

EARTH BOOK ONE

DP9-065

COLONIAL

EXPEDITIONARY FORCE



MODERN CONQUERORS

AD 4408 C. TANNHAUSER CAPRICE - AD 4582 RELIABLE TANNHAUSER GATEDRIVE DEVELOPED - AD 4588 FIRST MANNED GATESHIP FLIGHT - AD 4663 CAPRICE DISCOVERED - AD 5238 SECOND GENERATION TANNHAUSER DRIVE MECHANISMS - AD 5370 FIRST LIBERTY UPRISING - AD 5372 CAPRICIAN CORPORATE EXECUTIVE ESTABLISHED - AD 5790 CAPRICE ABANDONED - AD 5988 CAPRICE SUSPENS TRADE WITH TERRA NOVA - AD 6115 THE EARTH INVASION OF CAPRICE

HEAVY SOURCEBOOK

GEAR



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COLONIAL

EXPEDITIONARY FORCE

"Welcome to the Halberds, soldiers!" Soldier Ingres-9037 addressed the twenty new transfers from a podium in the briefing room of the battle group's headquarters in the heart of Hauser Trench. The Jan-class GREL smiled briefly and proceeded: "I have the honor of presenting your new commanding officer, Major Garth Traut. Sir!" He backed away from the podium and saluted as the grizzled and somewhat harried-looking commander stepped forward.

"Soldiers," Traut began, "this is your new home, your new family. These —" He gestured at the 25th's standard. "These are your new colors. Here in Hauser Trench, you will do the Force proud by protecting her strategic interests. You will do me proud. Before we get into the particulars of your assignments, I want to tell you a little story about a GREL, such as yourselves, who put everything on the line during the early occupation of this city. Soldier Kunst-1316, a Mordred, big and tough, like Horst-9971 over there, though not quite as ugly..."

The Colonial Expeditionary Force is the interstellar fighting arm of the New Earth Commonwealth, and one of the main antagonists of the Heavy Gear universe. Equipped with advanced technology and vat-grown gene-engineered warriors, they are intent on subjugating the entire interstellar network of human-colonized worlds for the greater glory (and profit) of the Commonwealth! This sourcebook details the history, structure, procedures and equipment of this deadly foe.

This sourcebook includes:

- A complete history of the Colonial Expeditionary Force.
- Background details on strategies, uniforms, medals and procedures.
- New characters, equipment and vehicles.

**HEAVY
GEAR**

1941

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MODERN CONQUERORS

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HEAVY GEAR[®]

Behind the Scenes

Fascist governments have always made for great villains. Their aggressive stance and uncompromising ideology pushes them to action, and the evils they perpetrate in the name of the People give numerous opportunities for heroes to stand tall and do great deeds. The relative faceless anonymity of the Mob, one of the main components of any Fascist regime, makes it even easier to fight against. Fascist, monopolistic governments also present their own set of problems from a creative stand-point. It is all too easy to just recreate the stereotypical jack-booted evil troopers surrounded by fanatical, trigger-happy political officers and call it a day.

Of course, in real life (and in the Heavy Gear universe) nothing is quite so black and white. There are always shadows and gray areas. The Colonial Expeditionary Force creates vat-growth soldiers to fight its wars, but these creatures remain human. The New Earth Commonwealth sends forth its armies to reconquer their lost colonies as much for power as for the additional resources that will let them feed their starving masses.

In many ways, they are tragic villains, ultimately destroying their future because of fear and ignorance when they, at the cost of some pride, could have acquired it through commerce and alliance.



MODERN CONQUERORS



DREAM POD 9

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WRITING

Esteban Oceano	Writing/Vehicle Design
Janne Hempel	Writing
Scott A. Blow	Writing
Alistair Gillies	Writing
Dennis D. Kirkpatrick	Writing
Bryan Lee	Writing
Christian Schaller	Editor/Writer
Wunji Lau	Editor/Writer
Marc-Alexandre Vézina	Senior Editor/Writer
Hilary Ooda	Copy Editing
Pierre Ouellette	Creative Director

PRODUCTION

Pierre Ouellette	Art Director/Designer
Jean-François Fortier	Layout Artist/Colorist
Marc Ouellette	Computer Illustrator/Colorist
Chislain Barbe	Illustrator/Colorist
Bobbi Burquel	Illustrator
Hieran J. Yanner	Illustrator
Patrick Boutin Gagné	Illustrator
John Wu	Illustrator
Alain Gadbois	Vehicle Design Consultant

ADMINISTRATION

Robert Dubois	Sales & Marketing Manager
---------------	---------------------------

SILHOUETTE

Gene Marcil	System Designer
Stéphane I. Matis	System Designer
Marc-Alexandre Vézina	System Developer

SPECIAL THANKS

To Chris: good save!



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THE HIGHEST MOUNTAINS, THE LOWEST VALLEYS



Klowes-2314 walked into the cramped drop bay and tossed a thin, folded packet at the dejected figure seated between two vehicles. "Read fast, sir. Five minutes to drop." The Maxwell's baritone was clearly audible over the transport's engines, but Lieutenant Neverett Otterbein didn't look up.

"Damned suicide mission, this is," the human groused. "You GREs may be built for a glorious bloody end, but I can't cheat death forever. I want to live, dammit." The wiry pilot leaned down and picked up the packet from its landing spot on the floor. "What's this?" he asked. His expression went from bland to elated in a heartbeat.

Klowes looked down bemusedly at the flimsy plastic film clutched in the human's tiny hand. "It's not a military transcript," he noted, with the barest hint of curiosity.

Neverett smiled. "Personal faxsheet, soldier. A letter. From home." The grin widened. "Terese." Klowes watched the toothy grin, and tried to think of things that made him smile. Neverett's face tightened. "Lousy timing, though" he muttered. "If I don't read it now, I probably won't be alive to read it later."

Klowes thought about dying sometime in the next hour, and shrugged. "Sir," he said, a thought occurring to him, "I think you'd have an easier time with this if you weren't allowed to have such an attachment to someone else's life." Klowes smiled. "It's rather nice, having the certainty of a master, however capricious."

"Nice for you, maybe," Neverett said, rolling his eyes. He unsealed the faxsheet. "I really need to get some non-vat friends," he quipped, turning his attention to the letter.

As Neverett read through the printed text, Klowes was surprised to see the man's smile freeze, fade, and vanish, to be replaced by trembling, shock, and tears. Klowes watched the transformation, but remained still. The GRE had seen this sort of thing before, but he didn't know what kind of "non-vat" behavior was warranted at this juncture. Neverett, while friendly, seemed to enjoy pointing out obvious cultural differences, so Klowes stood silently and waited.

"Terese," Neverett whispered. He began to sob.

Klowes tried to understand; he thought about how he might feel if his unit commander were killed. Finally, after much consideration, he looked at his wrist chrono and said, "Drop in three minutes, sir. If you're serious about making it home from this one, we'd best get in the cockpit and run the checklists." It was probably not very non-vat, but to him, it made perfect sense.

Neverett crumpled the faxsheet into a plastic starburst winking out from between clenched fingers. Shaking his head, he mumbled a few words, far too quietly for anything but a bred killing machine to hear. "It doesn't really matter anymore."

At that, Klowes perked up and started to laugh. Here was something he understood at last. He clapped Neverett on the shoulder, relishing the irony of it all. "Come on, sir. Let's mount up." Confident, Klowes met Neverett's moist eyes. "I think you'll find that it's very easy to cheat death when you have nothing left to lose."



THE COLONIAL EXPEDITIONARY FORCE - 1.1

The New Earth Commonwealth (NEC) is fully committed to re-establishing Earth's dominion over the colony worlds and is prepared to use force to do so. The NEC's instrument in this conquest is the Colonial Expeditionary Force (CEF), a huge fleet-based armed force made up of a combination of veterans of the Third World War and large numbers of vat-grown supersoldiers known as GRELS. The CEF is equipped with many advanced weapon systems, most prominently assault hovertanks armed with particle accelerators and other advanced weapon systems.

The Colonial Expeditionary Force is a rapid invasion army, designed to be able to hit hard and fast on a wide variety of terrain types. They are very dangerous when on the offensive, but fare poorly once their speed advantage is taken away from them. Their setbacks in the Terranovan and Atlantean systems have forced them to seek subtler forms of warfare as well, uncharacteristic of the iron hammer of the NEC; the destruction of Peace River provides troubling proof of effective stealth and commando operations.

CEF battle groups are smaller than their opponents due to their need to be transported across interstellar distances and their incredibly heavy logistical burden in both fuel, spares and maintenance. Despite this actual numerical inferiority, CEF HT Formations are usually able to concentrate their firepower more effectively against a particular location and leverage their advantages in both lethality and mobility when dealing with Conventional Armor.



The Book - 1.1.1

The **Colonial Expeditionary Force Army List** gives Heavy Gear Players everything they need to understand the invading army and field it in their own tactical games. In these pages, you will find guidelines for building your own "armies" of CEF forces, including both their traditional armored and infantry units and the newer Battle Frames and supersoldier types. Although the army list is intended largely as a tactical supplement, roleplayers will find some things for them. Indeed, the history of the Colonial Expeditionary Force, notes on awards, uniforms, personal weaponry and famous commanders can all help flesh out roleplaying campaign featuring the CEF or even spark an adventure idea or two.

The Colonial Expeditionary Force Army List is mainly a tool for tactical Players to use. Chapters 2 and 3 explain the procedures for building combined arms 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).

The book continues to use the concept of special unit abilities for the Heavy Gear tactical game. These are added bonuses that experienced units have developed over time. These are listed with each patrol type (see Chapters 2 and 3). The famous regiments listed in Chapter 4 also have their own unique abilities (associated with unique patrol types). All these abilities affect a military unit's Threat Value, something already factored into the TVs provided in this book.

Contents - 1.1.2

This opening chapter, *Life in the Force*, details the history, structure, unit types, policies, standard equipment, medals and uniforms of the Colonial Expeditionary Force. Due to space limitations, only an overview of each topic can be provided - describing a large fleet-based force like the CEF in more than broad detail would require 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 2: Infantry Battle Groups* and *Chapter 3: Armored Battle Groups* list all the standard ground units that make up the fighting force of the New Earth Commonwealth expeditionary armed force. These chapters provide you with the guidelines for building your own battle groups and list special abilities and possible modifications for every patrol type. These chapters will let you field your own CEF forces for tactical play.

The following chapters provide additional options and support for the basic units established. *Chapter 4: Notable Battle Groups and Personnel* details several famous (and infamous) CEF military units. These battle groups, complete with special abilities and unique patrol types, are ready to play, but can also provide inspiration for your own units. The chapter also provides background and complete game statistics for several important (or interesting) officers and support personnel. *Chapter 5: Support and Doctrines* focuses on the units that aid the fighting men, from medical specialists to engineers and quartermasters and also examines how they are used in conjunction with the fighting units, explaining the typical tactics used by the CEF. *Chapter 6: Equipment* provides background and game statistics for fifteen vehicles and five drones unique to the Colonial Expeditionary Force (transport vehicles such as the Sleipnir and Tarantula shuttles can be found in the **Black Talon Field Guide**, DP9-Q59, if they are needed).



1.2 - HISTORY OF THE CEF



The history of the Colonial Expeditionary Force is firmly grounded in that of its parent body, the New Earth Commonwealth. To understand the one, one must first understand the other. The NEC's origins trace back nearly 350 years. Driven by the powerful economic upheavals of a major depression, the system fueling the time period that was considered by many to be the Third Renaissance effectively collapsed in 5790. A group of hard-core isolationists rose to power, supported by over-burdened taxpayers sick of funding the distant colonies, and proceeded to make a series of dramatic cuts to the subsidies and grants that fueled interstellar travel and industry. As panic rocked the colonies, the Concordat government's tactics became even more draconian, removing all but a limited number of Gateships from active service.

The next nine months saw scenes of utter chaos that shook the inhabited worlds as many colonists used whatever means they could — legal or illegal — to secure space on a ship headed back to Earth. Within a year, all of the massive Gateships had been removed from service, and all communication ceased between the Sol system and the colony worlds.

1.2.1 - Twilight of the Concordat

The mayhem that followed the government's actions did not endear the isolationist faction to the electorate, and they didn't remain in power for very long. Soon replaced by a less conservative party, the isolationists were forced out of power completely. This new government sought to redress the mistakes of its predecessor, but the instability of the regime was already beginning to take its toll, and nothing much was achieved beyond endless conferences and summits and the circuitous passing of blame.

