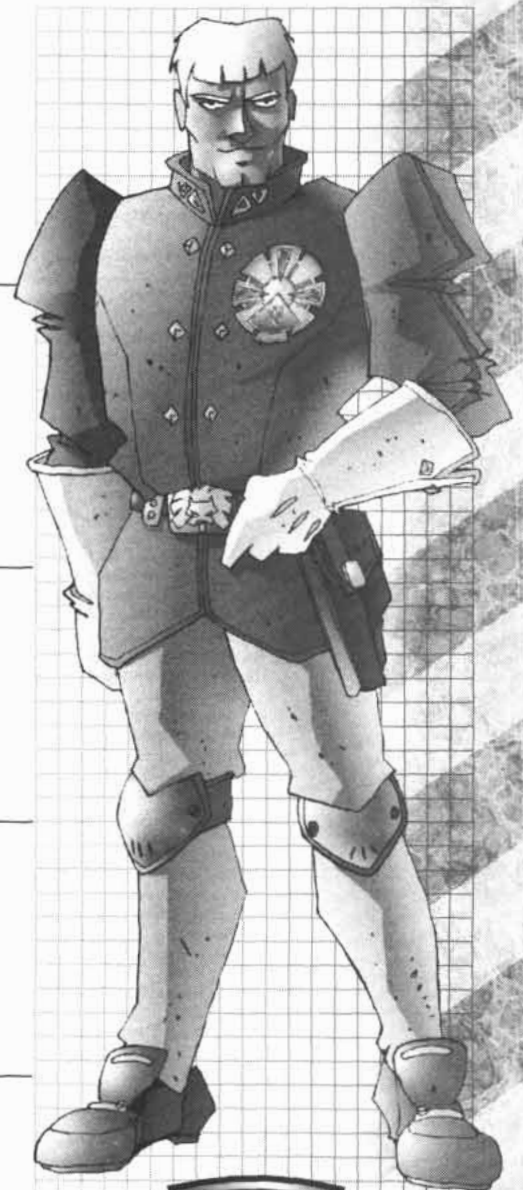
Age:	48 cycles	Height:	1.79 meters	Weight:	77 kg	Hair:	blond	Eyes:	gray
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□ Attributes

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

□ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	2	+1	Drive	1	0	Leadership	2	+1	Small Arms	2	0
Bureaucracy	1	0	Etiquette	1	+1	Melee	1	0	Streetwise	1	+1
Combat Sense	2	+1	Haggling	1	+1	Navigation (land)	2	0	Survival	1	+1
Communications	1	0	Hand-to-Hand	1	0	Notice	1	+1	Tactics	2	+1
Dodge	1	0									



95

INDEX

A



7th Gear Regiment	see Cat's Paws	80
48th Infantry Regiment	see Gold Dawn	40
74th Gear Regiment	see Nova Redriders	44
129th Armored Regiment	see Prophet's Hammers	26
336th Armored Regiment	see Thunderbolts	42
Advancement	12	34
Allied Southern Territories (AST)	7	61
Allington, Colonel Mikal	95	15
Andersen Brandt, Senior Ranger	90	37
Armor Hunter Infantry Squad	37	33
Armored Regiments		50
Building	39	14-15, 17
Organization	11	50
Armored Squadrons	39-45	7
Assault Infantry Squad	33	82-87
Awards	14-15, 17	92
Basic Infantry Squad	31	89
Battalions	10	35
Battle of Garamont	87	36
Battle of Rahnguard	5, 8	76
Battlefield Contingencies	87	75
Battlefield Support	84, 86	77
Brigades	10	9
Building Regiments	5	7
Armored	39	14
Gear	19	54-57, 89-90
Infantry	31	14
Cat's Paws	58-61, 91-92	56, 60, 64, 68, 72
Chaser Armored Squadron	65	61
Cheetah Mk 2	79	10
Combined Arms	53	85
Command	83, 85, 87	see Advancement
Commando Gear Squadron	25	15
Commando Infantry Squad	37	66-69, 94
Commissioned Officers	9	61
Companies	10	47
Defensive Doctrine	85-86	see Battle of Rahnguard
Demolition Infantry Squad	36	9
Deployment	84, 86	21
Diggs, Colonel Stacey	91	12
Dirty Ones Infantry Squad	73	10
Divisions	10	Armored
Doctrine	82-87	Building
Defensive	85-86	5, 19, 31, 39
Offensive	83-84	Gear
Duelists	15, 90, 92	11, 19
Ebon Stone	15	Infantry
Elden, Colonel Adelic	94	11, 31
Elite Gear Squadron	28	Organization
Engineer Infantry Squad	36	11
Engineers	50	Rika, Colonel Magnilda
Enlisted Personnel	9	93
Field Engineers	50	Sections
Field Specialist Infantry Squad	36	10
Fire Policy	84, 86	Service Ribbons
Fire Support Gear Squadron	22	14
Food	48	37
Garamont	87	Special Abilities
Gear Regiments		5, 19
Building	19	Special Forces Badges
Organization	11	15
Gear Squadrons 19-29	20	Special Forces Infantry Squads
General Purpose Gear Squadron	20	37
Gold Dawn	16, 70-73, 95	Spotter Infantry Squad
Great Crusade	7	36
Hand Signals, Gear	83	Squadrons
Heavy Artillery Armored Squadron	41	10
Heavy Assault Armored Squadron	45	Squads
Heavy Blitz Gear Squadron	27	10
Heavy Patrol Armored Squadron	43	St. Vincent's War
Heavy Recon Infantry Squad	35	8
Heavy Strike Gear Squadron	24	Strider Squadron
Heavy Weapons Infantry Squad	33	23
History of the Northern Guard	7-8	Structure of the Northern Guard
Hit Men Armored Squadron	69	9-11
HMA Gear Squadron	57	Supply Forecasting
Hunter XMG Mk 3	78	51
Infantry Regiments		Supply Lines
Building	31	48
Organization	11	Support
Infantry Squads	31-37	46-51
Interpolar War	8	Support Companies
Jump Infantry Squad	35	47
Kill Markers	15	Task Forces
Klemm CBS	81	10
		Threat Value Multiplier
		5
		Thunderbolts
		62-65, 93
		Troop Movements
		48
		Uniforms
		16-17
		Units
		10-11
		Vehicles
		75-81
		Weapons
		13