Considering themselves a 'party for the people,' the new Concordat government passed a series of small bills that returned a number of legislative powers to the masses. Installing a system whereby the populace could force the Concordat to hold a referendum on any issue, as long as a certain number of signatures could be collected in a petition, the legislative branch of the government was soon swamped by tens of thousands of calls for referendums covering every topic from child abuse to mandatory uniforms for the homeless. Unable to deal with the overwhelming flood of requests, the government offices were effectively shut down for the better part of a year. The populace, seriously disillusioned, removed the government's mandate through a referendum ironically designed under the Concordat's own new program.

A long series of new and different political parties followed, with elections called and recalled every 14 months on average. This process of rapid succession did nothing to stabilize the system, and new legislation could barely be passed before the next set of leaders was working on repealing every advance made by its predecessors. With no stable leadership, the economy seriously damaged by the fall of interstellar industry and the social structure crumbling as poverty spread, the great machine of the Human Concordat was slowly grinding to a halt. Neither an instantaneous collapse nor a slow and steady decline, the fall of the Concordat resembled nothing so much as an ECG, spiking to new heights before plummeting once more into the depths of disillusionment. The dips, unfortunately, consistently outweighed any recovery, and the eventual demise of the system seemed inevitable.

1.2.2 - The Age of Isolation

The Concordat's answer to the downward spiral, and the increasing social unrest, was, effectively, to declare martial law. Increasing funds to security forces and the military, the government enacted a series of laws designed to give police forces the final word in how areas were controlled. The crude methods used to keep the peace did nothing to improve the tattered social fabric, of course, and the escalating violence spawned thousands of small terrorist movements targeting the Concordat government as well as religious and industrial institutions. Discovering the benefits of large-scale attacks, many of these smaller groups banded together and began a kind of guerrilla-style warfare against the major economic and political conglomerates in the society. Whole regions became consumed in the battle, turned into free-fire zones, and finally into completely lawless no-man's-lands where even the highly trained soldiers of the Concordat would not venture without massive backup.

Violence begets violence, and each brutal act inspired another, whether in admiration or retaliation. Large groups of the population were displaced, fleeing these hotspots by the hundreds of thousands. The worst of the waves of refugees began in 5870, when a terrorist group known as the Sovat in New Moscow acquired an arsenal of nuclear weapons and began a series of threats against those groups they defined as "enemies of humankind." This nuclear blackmail caused mass panic throughout the major cities of Earth, a wave of insecurity and fear that could not be dispelled even once the threat had been neutralized. Certain that their elected leaders could not defend them against enemy forces, the populace lost its faith in the Concordat as a whole and began to band together in localized, highly nationalistic groups in order to defend themselves against the ever-increasing disorder. As these groups grew in size and power, they began to take on the duties of government, centralized in new local capitals. The inevitable was finally accepted by all of the New Earth Nations, and on January 1st, 6003, the Human Concordat effectively dissolved itself.



The Third World War - 1.2.3

The New Earth Nations was a new title encompassing hundreds of new city-states, each claiming sovereign rule over often-intersecting territories that spanned the globe. Local alliances helped to give an image of stability to the war-ravaged civilization, and economic growth, fueled by trade and barter between nations, made funds available to repair the decaying infrastructure of human government. Not all nations were created equal, however, and those that could lay claim to functional communications technology and seaworthy vessels soon found themselves at the top of the heap.

The coastal cities of Europe, through a combination of luck, greed and control over the ports of this resource-rich continent, were the first to take a lead role in this new society. Forging a series of military and diplomatic alliances across the entire Eurasian continent, the western nations, the city-states of Ruantallan and Ar n-Eilean-Ne in the forefront, began to gather smaller, satellite city-states into large conglomerates. Similar alliances, born out of necessity and greed, made their appearance across the landscape; whether forged through geographical closeness or solid trading partnerships, each new treaty placed thousands of vital resources within the reach of the controlling city-states.

Land-locked and badly ravaged areas did not fare nearly so well, their worth in alliances limited and their options few. Resentment began to grow in these disadvantaged nations, fueled by envy directed towards those for whom the rebuilding was seen as 'too easy.' The Third World War officially began in the year 6007, after a series of broken treaties led to skirmishes and finally all-out war over control of the resource-rich Eurasian continent and the lush farmlands of the African Sahara. Brutal and effective, the Siberian armies claimed a swift and decisive victory, lending a definite cachet to the nation that would develop into the New Earth Commonwealth.

WWIII is believed to have caused the death of over twelve percent of the Solar System's population, nearly one and a half billion people, combatants and civilians alike. While most of the conflicts were restricted to conventional forms of warfare, due to the limited availability of high technology, entire cities were occasionally leveled using experimental tactical antimatter warheads and orbital kinetic energy cannons. The most notorious and reviled event of the war occurred on August 8, 6045, when the heavily urbanized land of the Mexican peninsula disintegrated under the blast of a 45-megaton antimatter device, killing over 50 million individuals in less than one second.

The New Eurasian Commonwealth - 1.2.4

From very inauspicious beginnings as a small conglomerate of city-states perched on the rim of the Black Sea, the New Eurasian Commonwealth grew to immense size and importance in a short amount of time. Originally nothing but a collection of trading partners with small but well-trained armies, the members of the NEC banded together in force to defend the sea routes vital to trade in their region. Incensed by the perceived arrogance of the western European Nations, they signed an extensive and heavily binding series of treaties and agreements that forged the disparate groups into a solid whole.

While noted at the time for their success in rebuilding cultural institutions, the NEC's real hallmark was trade. The member nations were all coastal cities, their influence reaching out to riverside and inland city-states with control over strategically important land routes and causeways. Exploiting their positions to the fullest, the NEC member nations' major shipping route extended from the Mediterranean Sea to the Pacific coast via an extensive series of channels and rivers. This line provided their first access to Central Asia and beyond, to the South Pacific and the Far East.

The city-states of Asia were the end points for a number of the waves of refugees seeking asylum, and almost all of the nations of the area boasted huge populations. Possessing higher levels of technology than most of the beleaguered Western nations, the city-states of Asia lacked some essential pieces, such as biotechnology, that the NEC could happily supply. At the same time these Asian cities had access to services and resources that the NEC — and Europe as a whole — seriously lacked. Trade was swift and plentiful, huge cargo submarines moving underneath the Arctic ice cap between Siberia and the Eastern Alliances. Noting the spread of power in the west, the Eastern Alliances joined forces with the NEC under the Siberian Nations' flag on the day when the bloody conflict of the Third World War officially broke in Yakutia.

The start of WW III left little room for celebration in the new alliance. The united forces of the vast new nation found themselves embroiled in bloody and protracted conflict with the other major forces of the globe. Beginning in an unfortunate defensive position, the NEC was losing territory and valuable resource holdings at an alarming pace. Pulling out all the stops and relying on diplomacy and quick-witted ambassadors, the NEC managed to survive through careful manipulation of its enemies. Turning them against each other, the NEC outlasted the bulk of the early conflict through cautious obscurity, fading into the woodwork. Propaganda was considered one of the alliance's most valuable tools, and resources were squandered madly in order to buy off officials and armies. As successful as this strategy was in the short term, it was not sustainable in the slightest, and the NEC called the leaders of the individual nations within its auspices to a conference in Yakutsk to plan for the future.



◆ Birth of the Commonwealth [6011]

The historic meeting was a stormy one, the two major factions arguing late into the night. First to take the floor were the nationalists, who espoused broad freedom of choice and movement within a loose trade union composed of independent member states. Seeing the best possible future for an NEC structured as a commonwealth of separate and distinct member nations, the nationalists proposed a treaty structure in which each and every crisis would be solved solely by the nations involved, with no interference from other member nations unless petitioned. This format was what the NEC had been based upon at its creation, and it was a system that had served the citizens well during the time before the Third World War.

The Yakut, who had seen their city-state under perpetual siege since the outbreak of the War, advocated an alternative viewpoint. Demanding a common, unified defense strategy, solid independent leadership and iron discipline to keep the nations in line, the Yakut's first priority was to unify the NEC in order to drive back the forces of the West. They saw a strong and binding military treaty as the natural solution for the problems plaguing the region and argued that the NEC's military setbacks were ample proof that individual militias were not the best option.

After days of wrangling with the issues, delegates came to the conclusion that relinquishing some of the sovereign powers of their city-states in favor of a concentrated leadership and a united army was vital to the continued survival of the region as a whole. Creating the position of General Manager, a leader who would rule through the trust of the majority of the voting members of the NEC, the delegates also mandated the creation of the New Eurasian Commonwealth Armed Forces, an army that would draw its members and officers from all of the member nations. Each nation signed a contract guaranteeing its support, with the option to renegotiate terms with the governing council if necessary. In return, the governing council would have no say in internal affairs of a nation, relegating its involvement to purely inter-nation matters.

The voting power of each member nation was determined according to an extremely complex mathematical system, bringing into account such factors as population counts and prompt payment of membership fees. This voting power was divided up within each nation as it saw fit, the options chosen ranging from one representative with the equivalent of 100 voting shares, to an electoral college of sorts with one share each. Both the General Manager and the governing board were subject to votes of confidence by the delegates from the member nations, but such an extreme measure was considered solely as a last resort.

1.2.5 - The NECAF

The New Eurasian Commonwealth Armed Forces were placed under the command of the General Manager, who oversaw a large hierarchy of officers and bureaucrats. Each member nation contributed equipment, funding and manpower to varying degrees, and the doctrines and training varied from city-state to city-state as well, although each maintained its own, private standing army. In the early days of the treaty, the amply financed NECAF served as a reactionary force, sent to regions under attack in order to tender aid or launch a counter-strike against a victorious enemy. Recruiting volunteers from every member nation, the Armed Forces were never at a loss for personnel, whether in support roles or on the front lines. The strong and vital appearance of the NECAF led to a swell of nationalistic pride within the NEC, promoting greater stability within the region. As the fronts stabilized and the NECAF became more practiced with the techniques of its combined armies, the Commonwealth could finally hold its own against attackers and even regain ground taken from it in previous years.

As the situation changed for the Commonwealth, the role of the NECAF changed as well. Moving the bulk of its troops to the front lines, the NEC relied on the armies of the member nations to provide rear security, support and defense build-ups. As direct attacks against the NEC became less and less frequent they also escalated in scale, causing far more damage than previously, especially when antimatter weaponry came to the fore. The NECAF reacted by increasing its own reliance on technology, becoming a heavily mechanized fighting force. The scientists of all member nations were kept busy developing new equipment as well as improving the old. As the NECAF's fighting power increased, the lure of aggressive tactics began to replace the strictly defensive protocols put in place at the army's formation.

Within a few years, the ponderous defense force had turned into a sleek and potent high-tech aggressor, fully capable of taking the fight into enemy territory. The lure of economic growth and the potential waiting to be unleashed from the resource-rich lands held by the enemy proved to be the final temptation, and some member nations favored the total conquest of Earth and, indeed, the entire Solar System. The Yakut strongly supported this hawkish attitude, and it was under their leadership that the most powerful lobbying group in the NEC was formed. The group, dubbed 'The Party,' was a loose coalition of people from all walks of life, who had similar desires for power and resources. By the time of the antimatter blast in Mexico, the lobbying group had changed into a tightly run organization devoted to the unceasing expansion of the New Eurasian Commonwealth by any means necessary.



The Party - 1.2.6

Party leadership was a mixed one. Some of them were civilians and industrialists, while others were military officers. They concentrated their efforts on lobbying for a more aggressive stand and espoused the doctrine that it was the NEC's turn to rule the humanity where the Human Concordat had failed. They rationalized their viewpoint with a variety of reasons ranging from economic need to humanitarian ideals. Careful manipulation of the media backed the Party's doctrine in the public opinion, and it secured the upper hand among the NEC board: humanity's fate was cast. As WWII grinded on, NEC policy gradually favored more and more aggressive tactics towards others. This attitude filtered from the military circles to the internal politics of Party itself. Publicly, the policy was not intolerance of others but rather the NEC's manifest destiny to guide the rest of the humanity towards a common ideal. The ideology of inherited superiority and the lofty idea of humanitarian crusades were sustained through the war. They were especially strong at the end when the NEC's victory was certain.

The NEC did not, however, seek dominance over the others with sword and fire alone. Instead it chose a variety of methods from diplomacy to trade to military conquest to genocide. It switched between tactics whenever necessary and prepared to rewrite history when the War was finally over and the NEC had won, claiming it had brought nothing but peace. The unification of many regions of the Earth took decades; the most extreme example was the pacification of the Baltic Ocean areas, which took some 50 years before the rebel People's Resistance organization was finally eradicated.

WWIII lasted for approximately 100 years. It was fought everywhere in the Solar System, but the consequences were gravest to the Earth's biosphere. The use of weapons of mass destruction did more than destroy lives; it altered weather patterns and poisoned nearly the entire planet. The butcher's bill was staggering: at the end of the war, the population of Earth had been cut by nearly one sixth. The War ended officially in 6105 when the New Eurasian Commonwealth formally changed its name to the New Earth Commonwealth, and it became the unquestioned leader of Earth affairs and easily the most influential member of the Solar System as well. While internal squabbles, rampart terrorism and brutal guerilla wars were still being fought on every corner of the system, the NEC had delivered what it had promised: relative safety and stability.

After the War - 1.2.7

Humanity had suffered dearly in the fighting. Urban sprawls were in ruins. Teeming camps were filled with refugees. Poverty and disease were widespread among the survivors. Psychological and physiological problems were rampant among the population. Earth itself seemed to be in its death throes. The surface temperature had increased rapidly during the War, and scientists warned that polar ice could conceivably melt during the coming century or later. Weather patterns were wildly changing and unpredictable, and the rate of erosion increased dramatically. Nuclear, chemical and biological weapons had destroyed much of the biosphere. Both on land and in the seas, countless species of plant and animal life had vanished seemingly overnight. The New Earth promised little more than acid rains, poisoned ground and endless dust storms. All evidence suggested that life on Earth would slowly meet an agonizing end in the near future.

Expansionism ◆

The NEC, however, did not intend to sit down and die. Its leadership soon created a plan for the future. Extending its policy of its manifest destiny, the NEC set about planning to retake the colonies that lived in luxury while those who had given them their origins suffered in squalor. Massive population transfer was the ultimate goal. The military favored the idea, memories of terrible losses during WWIII fading rapidly, replaced by visions of comparatively easy conquest of the presumably tame and unsophisticated colonies.

Major corporations were interested as well. They had profited handsomely during the War and during the peace that followed, and they saw both the planned invasion and eventual conquest as further opportunity. The fact that the NECAF was capable of transporting corporate representatives to the colonies and the fact that the NEC had access to the expensive Gateships mothballed at Jupiter sweetened the deal, since it lowered the corporations' projected costs. The only drawback was the possibility of a drawn-out conflict. Their support was hesitant at first, but the promises of new markets and exploitable resources soon turned the biggest corporations into the most-vocal proponents of the campaign.

The public was originally not thrilled with the idea of conquest of the colonies, since the prospect seemed to have little to do with them. The fact that the NECAF already had a large army of vat-grown super-soldiers with little to do in the age of peace eventually won the public over, however. The GRELS could be used as the mainstay of manpower and cut human losses to an absolute minimum. NEC propaganda completed the shift of public opinion by stressing that it was the NEC's duty to reunite *all* of humanity, not just the fraction remaining in the Solar System.



1.2.8 - The Colonial Expeditionary Force

Taking back the nine wayward and ungrateful colonies would be a massive undertaking that required an enormous military build-up on a scale never before seen in human history. The New Earth Commonwealth spent the ten years following WWII preparing for the invasion. One major step involved creating a new military force on an unprecedented scale. This force would consist entirely of volunteers and would be supplied with the best equipment Earth could provide — as well as a massive stock of genetically engineered super-soldiers to do most of the grunt work during the coming invasions. While the new force's ground warfare units were busily training in Australia, its space branch worked fervently to restore the mothballed Gateships and military vessels to their former glory. New equipment — including GRELS — was manufactured in gargantuan factories on Mars, and old staging bases in orbit around Jupiter were brought up to date and expanded. Finally, in 6116, the Colonial Expeditionary Force was good to go.

The first phase of the invasion was to conquer the Gateworld, Caprice, from which invasions of the secondary nexus points — Utopia, Atlantis and Terra Nova — could be staged. Using resources captured on the second-tier worlds to replenish whatever losses it suffered during the second wave, the CEF would proceed on to Jotenheim, New Jerusalem, Eden, Home and Botany Bay, and humanity would finally be united under NEC rule. Things, however, did not go as planned.

1.2.9 - Conquest of Caprice

The nexus colony of Caprice nearly didn't survive the ensuing anarchy that followed the collapse of the Human Concordat. High-ranking officials abandoned their responsibilities and fled for Earth aboard the last ships. Nearly three-quarters of the city burnt to the ground before the remaining corporations had enough sense to come together to rebuild the great Trench City, Gomorrah. The economy of the planet, which had once been geared towards mass-production for off-world clientele, was forced to downsize for the immediate population during the crisis. It survived, however, under the auspices of the Coalition, the pro-temp government formed around the remaining corporations. Caprice did not give up on the idea of trade with the other colonies, but local needs and several setbacks severely limited its potential.

When the CEF's 3rd Fleet arrived in the Loki system, the city of Gomorrah filled the entire Cat's Eye Trench and blossomed upward. Hydroponic domes, farm arcologies, water reclamation systems and atmospheric purifiers surrounded the lip of the Trench. Caprice could hardly defend itself from the massive fleet, however, especially with the rapid loss of its space assets, and rumors that additional fleets were already en route to the Gateworld forced the Coalition's hand: rather than watch Gomorrah die beneath massdriver rounds and antimatter bombardment, it abdicated power. A brief outbreak of pocket resistance was all that the CEF faced on the planet's surface, and that ended within a few months of the landing of ground forces. Security garrisons marched through the city and soon occupied all key strategic points. Caprice had fallen under the protective wing of the New Earth Coalition with hardly a fight.

Ironically, the ease with which the CEF conquered Caprice formed the basis of one of the first major snafus of the invasion plan. Strategists had been counting on heavy resistance and had thus incorporated a huge number of GREL soldiers into the force — soldiers who were expected to die during a violent but ultimately victorious campaign. The lack of resistance thus caused a serious logistic problem for commanders, who suddenly had thousands of extra bodies to feed and house. As the years wore on in Gomorrah, a somewhat dissatisfying solution arose: those extra GRELS that could not be shipped off to other fronts were instead sent to the massive prison fortress known as Bastille Alpha for "reprocessing" — a euphemism for mass murder.

Snake's Nest



In practice the Party maintains a stronghold majority of votes in the NEC. The most powerful members — the Yakutian Federation, Allied Europe, the Brazilian Combine and the Yangze Protection Zone — form the basis of its power while the Manchurian Mineral Union forms most of the Opposition. A large number of smaller and less powerful nations form a second tier of votes that these five major members woo for their schemes.

Although the Party may seem united to outsiders, it is constantly fighting its own internal power struggles. Even when it comes to trying to eliminate opposition to its rule, the Party is rife with conflict. The YF and the YPF, for example, have tried unsuccessfully to coordinate political strategies to undermine and isolate the MMU for years. In 6118, Yakutian Foreign Affairs Minister Adu Stossel disrupted and set back several years of careful diplomacy by stubbornly insisting that Yakutians should lead the political alliance, despite the YF's overall poor track record in such delicate and subtle matters. Similar signs of instability have been growing within the Party and its member-states since the end of WWII. Rumors abound that Allied Europe plans to defect to the Opposition, and the Brazilian Combine's newly elected Chief Director, Yin Richardson, is reportedly planning to usurp the YPF in its domination of ocean trade.



The Terranovan Campaign - 1.2.10

With Caprice and its massive production facilities serving as a forward staging base, the CEF formulated plans for the invasion of the second-tier worlds. Its first target was Terra Nova, the second largest colony world. Unbeknownst to the NEC, however, in 6118, the colony was in the final throes of a political phenomenon known as the "Judas Syndrome." Factions working for either of the main superpowers were ready to sell out their own — for money or for peace — and the two powers were on a crash course towards a catastrophic world war. Their militaries were at their peak in manpower, equipment and training, and Earth waded into the middle of this snake pit unaware of the extreme political instability present. Quickly, the same spies that had been prepared to sell out their allies secured a truce to fight the invaders. The War of the Alliance, as the colonists called it, had begun.

The CEF's basic plan had seemed simple enough. Establish a base of operations in an unchallenged region, the Western Desert, and then overrun the industrial cores of Terra Nova's poles: the Mekong Dominion and the United Mercantile Federation. In the local summer of 6118 (1913 by Terranovan calendars), the fleet landed over 400,000 troops near the equator and, lacking detailed information about Terranovan military installations, proceeded to bomb the planet's cities from orbit in an attempt to demoralize the colonists. This action only succeeded in enraging the planet's governments, resulting in the alliance of the Confederated Northern City-States and the Allied Southern Territories (the two planetary superpowers) and the launching of a massive counter-offensive against the fleet. They deployed thousands of killer satellites and tiny, well-armed drones, inflicting significant casualties and causing the fleet to vector away from Terra Nova towards Helios' more distant planets.



Beachhead ◆

Despite the fleet's setback, the CEF's ground forces completed their base camp within one week of their arrival. A day later, it divided into two main attack forces. The Northern Expeditionary Force headed northwards towards Ashington, the nearest Mercantile city-state and the nation's primary energy production site. The Southern Expeditionary Force drove due south into the Mekong Dominion's petroleum-rich lowlands. Both confederations scrambled to assemble forces strong enough to resist the CEF offensive. While neither the CNCS nor the AST managed to prevent the invasion of their territory, they did manage to field enough troops to bog down the Earth advance completely by the end of TN 1914. For the next two Terranovan years, the fronts along the Ashington-Mekong corridor barely moved despite dozens of offensives by both the CEF and the Terranovan defenders.



Early in TN 1916, the Colonial Expeditionary Fleet returned to the planet after a long running battle with Terranovan drone ships among the distant reaches of the Helios system. Early sensors scans and communiqués with their ground forces led the fleet's commanders to believe that the CEF was making slow progress and needed additional troops. They decided to re-supply the Western Desert base camp and drop additional troops on the other side of Terra Nova, hoping to force the planet's defenders to fight a war on two fronts.

Late in the winter of TN 1916, the fleet landed an additional 80,000 troops near the small Badlands city of Baja before being chased out of orbit by a second wave of Terranovan drones. In less than three hours, the town's small defense force was eliminated and much of the town was laid waste. Three weeks later, a combined CNCS-AST army group assaulted the city, engaging the CEF forces for nearly an entire season before the commander of the Earth forces surrendered. Baja was a hollow victory, leaving nearly 100,000 dead and reducing the city to smoldering ruins.

By late TN 1916, many Badlands residents had rallied under the unlikely banner of Peace River, a corporate settlement near the Western Desert. The settlement's owner, Paxton Arms, had previously declared neutrality, but public sentiment among the residents of Peace River favored the Terranovan defenders. While the Baja Campaign distracted the war's belligerents, Paxton assembled and armed a huge army of mercenaries. In autumn of 1916, the Peace River Army moved westward towards the CEF's main supply base.

Turning Point ◆

The opening of a third front shifted the balance of power in favor of Terra Nova's defenders. The Colonial Expeditionary Force was forced to pull troops back to defend its main base from the Peace River Army, leaving its Northern and Southern Expeditionary Forces dangerously understaffed and demoralized. In early Winter of TN 1917, the joint High Command of Terra Nova's armed forces under Field Marshal Anders von Breslau launched the final drive towards the CEF's Western Desert base.

By the end of Winter, von Breslau had accepted the unconditional surrender of the Colonial Expeditionary Forces' ground troops. The war officially ended in 6120 (TN 1917) when the Earth fleet returned once again to Terra Nova and acknowledged the planet's independence in the Treaty of Westphalia. Having lost most of its troop transport vessels, the fleet was forced to abandon thousands of troops on Terra Nova when it left in late TN 1917. Earth lost due to unfamiliarity with the terrain, an inability to re-supply quickly and the colony's use of Heavy Gear infantry fighting vehicles. Earth commanders never thought that "converted mining and construction 'bots" would be of any danger — certainly Caprice's Mounts never posed any serious threat. Combining the latest in local military technology with ease-of-use and adaptability, however, the Heavy Gear was the perfect vehicle for combat in the Badlands and in the jungles and forests of Terra Nova. The CEF had been crushed in a war that had lasted two and a half grueling years.



◆ The Death Watch Company [6120]

Although the 8th Fleet officially admitted defeat and surrendered to Terra Nova in 6120, not every CEF officer, soldier or trooper was willing to accept the situation. While Vice Admiral Angela Mubatu and her staff were busy formalizing the Treaty of Westphalia that marked the end of the Terranovan Campaign, several of the CEF's best hovertank commanders abandoned their duties and posts to form the unofficial "Death Watch Company." This elite fighting force spent almost half of a Terranovan cycle harassing the colonists, refusing to surrender. No longer concerned with surviving or eventually returning home to Earth, the Death Watch Company performed dozens of daring and damaging raids during this time, until it was finally destroyed by a company of fire support and assault Heavy Gears from the Confederated Northern City-States' Northern Guard.

High Command does not officially recognize or condone the actions of the Death Watch Company. Although it is not particularly pleased with the outcome of the Terranovan campaign, and although the military leaders feel nothing but shame at the loss, the surrender was a legal action carried out by a legal representative of the New Earth Commonwealth, and the Death Watch Company's actions were officially deplorable. Unofficially, however, most survivors of the campaign — as well as many who had nothing to do with it — view the members of the Death Watch Company as true patriots and heroes.

1.2.11 - Victory over Utopia

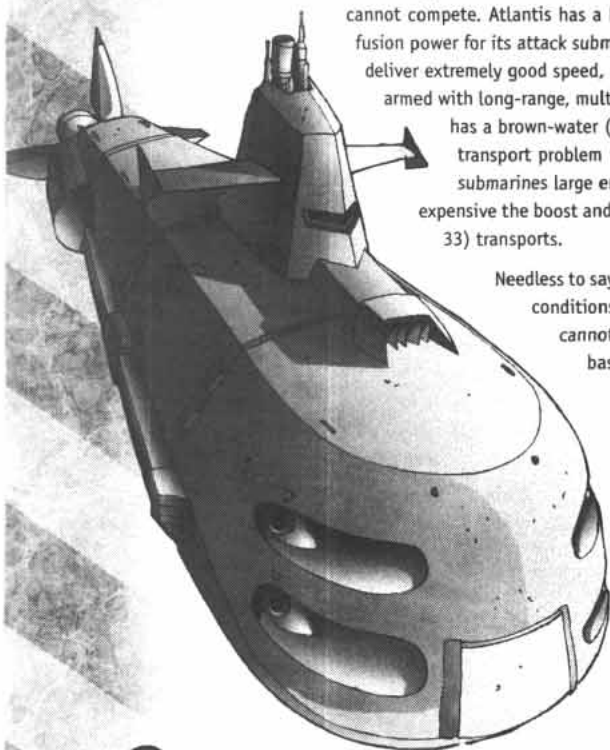
Utopia exposed the CEF to weapons of mass destruction and showed the power of political action over purely military might. Like Terra Nova, Utopia was divided between disparate factions (three megapowers) locked in a cycle of violence when the CEF arrived. Instead of unifying these powers as they had on Terra Nova, however, the invaders wisely chose to seek an alliance with one power, thus tipping the balance of power and allowing the CEF and its local ally to conquer the planet. This decision was possible because Utopia was no longer desirable for colonization or resource exploitation, and the CEF could engage in practically unlimited warfare. Utopia fell within months of the union between the CEF and its ally, and the planet has become home to important developments in some of the CEF's strategies for dealing with its less successful campaigns.

1.2.12 - Stalemate on Atlantis

Unlike Utopia, Atlantis could not be conquered. Unlike Terra Nova, however, the CEF has not yet technically lost the war. Instead, it has become a curious stalemate that the CEF hopes soon to break. The primary reason for the stalemate is that most of Atlantis' society lives underwater: while the CEF has secured nearly all of the planet's landmasses, it has been unable to do much to the underwater cities. With its defeat on Terra Nova, the CEF has decided to consolidate its hold on the rest of the Atlantean system and keep its foothold on the planetary landmasses. It has momentarily stopped trying to conquer the seas, and the Atlan Corporate Hegemony seems satisfied with the situation — or at least has yet to strike.

Since its original colonization, submarine technology on Atlantis has developed to an astonishing degree and the CEF simply cannot compete. Atlantis has a blue-water navy since it occupies the oceans rather than the landmasses, and it relies on fusion power for its attack submarines. *These subs are quite large compared to the CEF's minisubs, and their fusion reactors deliver extremely good speed, although their bulk precludes high maneuverability. They have large crew complements, are armed with long-range, multiple-role torpedoes, drones and missiles, and are quite stealthy.* The CEF, on the other hand, has a brown-water (coastal or "littoral") navy because it is a short-range, non-nuclear force. It has an extreme transport problem with merely getting wet naval assets to Atlantis, and it cannot carry any surface ships or submarines large enough to use nuclear propulsion. The larger or heavier the seagoing vessel, the vastly more expensive the boost and transport per trip, and the CEF must currently rely on its Tarantula (AC-56) and Sleipnir (AT-33) transports.

Needless to say, the two forces' submarines have vastly different performance profiles and preferred fighting conditions. Since the CEF's SSK-41 is essentially tied to a supply base, either ashore or afloat, it cannot operate too far from base. Because Atlantean forces can easily destroy floating supply bases, the CEF is limited to shore depots. The relatively poor maneuverability of the Atlantean submarines makes them unsuited for littoral engagements where an unwary captain can unwittingly collide with the coastal terrain. Thus, neither side is fully capable of taking the battle to the enemy, resulting in the current stalemate. This state of affairs essentially cedes the planet's few landmasses and the shallows around them to the CEF, while the remainder remains firmly under Atlantean control: the CEF lacks the means and equipment necessary to seize control of the deep while the Atlanteans conversely lack the means and technology to project their power from sea to shore — *amphibious and land warfare being quite alien to their experience.* However, certain Terranovan-built water-operations Gears can potentially shift this delicate balance of power in favor of the Atlanteans — a situation the CEF wants to prevent at all costs.





The Missing Fleet - 1.2.13

The situations on Atlantis and Terra Nova have shaken the CEF to its core. A third potential setback seems to be rearing its ugly head, however, and it is one that High Command did not foresee: the 7th Fleet, tasked with the annexation of New Jerusalem, has apparently vanished without a trace. The fleet was supposed to keep in contact with High Command through the use of regular messenger Gatedrones; the stalemate on Atlantis and the expedition to Home should not have affected the operations, and yet the fleet has been out of contact for more than a year.

Sociological research suggests that the New Jerusalemites could not pose a serious threat, given their peaceful, agrarian society. While the possibility of armed resistance seems highly unlikely, it has not been ruled out entirely. Rather than send a search party out, however, which would detract from the operation on Atlantis, High Command has recently launched additional messenger probes. They have yet to return.



The Future - 1.2.14

The CEF has three priorities at the top of its list: resolve the stalemate on Atlantis, determine the fate of the missing 7th Fleet, and crush Terra Nova once and for all. Towards this third goal, the CEF has recently designed Operation Icarus. The goal of Operation Icarus is the destruction of the Terranovan space fleet and the colony's shipbuilding capabilities. The CEF has enough intelligence data from its spies in the Helios system to give it a clear picture of Terra Nova's space assets, including ships, stations and planetside facilities. As originally conceived, it was a somewhat daring measure in that it could potentially have weakened the 3rd Fleet, despite Vice Admiral Gresfield's assurances to the contrary. The operation involves a quick strike against Terra Nova's space assets; it will not engage in ground warfare. Ideally, this action will curtail the wayward colony's own strikes against CEF targets in the Loki system as well as prevent the otherwise inevitable and patently undesirable situation in which Terra Nova allies itself with other colonies. In addition, it will weaken the planet for the full-scale invasion to follow soon afterward.

With the recent promotion of Edith Mubatu to the rank of Vice Admiral, the 8th Fleet has reached one of the final milestones of its resurrection from its near-destruction during the Terranovan Campaign of 6118. Although its forces are not yet up to 100%, its leadership has reached the point where High Command and Admiral Winthrop feel it can be put to the test. Thus, Operation Icarus has been turned over to Vice Admiral Mubatu and the 8th Fleet.

In addition to Operation Icarus, the NEC has been working on improving its technological base. This research is largely being conducted on Caprice, which is turning into the NEC's war factory, and includes such projects as the new Battle Frames and the SLEDGE program. It also includes advances in Gatedrive technology.

New Gatedrives

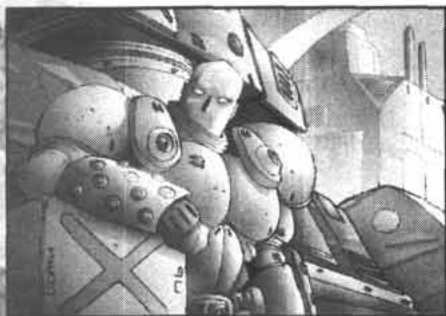
During the centuries following the Colonial Wars, Caprician and Terran engineers alike were hard at work trying to refine and advance the Tannhauser Gatedrive system, hoping to make Gatedrives more affordable as well as to make use of smaller Tannhauser anomalies. Neither group was completely successful in its endeavors, but the two projects were quite complementary, allowing Earth to develop the technology fully after conquering Caprice. In 6124 (LC 265 by the Caprician calendar), the two research teams created the first third-generation Gatedrive, which was finally able to achieve the "Holy Grail" of Tannhauser Discontinuity research: it was able to open micro-anomalies. The CEF and its Caprician "allies" put this new technology to work in a novel strategy for infiltrating and subverting targets for invasion. They built a Gatestation in an abandoned mining camp near a micro-anomaly that led to the Helios system and Terra Nova. Using the third-generation drive, the station began opening the Gate and sending equipment and personnel through. A mostly automated space station was constructed on the other side of the Gate and was used to receive agents in Gate coffins, one-man transports designed to slip through the small Gates. From 6125 on, spies (both Terran and Caprician) were inserted covertly into the Helios system, where they made allies with the stranded Earth forces as well as certain Terranovan turncoats.

A Question of Language

The primary language spoken in the NEC (and by extent, the one used by the CEF) is Siberian. It is a mixture of Russian and other Slavic languages, combined with a fraction of Indo-Arabic vocabulary. Siberian finds its roots in the language of Greater Samarkand, dating back to the 30th Century. The old utopia was rich and powerful, and its local dialect, Samarkandian (a new language, mostly drawing on the ones spoken by Arabic and Russian immigrants), had a strong following in business and politics. The language was used across Eurasia for centuries following the collapse of New Samarkand, and the current Siberian is a Samarkandian offshoot that has Chinese words added to its original Arabic/Russian/Hindi roots.



1.3 - ORGANIZATION OF THE CEF



The CEF's structure is clearly divided into an administrative organization called High Command and several individual war-fighting organizations, the Fleets. High Command, which is based on the home world itself, is the guiding hand of the New Earth Commonwealth's military machine. It is divided into four subsidiary Combat Commands, each with its own area of expertise. The Chief of Staff, a post currently occupied by Fleet Admiral Veda, runs each of these elements on a day-to-day basis while his superior, the CEF Commander in Chief, carries the heavy responsibility of waging the colonial wars.

High Command oversees a number of Fleets, independent combat task forces that are assigned to a specific campaign or operation theater and customized for optimum performance in it. The Fleets are designed for operations far from the home system, and include their own support arms and command structure.

1.3.1 - High Command

The smooth interaction of all elements within the CEF is the responsibility of the CEF High Command, which orders inspections of all branches and broadly defines CEF objectives at the strategic and political levels. The second duty of High Command is to direct the awesome power of the Fleets in a direction consistent with those objectives. A small military council of admirals and generals advises the Commander-in-Chief; they are constantly reviewing the political, economic and strategic challenges facing the NEC and it is their duty to recommend actions the CEF can undertake to deal with these obstacles. Members of this elite think-tank are promoted from fleet commanders and a seat on the council is seen as the traditional route to becoming Chief of Staff or even the Commander-in-Chief CEF. Currently there are silent whispers circulating that the NEC General Manager is seeking a replacement to Fleet Admiral Veda, the current Chief of Staff, from outside the Military Council.

The various Commands below are administrative units that are dedicated to supporting the CEF's fighting readiness within their area of responsibility. It is the duty of the individual Commands to establish reserves, develop new weapon systems and equipment, bring combat troops up to strength and supply the necessary forces to the fleets fighting in the colonies. They also study combat reports, develop new tactics and doctrines, oversee training procedures and maintain the administrative apparatus. Dialogue between the civilian and military institutions as well as the as communication between the CEF and the public and private sectors are performed by the various Commands.

◆ Aerospace Command

Aerospace Command is responsible for anything that resides in space or flies into an atmosphere from space. Every aspect of the CEF aerospace is controlled from and reports to the administrative oversight of Aerospace Command. The primary duties of the command staff are air and space warfare fighting readiness, but they also have an important secondary role in the astronavigational mapping of Tanhauser Discontinuities and maintaining the CEF's fleet of Gateships. One of the main challenges facing Aerospace Command at this time are the security breaches that have allowed the Black Talons to enter the Loki star system undetected.

◆ Ground Command

Ground Command controls the activities of all land-based military assets, including aerospace forces based on a planetary surface. At present Ground Command is fully occupied with fulfilling treaty obligations on Utopia, securing the territorial gains made at Home as well as overseeing the rebuilding of the 3rd and 8th Fleets ground forces. The introduction of the Battle Frame programs has also increased the size and scope of Ground Command's authority and responsibilities. New combat doctrines based on the widespread use of Frames are still being founded and are in a constant state of revision as the CEF gains experience in their use and application.

□ Genetic Discrimination



"They're only GRELS... it's not as if any *human* lives are being wasted."

— Rear Admiral Avon Sarkov, Ground Command, AD 6121

"It's amazing the sort of cruelty that we humans are capable of inflicting upon each other, especially when we hate someone's chromosomes. Never mind that we want to have plenty of gene-gineered soldiers to fight and die for us when there are *enemies of the state* in plenty all around trying to kill us. But once the guns fall silent we want to put the genie back in the bottle and toss it into a deep dark hole without so much as a thank you."

— Anonymous Trooper



Sea Command ◆

Sea Command covers every aspect of naval and amphibious operations and is the smallest of the Command branches. Control of the seas has proven to be a relatively simple task on Utopia and Home but at Atlantis the setbacks have been considerable. Sea Command is currently focused upon the development of a new generation of nuclear powered submersibles for use in the Atlantean seas to combat the colonial rebels there. These efforts are taking place at shipyards and in the oceans of Utopia rather than on Earth in order to conceal the scope and expense of the project from Party opposition among the People back on Earth. Sea Command is well aware of the fact that its new submarines equipped with fusion reactors are too large to fit within the cargo bays of the CEF's AC-56 and AT-33 orbital transports. To rectify this shortcoming Sea Command has been working closely with Support Command for some time on the specifications of their new class of heavy lift orbital transfer shuttle. Acceptance trials of any submersible simply must be conducted at sea and the CEF doesn't have the proper sort or quantity of secure bases on Atlantis to perform these necessary measures, thereby forcing them use off-world facilities to produce their submarines.

Support Command ◆

Everything that doesn't fall under the jurisdiction of the other Commands becomes the responsibility of Support Command. Whereas the other administrative branches of the CEF are concentrated on war-fighting capabilities, Support Command is tasked with the challenges of getting everything where it needs to be, on time and on budget. Because of this broad mandate the decisions and priorities of this branch of the CEF can have extremely far-ranging effects on the available options and capabilities of war fighters in every theater. The personnel of Support Command handle most low-level contacts between civilian suppliers and military personnel on a day-to-day basis. The complexities and challenges of managing the CEF's need for supplies, everything from power packs and food supplies to reaction mass for ships and payroll disbursement, have ensured that the number of personnel under the direct authority of this administrative branch is simply staggering — Support Command is sometimes jokingly referred to as the CEF's 9th Fleet.

It is important to note that while Aerospace, Ground and Sea Commands have somewhat regional jurisdictions based on the current disposition and needs of the fleets, Support Command is responsible for the CEF as an entire singular entity. This has introduced a certain measure of distance between the needs and priorities of the Command itself and the war fighters of the fleets on more than one occasion, yet from the perspective of many support personnel this is a necessary separation.

Support Command is currently investing itself heavily in the development of a new class of heavy lift orbital transport as a means of moving more supplies and personnel. The construction work is being carried out at Monolith Shipyards and is drawing heavily upon Caprician technical expertise in the mass transport of very large and high-density materials (such as water) into and out of planetary gravity wells. Publicly the program is being advertised as a way to replace a portion of the aging Caprician ice-fleet operation, thereby improving the security of planetary water shipments. Privately more than one corporate analyst has noticed that this move would increase the CEF's stranglehold over the civilian population since these transports would remain under military control, further restricting Caprician access to space. The project is also secretly being underwritten by Sea Command as a means of securing a suitable transport for their new submarines from Utopia to Atlantis.

Combat Command Structure - 1.3.2

The CEF is further divided into fleets of war fighters tasked with the conquest and occupation of colonial solar systems. Each fleet is a unique organization of assets and personnel drawn from each of the Command branches and is specifically tailored to meet the needs of its assigned theater of operations. The fleets themselves are almost completely autonomous in that their commanders are responsible for all aspects of their operations and the consequences of those operations. In the wake of a successful occupation the planetary administration of a captive population is transferred to the Commonwealth Integrity Directorate (CID). Security issues are often dealt with by the native security forces, CID investigators or in extreme cases by the NEC Ministry of Verification and Disposal (MVD). Local CEF Commandants may be called upon to provide local support in the event of particularly serious threats.

2nd Fleet ◆

To date the 2nd Fleet has been the very image of success and CEF prowess. When faced with challenges that have defeated others, the officers and commanders of the 2nd Fleet find another approach to victory. Such was the case with the capture of Utopia in which political power backed by military might proved decisive, rather than the reverse.

With its survey of the Botany Bay system completed, the 2nd Fleet has dispatched its space transports to Caprice to pick up the population of Bastille Alpha for internment on the prison planet. The invasion of Jotenheim, however, is on hold until a sufficient supply of Battle Frames has been delivered.



◆ 3rd Fleet

The once proud conquerors of the Gateworld were always expected to be Earth's last line of defense against the colonies, not its first. Unfortunately that left the victorious Fleet with almost nothing to do other than preside over a populace that couldn't care less who actually gave the orders that controlled their lives. CID quickly moved in to take control of the situation and the CEF Commandants were only too willing to let them assert their authority over the People of Caprice. (Note that "People" — always capitalized — refers to a social class, i.e. non-military, and is in common usage back on Earth. In order of importance, it is Party, Trooper, Soldier, People.)

With the arrival of the Black Talons that all changed. The 3rd Fleet now finds itself in a position where it needs to fight a type of conflict it was never intended for or trained to fight, one of terrorist actions and raider attacks. Having now been bitten and had its pride stung, the 3rd Fleet is absolutely itching for a fight with someone, with anyone. The lack of suitable targets, however, is producing its own strain on troopers and soldiers alike and there is considerable ongoing debate over how to respond to these developments.

◆ 5th Fleet

The 5th Fleet is a mixture in contrasts. While aerospace forces control the star system and patrol the space lanes with only limited resistance, the CEF's naval forces have been completely decimated in the Atlantean seas. Ground forces and the demoralized navy's remnants continue to maintain their beachheads on the surface of the planet but their area of control is extremely limited and poses little military threat to the vast majority of the Atlantean population.

One particularly troublesome problem is that the Atlantean Navy is able to deny control of low orbit to the CEF. Despite repeated deployment attempts, CEF satellites placed in low Atlantean orbit are subject to eventual destruction by anti-satellite weapons fired from sea level. This has severely restricted planetary operations in that it is nearly impossible to establish a functional Hermes Network for communications and navigation, let alone the placement of artillery platforms. Consequently, CEF ships and satellites have been forced from low orbit into higher and higher orbits that place them farther and farther away from forces planetside, reducing the effectiveness of aerospace support as well as increasing the inefficiencies and overhead costs of orbital drops.

As punishment for its failure to capture Atlantis, the 5th Fleet has been explicitly forbidden to do so much as survey the Eden system. High Command wants every resource in the Fleet dedicated to the conquest of Atlantis, no matter how long it takes.

◆ 7th Fleet

The 7th Fleet itself has been officially declared Missing following the repeated failure of its K-series messenger Gate-drones to arrive as scheduled. This is particularly troubling to High Command since this means that the last reports of the 7th Fleet's status are now more than a year out of date and that in real time terms the fleet dispatched its last message over four years ago. Even if a mission were to be immediately sent to NP5410DD (New Jerusalem) where the bulk of the fleet is presumed to be located it would be another two to three years before a messenger drone could arrive, let alone an interventionary force. Whatever has happened to 7th Fleet must either be the result of misfortune or else a deliberate act. Either way, the last communication from the Fleet itself gives absolutely no clues as to which could be the more likely reason for the lapse.

The garrison forces left behind at Home, both in system and planetside, are still in communication with the 5th Fleet at Atlantis and making regular reports. Communications from Home indicate that the 7th Fleet's garrison forces are completely unaware of the disposition of the rest of their fleet and have not been advised of their Missing status as of yet.

◆ 8th Fleet

Following its defeat in the Terranovan campaign, the shattered remnants of the once proud 8th Fleet were forced to retreat back to Caprice. With its fuel supplies nearly exhausted, food stocks depleted and hundreds of thousands of troopers and soldiers left either dead, captured or stranded on the surface of Terra Nova, the NEC was faced with the first major defeat of its military forces in decades. It would take many years to restore the Fleet as a fighting force again since the CEF and NEC had other priorities and this particular setback had not been planned for. In the meantime, heads would roll for this failure.

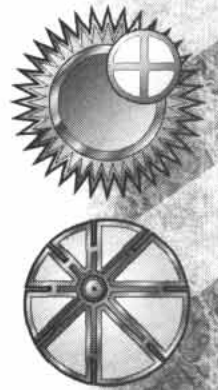
Following an intensive purge by MVD the surviving officers of the 8th Fleet set about the Herculean task of rebuilding their commands. Unfortunately the purge has kept the rebuilding program behind schedule for far longer than could have been expected at the outset. Ultimately however, the delay may prove beneficial in the long run as the current crop of officers are extremely determined not to relive the mistakes of their predecessors. The coming of age of the CEF's Battle Frames also bodes well for being able to counter the threat of Gears possessed by the Terranovan rebels.

Currently the 8th Fleet is engaged in preparing for Operation Icarus, a daring plan involving a series of raids that could cripple Terra Nova's space fleet and shipbuilding facilities.



Political Oversight - 1.3.3

The NEC is a commonwealth of some 300 independent states, each choosing its own level of participation. For its part, each state receives a level of aid and cooperation from the NEC. NEC policies are decided by popular vote amongst the General Assembly; the General Manager and his cabinet are subject to its favor. The voting strength of each state is calculated with a Byzantine formula that accounts for the level of cooperation, wealth and population of the state. Ideally, voters within a state are determined by the state in question alone. In practice things are quite different. The Party, the ruling coalition in the NEC, has been in power ever since the birth of the Commonwealth and has no wish to give up its power. The Opposition is gathering strength, however, and the Party works daily to prevent it from getting ahead. At the same time, the Party is becoming more and more divided over policies of war in the colonies and dealing with the Opposition. CEF High Command knows quite well that potential troubles are simmering back on Earth but has stayed clear of it, siding firmly with official Party line — at least for the moment.



New Earth Commonwealth ◆

The New Earth Commonwealth Armed Forces, NECAF, is the NEC's military force. It has traditionally been divided into the Regular Army and the Territorial Army. The Regular Army (RA) is a professional fighting force that recruits its personnel from across the NEC. It is a true multinational army that was born in World War Three. It matured in the killing fields of Earth and grew into the largest army in human history by the end of WWII. The Territorial Army (TA) is composed of units from the Commonwealth's member states. All TA units have similar standards in training and full interoperability with the RA. These units are called into NEC service in case of trouble, such as rebellion or external attack. Furthermore, almost every member state has its own national army with a wide variety of training and effectiveness, but these armies remain under national command.

With the end of WWII, the RA was gutted to the bone. Its size dropped to less than one tenth of its wartime strength and its equipment was reassigned to a new military force, the CEF. The RA's most experienced officers and men joined the CEF as well, giving the fledgling military force a solid core of war-experienced, highly professional troopers. The RA's quality has not recovered ever since and it remains the CEF's poor brother when aggressiveness, skill and fighting spirit are compared. The NEC now uses TA units extensively to deal with the various problems and small wars that spring up in the Solar System every once in a while. TA units from nations belonging to the Party are used in preference over the Opposition's forces and the Opposition sees this action as the Party's undeclared war against it.

Commonwealth Integrity Directorate ◆

The CID is the civilian oversight bureaucracy responsible for the rapid restarting, development and integration of Earth and colonial economies as well as policies. The CID was hastily put together following the quick surrender of Caprice that caught even most hopeful analysts off guard. The NEC General Assembly created the CID in less than a day and hastily moved occupied territories from the CEF's military oversight into civilian management. The end result has been a chaotic group with broad privileges (ranging from economic development to political and social "purity") and fuzzily defined responsibilities. A lot of original appointments were made by political connections to the Party and corruption by large corporations is rife.

Several CEF officers see the CID as an abysmal failure that should be removed immediately while less scrupulous officers see it as a splendid opportunity to milk fortunes. Officially the CEF has no jurisdiction over CID activities and can only complain through CEF High Command and Earth channels. Lack of influence as well as the CID's broad powers irritate CEF officers to no end. They complain that many of the CID's personnel are obviously unqualified for their duties and often act irresponsibly. Many, however, privately see the CID as a necessary evil that does all the dirty work, allowing CEF to concentrate on soldiering.

Corporate Influence ◆

Numerous Earth corporations have established themselves on the conquered colonies. This tendency is especially prevalent on Caprice, where GEMAG Industries has started to produce space station modules for civilian space industries and Elite Genome Labs has moved its primary research facilities. Other corporations have followed these examples and many have created strategic alliances with Caprician corporations ranging from cinema productions to toys, from military equipment to kitchen appliances. The CEF has stayed clear of these purely commercial ventures but the CID is responsible for fostering and developing colonial and Earth economies to work together. Thus most of the lobbying and corporate influence goes through the CID, whose officials are under pressure to produce results and who frequently receive large bribes. The CEF has its blind spots too. Continuous war provides a reason for its existence and military contractors lobby hard for continuing hostilities and point out threats to Earth that require large military spending — as well as a large CEF.



1.4 - TRAINING AND ADVANCEMENT

The Colonial Expeditionary Force operates on the founding concept of unified leadership in which all powers (and all responsibilities) are given to a single commander. This authority is based upon duty held, not seniority of service or military rank and requires that personnel in command positions are experienced, courageous and capable of coordination of diverse forces. It is therefore entirely possible for a commander of a junior rank to hold authority over other more senior leaders and officers holding higher rank. There are no shades of authority in the CEF, commanders either have full command and control authority and responsibility, regardless of affiliation or service, or they have none.

CEF personnel are routinely over-trained in their assigned duties to provide an extra measure of robustness to military units in the event of casualties. However, since there are only a fixed number of positions available for advancement a commander can choose the best replacements from a large pool of available candidates in which extremely promising troopers are given extra training and responsibilities earlier than others. All troopers are kept constantly training throughout their careers through a wide variety of courses designed as refreshers, to maintain old skills, and specialist programs for keeping pace with new duties and changing equipment. Most courses are relatively short and can vary from a few days to several weeks depending on the program. Multi-year military schools are also provided to those entering the CEF in a specialist capacity, such as medicine, engineering/technical or legal, and for those selected to undergo officer training from which future company level leadership is chosen. A select few are able to qualify for general staff training for the very small percentage of officers eligible to fill the top military leadership positions.

The CEF tries to keep troopers and soldiers within the same unit over long periods of time, thereby increasing unit cohesion. Furthermore it is widely believed this practice encourages commanders to lead their units better since they are stuck with the results of their own leadership. Unit familiarity is also better psychologically for troopers and soldiers returning to active status from a training rotation or when receiving new duties. Replacements for open duties are therefore filled from the unit first with the commander making selections from the immediately lower duty level of all available candidates before looking outside the unit for candidates.

CEF units regularly follow an annual 3/3/6 rotation schedule. The first three months are an administrative period in which troopers go on annual leave or receive duty transfers and rotations. During this time incoming troopers are given an opportunity to work together with unit veterans and ensure a smooth transition period. Decisions concerning new duties, training course recommendations, rank promotions and/or demotions will be made after an annual review of past performance and a private interview with the unit commander. The following three months are reserved for the intensive retraining necessary to ensure that each company sized unit is again a cohesive fighting force ready for active duty. New equipment and environmental training for anticipated future battlefields are fully integrated into the operational skills of personnel at this time. Finally, after a successful training inspection review the unit will be declared battle-ready and placed on active duty rotation. Active duty rotations last for six months, during which time the unit will be either in combat or actively training for combat. Nominally only units that are battle-ready are put in the field since the CEF prefers to avoid deploying units during their training and administrative rotations if at all possible.

1.4.1 - Ranking Structure

The CEF's ranking system is devoted to duty and is used to describe "who" rather than "what" a particular person is within the force structure. Every duty position within the CEF has a duty level and maximum attainable rank level allowed. Ranks are therefore used primarily as a measure of personal worth and experience, with higher ranked personnel being chosen for new duties more often than those of lesser rank. Many commanders use promotions as a way to reward troopers who fight particularly well, but not well enough to receive medal decorations. The CEF places no limits on when a trooper (or soldier) can be promoted or demoted to another rank, although most promotions and demotions take place during a unit's administrative cycle.

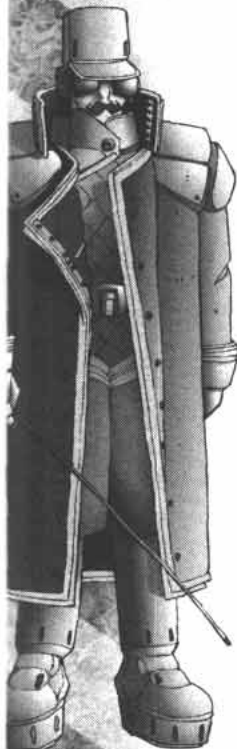
The Bitter Cup of Command

"We really don't need ranks and duty levels to show us who's who in a company. When I look back on my pictures from my days in the service you could tell when the pic was taken. I smiled in my Recruit pic, then in my Trooper picture I was dead serious.

"It's the same way with our leaders. My team leader smiled a little, but when she became patrol leader she got that hard look of being married to her job. A few battles later she got fiercer and fiercer looking, both to the enemy and with us. She got moved up to troop leader on the next administrative phase and in the following campaign her eyes became vacant with that thousand meter stare you sometimes see on some of the veterans. It was almost as if her mind was already dead but believe me, she knew every trick in the book by that time. I got transferred into another company in the battle group after that but later on I saw her again after she made lieutenant. Now her eyes would just shine from this insane inner light, but she knew her business all the same.

"She was by no means an exception here in the CEF and as a matter of fact, I think most of my commanders during my career were like that. It was at that point I realized I had to bail out while I was still sane."

- Voices of the Troopers, Martial Press, AD 6135





LIFE IN THE FORCE

1

Recruit ◆

Civilians become recruits when they pass three entry tests. The following two years are spent in basic training during which they are familiarized with all the weapons of an infantry company as well as all the positions in an infantry troop. A recruit's life is typically very busy and is filled with endless training missions and combat scenarios. An under-performing recruit may be weeded out and discharged at any time if he does not meet the CEF's standards. Recruits become troopers after surviving the Long March, delivering their military oath and donning the red triangle on their uniform. As troopers they must serve a minimum of three years.

Duties: Recruit

Trooper ◆

Some troopers leave after their first three years when they learn that military service is not for them. However most remain as lifers, career soldiers that will stay on for as long as the CEF wants to keep them. Trooper is the lowest regular position for humans and also comprises the largest group of personnel. A trooper's job is simply to carry out the orders given to him immediately and effectively, without hesitation or question.

Duties: Infantry specialist, vehicle crew, clerk, etc.

Soldier ◆

The rank of soldier belongs exclusively to GRELS and SLEDGES. Only genetically modified personnel are considered soldiers. Their task is to carry out the orders given to them by any officer, authorized trooper or commanding soldier immediately and effectively. Hesitation and/or questions are rarely (if ever) a problem among soldiers so long as their orders are clear and unambiguous.

Duties: Determined by genome type

Corporal, Senior Corporal ◆

Those troopers who demonstrate dedication become team leaders sooner or later. They usually are placed in command of an individual vehicle or a small team of combat troopers or soldiers (usually from two to five personnel). Team leaders are typically highly independent, skilled and experienced troopers (or soldiers) who have shown initiative, preferably in combat. Their most important job is to share their knowledge, skill and experience with the rest of their unit.

Duties: Infantry team leader, vehicle crew leader, specialist, etc.

Junior Sergeant, Sergeant, Senior Sergeant ◆

Patrol leaders are usually selected from experienced team leaders. The CEF wants its patrol leaders be the first and best members of that patrol and to lead through personal example. This requires a higher level of professionalism as well as mental and physical fortitude than what is demanded from mere troopers and soldiers. An equally tough NCO training course ensures that this is true. Among soldiers Jan- or Kassandra-class GRELS most commonly holds this rank, although there are exceptions.

Troopers at this rank seem to be considerably more hard-bitten in demeanor than regular troopers and soldiers and many know all too well and personally the cruel sacrifices demanded by the gods of war. At this level most CEF troopers seldom leave military service and truly become lifers.

Duties: Patrol leader, aerospace wingleader

Junior Sergeant Major, Sergeant Major, Senior Sergeant Major ◆

Troop leaders still very much fight and live with their commands personally. The CEF divides its troop leaders into two distinct levels wherein the junior leaders are usually sergeant majors and the senior leaders are lieutenants. Everyone starts as a junior leader and must first pass a two-year training course. Most CEF leaders end their career at this level, having little ambition or skill to become ranking officers. They will usually get short refresher and retraining courses to keep their skills current and up to standard but they will always remain first and foremost fighting personnel.

Soldiers are never advanced in rank beyond Senior Sergeant Major. Even if they successfully complete the soldier equivalent to the lieutenant's course they will not be promoted to lieutenant rank. Even then such training is only open to extremely noteworthy Kassandra, Minerva, Jan and Morgana GRELS who have usually received more than one decoration for service above and beyond the call of duty. Those GRELS who do complete the soldier's equivalent to the lieutenant's course however are unofficially recognized as the most dangerous weapons in the CEF's arsenal, by both troopers and soldiers alike, and are given uncommon respect by their officers.

Duties: Troop junior commander, aerospace wing junior commander



◆ Junior Lieutenant, Lieutenant, Senior Lieutenant

Experienced troop leaders who have shown leadership potential may with the approval of their lieutenant apply to the one year long lieutenant training course. The primary intention of this program is to turn fierce fighting commanders into carefully thinking officers who will ultimately run the entire CEF military machine. The lieutenant's course gives troop leaders an understanding of the needs and capabilities of the other service arms so as to ensure that they can fight most effectively in combined arms battle groups. At this point a CEF trooper can expect to be the most senior of troop commanders, an assistant to a company commander or even serving as junior staff for the battle group.

The CEF maintains the lieutenant course as a breaking point in a trooper's career. Before this course one is seen as a fighter but afterwards the trooper is supposed to become a leader. Practical training is intertwined with equally intensive psychological coaching on the role and physical bearing expected of a CEF officer. At times things may go a bit overboard with an end result of a dangerous mixture of professionalism and fanaticism. This fanatical streak is often somewhat tolerated within the CEF as an expression of loyalty and dedication to duty.

Duties: Troop commander, aerospace wing commander

◆ Captain

At the company level, commanders have roughly a hundred or so troopers and soldiers under their direct authority and their position requires more judgement and careful thinking than that of troop leaders. A substantial portion of their time is also devoted to administrative details that often require seeing every trooper and soldier once a day. Even then a company leader is expected to lead personally those under his command while in the field. Qualification for the duty of company leadership requires the attendance of a year long training course that concentrates heavily upon tactics and the administration of logistical resources to maintain the fighting trim of a dozens of vehicles and a hundred or so personnel. The company is also the largest unit for which the CEF expects every leader to know the role and capabilities of his counterparts within the command structure well enough to switch places with other company leaders in the battle group on short notice should it become necessary. Training however is usually done within one's own company.

Company leadership is the next breaking point in the CEF officer career path. Beyond this point the units become so large and their leadership requirements so diverse that each officer needs to determine his own individual path to promotion, should he desire it. Junior officers may attempt to be accepted to the prestigious two-year training course for general staff that is required for the in-depth training necessary to become full-fledged combined arms commanders. General staff officers also study warfare from a political, economical and military perspective to gain a thorough understanding of military strategy and the operations necessary to fight and win wars. Graduates join the CEF's military elite on the fast track to higher responsibilities and the eventual command of the CEF itself.

The vast majority of junior officers cannot get into the general staff training course however and remain company level commanders, gaining experience until they can achieve recommendation for a junior staff position based on the merits of their accomplishments. For these officers, military life offers a comfortable life in the middle of the command structure. They are not just NCOs or enlisted troopers charged with doing the heavy lifting, nor do they need concern themselves with where the CEF is going. Some officers will eventually get promoted to higher status based on experience, perhaps even receiving general staff training, but most will continue their service until retirement as captains.

Duties: Company commander, junior staff officer

◆ Major

The demands of combined arms operations are so complex that at this level a commander can no longer be expected to master every nuance of meshing forces, systems and weapons ranging from space to sea, air to ground, night and day. Therefore the commander of a battle group relies more and more on the advice and expertise of his staff in terms of daily operations. Administrative and staff work also consumes a larger proportion of an officer's daily time and thus a battle group commander will only have contact with his personnel on an occasional basis, usually during inspections. However a commander's behavior and decisions still affect the lives of everyone under his authority and many commanders still try to remain close to the fighting wherever the enemy might engage, particularly during offensive operations.

The general staff officer training course prepares junior officers for this level of responsibility, however successful completion does not mean a graduate can relax on the laurels of his achievement. There follows a two year probationary period in which the newly minted general staff officer may lose his special status due to lack of performance and be demoted, in many ways permanently, back down to Captain. Consequently, battle group commanders have a tendency to vary anywhere from the highly cautious (to avoid trouble) to the excessively aggressive (to produce results) as a necessary measure to prove their worth. In general terms however most CEF battle groups are led by the more aggressive personality types who are looking for a fight.

Duties: Battle group commander, mid-level staff officers



Lieutenant Colonel, Colonel ◆

Leadership at the brigade level takes the commander farther and farther away from the battlefield. These officers often command the fate of thousands of personnel. Their command methods tend to be similar to those of battle group commanders although their considerably more senior position forces them to stay behind the lines in a position of relative safety. Rising from the ranks of the most seasoned battle group commanders, they have plenty of experience with which to temper their judgement and their orders are usually less drastic than those of their subordinates. Many officers at this duty level seriously study military and/or political history to further expand their education in the fundamental complexities of modern warfare.

The CEF does understand that its system of promoting leaders from the lowest ranks on upwards has its weaknesses as well in that many troopers are quite old when they finally reach the duties of brigade leadership. A large proportion of even those capable troopers cannot rise still further to become generals should they deserve it. There is a dearth of truly outstanding strategic leaders and thinkers as well. The CEF's training methods favor drastic action, decisive results and a mindset of fierce animalistic cunning rather than a broadminded approach. While everyone agrees that up to the brigade level the system produces outstanding fighters and commanders, it also tends to kill the imagination and academic thought necessary for real inspiration at the strategic level.

In order to retain as many skilled, imaginative and capable officers as possible, the CEF has removed any age caps from its generals. At the same time however there is an unofficial policy that senior staff officers serving at the Division and higher duty levels will be promoted to brigadier almost automatically. This in effect creates a glass ceiling at the brigade level and many senior officers constantly try to position themselves for any available opportunity at advancement.

Duties: Brigade commander, senior staff officers

Brigadier, Commodore ◆

The division is usually the largest CEF formation engaged in a particular battle, although force level offensives have been employed in various colonial wars. Division commanders are typically kept well away from any fighting and primarily concentrate on following and directing the actions of their subordinate commanders in addition to staying mindful of strategic concerns. Many division level commanders receive special training courses on the wide variety of subjects necessary for them to comprehend fully their awesome power and responsibility. They are usually well informed on planetary environmental concerns in addition to being extensively briefed on the political reasons behind their operations and often have considerable intelligence on enemy intentions and war-fighting capability at their disposal.

In the Colonial Expeditionary Force's Aerospace Command, these officers are known as commodores and are given responsibility for a substantial portion of a fleet.

Duties: Division commander, supreme HQ staff officers, junior fleet commander

Lieutenant General ◆

Force commander is the highest attainable staff position in the CEF Ground Command; there is no counterpart in the Aerospace Command. This posting is usually temporary in nature since many small planets do not warrant a staff at this level. During the battles to capture Terra Nova, however, the CEF activated three force commands, North Polar, South Polar and Western. Despite being a temporary posting, this position is highly sought after by officers in Ground Command because it can be a springboard to fleet-level duty.

Duties: Force commander, supreme HQ senior staff officers

Vice Admiral, General, Rear Admiral ◆

There are only a handful of CEF officers who wield this level of authority and their orders decide the fate of entire solar systems. There are only the five Fleet commands available (2nd, 3rd, 5th, 7th and 8th) to Vice Admirals and general staff positions in the HQs of the CEF's Commands (High, Aerospace, Ground, Sea and Support) for Rear Admirals and Generals.

Beyond this point there is no opportunity for advancement without the resignation of the Fleet Admiral or political action by the New Earth Commonwealth. Most officers are quite satisfied with their positions but there are rumors of some senior generals and rear admirals who are less than pleased with the handling of the current situation.

Duties: Fleet commander, Command HQ staff officers

Fleet Admiral ◆

The fleet admiral is the highest rank attainable within the CEF command structure and is responsible for all fleets and forces within the CEF. There is no maximum age for holding this rank although Fleet Admiral Veda Winthrop is being pressured to resign for failing to achieve promised results. Should the position of Fleet Admiral become vacant the NEC's political leadership would immediately name a replacement from the various fleet-level officers available.

Duties: CEF supreme military commander

LIFE IN THE FORCE

1



1.5 - UNIFORMS

Combat Suits

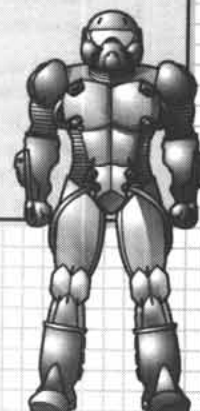
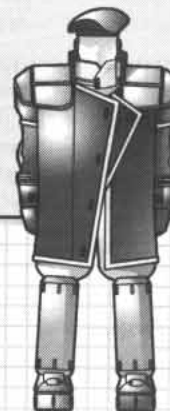
The CEF combat suits are all variations of a single basic suit called a MPMG (Multi-Purpose Mission Garment, though the actual Siberian acronym is more complex). This tough composite battle uniform is highly modular and can be adjusted to fit the wearer through internal straps and memory plastic inserts, greatly simplifying logistics. Camouflage patterns are added to the armor on a mission-by-mission basis, along with some unit designations. Helmets have basic identification markings: "enlisted" have nothing; "NCO" have one horizontal stripe; "officer" have one vertical stripe. These stripes cover only the back of helmet and do not go around so as not to form obvious sniper target. Dress uniforms are similar to those worn by command officers, including a red and blue dress coat over light gray fatigues.

Frame Troops

▼ Dress

▼ Combat

Soldiers and Troopers who pilot the new Battle Frames wear a sealed combat uniform identical to the one used by armored vehicles. Their dress uniforms is also similar but feature a black beret instead of the square cap.

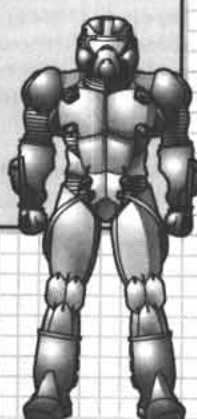
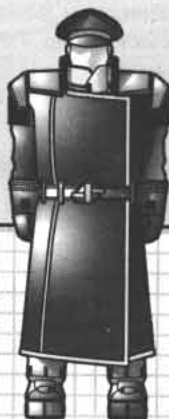


Aerospace Crew

▼ Dress

▼ Combat

Soldiers and Troopers crewing aerospace vehicles wear a vacc-proof combat uniform featuring a sealed body suit, armored pads and a space helmet with integrated HUD. Their dress uniforms feature a long trench coat, black cap and armored shoulder pads.

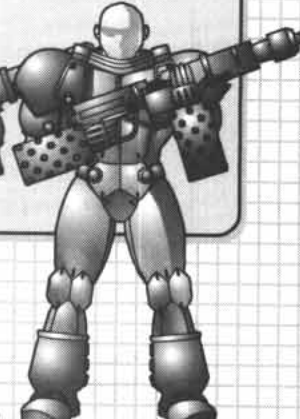
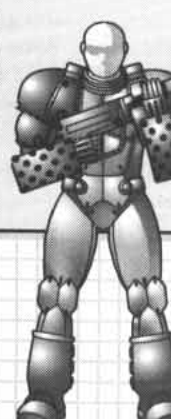


GRELS

▼ Jan

▼ Mordred

The soldiers wear their own customized version of the standard MPMG. They can also wear the standard nightvision gear/communicator skullcap, which fits under the combat helmet (see the Infantry trooper).

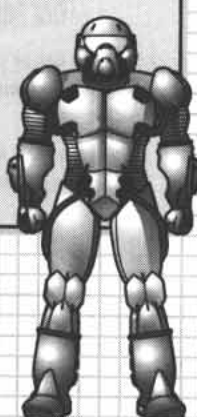
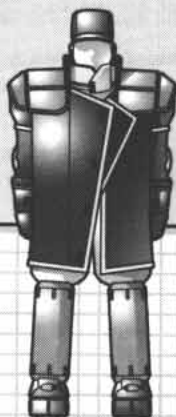


Armored Troops

▼ Dress

▼ Combat

Soldiers and Troopers who work in armored vehicles wear a sealed combat uniform featuring an armored body suit, armored shoulder pads and a tough helmet with integrated HUD. Their dress uniforms feature a red jacket, black square cap and armored shoulder pads.

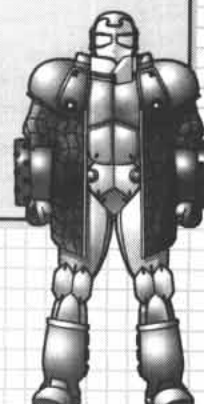
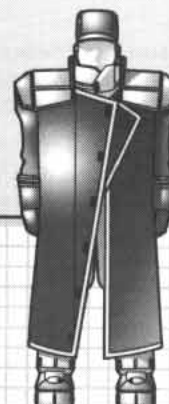


Infantry

▼ Dress

▼ Combat

Infantry troopers wear a standard composite body suit. Both light and heavy trooper armor usually features a camouflaged thermal quilted coat for extra stealth. This coat can also be used by soldiers, but it is not standard procedure.



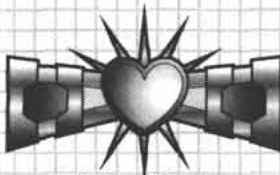
Insignia Placement - 1.5



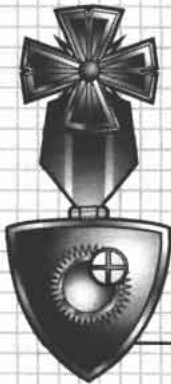
National Crest



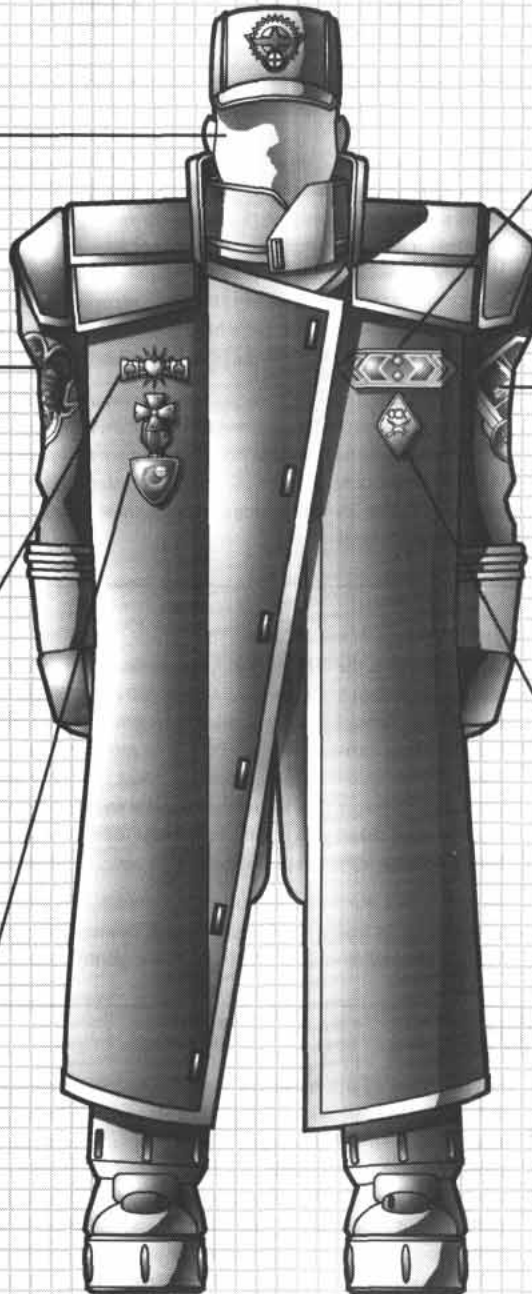
Battle Group Insignia



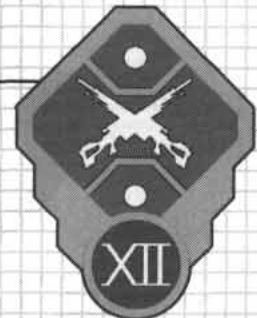
Medals and Awards



Medals and Awards



Rank Pins



Branch or Corps Insignia



War Badge



1.6 - MEDALS & AWARDS

The CEF distributes awards to promote morale by recognizing the work and achievements of outstanding individuals. Other troopers and soldiers look up to these individuals as role models and the general People of the Commonwealth laud them as heroes. Although some acts of heroism can never be rewarded properly — if at all — medals and awards do well at boosting the spirits of the CEF's combatants or steeling them against tragedy. Broadly speaking, they are given to military personnel for three reasons: for valor and military prowess far beyond what is expected, for experiencing warfare itself, and for being wounded in the line of duty. Political machinations rarely enter into the receipt of a military award. In addition to the Force's formal awards, each level of military organization under the CEF has its own official and unofficial awards. These vary widely, from the 5th Fleet's Monthly Roll of Honor down to the "Hole in One" kill markers sported by some of the hovertank patrols stationed on Utopia.

1.6.1 - Medals of Valor



The CEF has one medal of valor, the Defender of the Commonwealth, and it is the highest military honor within the Force. Originally instituted during WWIII by the New Eurasian Commonwealth as a medal of honor for bravery in the face of an enemy, under the New Earth Commonwealth it can be awarded for any act of valor beyond the call of duty. There are three grades to the medal: Defender of the Commonwealth Second Class (D2), Defender of the Commonwealth First Class (D1) and the highest, Knight of the Commonwealth (DK). It is necessary to achieve the lower grades before receiving the higher grades, although there have been occasions in which all three were awarded to an individual at the same time. Only the highest is actually worn.

Receiving any grade of Defender immediately catapults the recipient into the public spotlight, and Knights of the Commonwealth are national heroes. All Defenders find open doors in high-class social circles, and those from humble backgrounds discover opportunities they may never have imagined. With the award comes responsibility, however, since the recipient's activities are widely publicized and exploited by the NEC's propaganda machine. Soldiers are ineligible for the Defender of the Commonwealth medal.

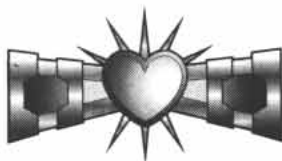
1.6.2 - War Badges



The War Badge is the CEF's method for recognizing hard combat experience and achievement. Ranked numerically as Rank 5, 10, 25, 50, 100, 250, 500 and 1000, the War Badge allows the casual observer to take in immediately a trooper or soldier's experience in the field. There are several different types of badge, each denoting the recipient's area of expertise. The most common War Badges are Infantry, Armor, Marine, Reconnaissance, Sniper and, most recently, Frame. The requirements for earning a particular rank vary according the individual badge and are determined by the Command in charge of that badge's overall duty. Sea Command, for example, determines the requirements for the Marine War Badge. Since the Badge represents actual experience, ranks can never be taken away from a trooper or soldier.

An individual's War Badge rank is often considered in preference over his command rank when a superior solicits advice. A grizzled Rank-250 Infantry Sergeant's opinions and take on a given situation are often more valuable than a Rank-50 Infantry Major's opinions during an operation.

1.6.3 - Combat Injury Awards



Combat injury awards honor the sacrifices troopers have made in the Commonwealth's name; by definition, they can only be earned with blood. The official CEF award is the Wound Medal, and it is awarded only for being seriously wounded while engaged in combat against the enemy. There are three grades of Wound Medal, and only the highest grade is carried: for a trooper's first injury, he receives the Wound Medal in Bronze (WMB). For his fifth injury, he receives the Wound Medal in Silver (WMS). The Wound Medal in Gold (WMG) is awarded after the tenth injury. The WMG is also awarded posthumously to those troopers who have made the ultimate sacrifice and is presented to their next of kin. Wound Medals are known colloquially as "Hearts," after their basic form. The WMB is thus the "Bronze Heart," the WMS is the "Silver Heart" and the WMG is the "Gold Heart." Soldiers are not eligible to receive the Heart.

Battle groups often have their own informal awards and ceremonies to honor their troopers and soldiers alike. Though they vary greatly, they always celebrate the injured member's valor and luck. The 3rd Fleet is an exception, however, with the fifth combat injury often being hailed with good-natured ridicule at the recipient having met so much personal disaster on a pacified colony.



THE GREL PROGRAM - 1.7

Faced with a terrible attrition rate during WWII, Earth's nations, desperate for seasoned combat veterans, began experimenting with human genetic engineering and neural downloading. In AD 6062, the first super-soldiers appeared, quickly altering the tide of battle in theaters in which they were deployed. By 6065, the New Eurasian Commonwealth had fielded its own super-soldier, the Vaween. The Vaween were massive mountains of muscle that required two hearts to keep blood supplied to their tissues, and they were trained to perform any and all battlefield tasks. The project suffered numerous setbacks, however, and the Vaween's performance on the battlefield was less than satisfactory.

In 6073, the NEC brought the fledgling Elite Genome Labs into the project. A company dedicated to the improvement of the quality of human life, EGL was initially horrified at the prospect of developing a weapon of war, but it had little choice other than to comply with the NEC's wishes. EGL scientists quickly recognized the shortcomings of the Vaween program and immediately worked to correct them. The most obvious problem was the structure of the Vaween body; although completely redesigning the human body for warfare was theoretically desirable, even minor changes had led to major, unpredictable side effects. Bringing the Vaween genome back in line with the human genome was the first step in EGL's effort to salvage the project — the new soldiers would essentially be human beings, as far as genetics was concerned. The second step was to introduce specialization into the programming and into the genome, enabling individual soldiers to excel in one or two particular fields rather than to be mediocre in all. By 6077, the first experimental EGL super-soldier was engaged in field-testing, and by 6081, the full production model was deployed on the front lines. The Genetically Recombined Experimental Legionnaire program was in full swing.

The GREs were everything that the NEC had hoped for. They were technologically advanced fighting machines with almost unshakable morale. There was some fear that they might become as powerful as the legendary Prime Knights of Kir Arya — indeed, rumor persisted within the NEC that EGL had somehow incorporated lost Prime Knight DNA into the fearsome GREs. In order to prevent such an event from transpiring, the NEC ordered EGL to make the new super-soldiers unable to breed, even with normal humans as the Primes could. It furthermore ordered the bioengineering corporation to develop a disabling "key" to eliminate rogue soldiers. The latter measure was eventually abandoned, however: the chances of the key mutating into uselessness or, worse, a liability were too great. EGL noted that, as a compromise, the strain on the body from the force-growing of the GREs from embryo to adult resulted in far shorter lifespans than ordinary humans — at least hypothetically.



GREL-Human Relations - 1.7.1

GREL-human relations are quite rigidly defined within the NEC. Most natural humans (troopers and people alike) exhibit a sense of jealousy and envy over their capabilities — as well as a notable amount of fear. The Party deliberately discriminates against the soldiers in order to keep the natural humans at ease. NEC law specifically states that GREs are not human beings and are not, therefore, deserving of the same basic rights. This treatment does not allow random violence against GREs, however, since all are considered military property. Punishment for abusing a soldier is equivalent to that meted out for deliberately damaging a vehicle.

Soldiers are quite aware of the disparity in treatment between themselves and "normals." Official Party line maintains that it is not an issue. However, when noting how colonials — especially the Liberati nomads of Caprice — interact with GREs, some members of the Party have voiced concern that the GREL situation may blow one day blow up in their faces.

Class, Model, Type, Name and Serial Number ☐

GREL nomenclature is much more complicated than it first appears to the casual observer or even to the trained trooper. The eight broad classes are not the only distinguishing characteristics of the GREL species. Each class is divided into one of several production models. The model number corresponds directly to a particular range of years of manufacture and represents broad changes in the class. The changes in model were often due to advancements in science and technology; the model II Mordred, for example, was engineered specifically for work on the colonies, and it was developed during the period of build-up before the invasion of Caprice.

In addition to broad architectural changes in a GREL's physiology and training, each class has three specialized training packages. Type-b Kassandras, for example, are trained in the operation of aerospace electronic systems while the type a is trained for ground fieldwork. Minor changes in physiology and personality are denoted by a particular GREL's name: the Ganes series of Morgana is crueler than the Salam series and has green eyes instead of blue-gray. Finally, each series is grown in lots of 10,000 soldiers, with a unique serial number assigned to each. Series and serial number have little to do with a given soldier's training and assignment, however; although Proust-4365 was decanted immediately after Proust-4364, he was given different training (type a versus type c) and assigned to the invasion of Terra Nova instead of the invasion of Atlantis.



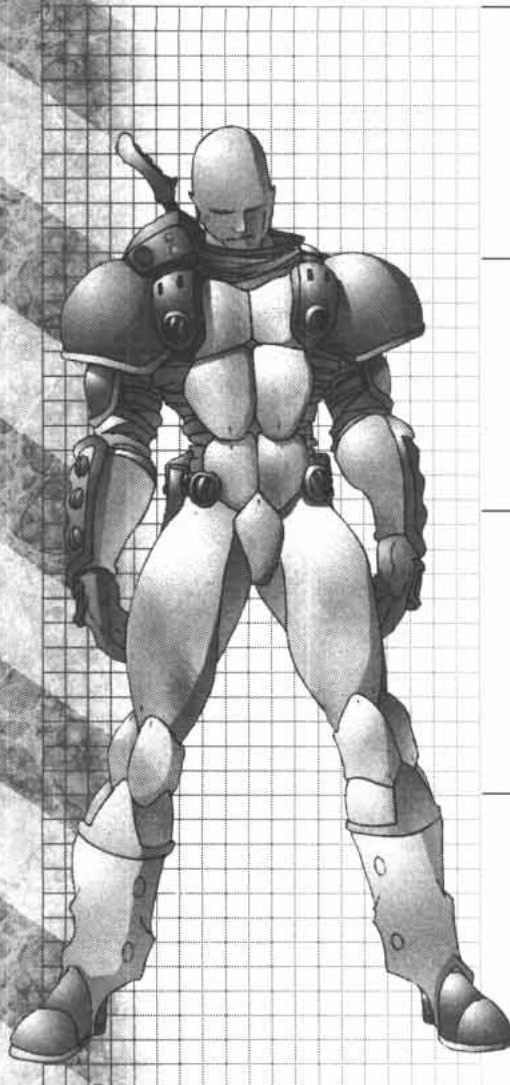
1.7.2 - Isaac-Class GREL

The Isaac-class GREL was part of the "Armor Operations Trio" EGL developed following the initial production of the Mordred shocktrooper. Intended to provide field service and maintenance to the finicky hovertanks operated by the Minerva and Maxwell soldiers, the Isaac class is sharp-witted, clever and extremely intelligent. Trained to fix nearly every piece of equipment the CEF uses in the field, the Isaac class is programmed with several thousand person-hours of experience in maintaining hovertank turbofans, particle cannon beam guides, water filtration units, portable fusion reactors and so on. Such programming combined with their excellent minds tends to produce extremely quirky personalities in Isaac-class GRELs. Few are able to resist the urge to take apart any unfamiliar piece of equipment they come across, and some even develop obsessive-compulsive disorders.

The standard field technician programming is the most common found in Isaacs. The combat engineer is the second most common. Given an extensive education in earth sciences in addition to the physical science background that all Isaacs have, the combat engineer is just as quirky as the technician. The third type, the technical intelligence analyst, is responsible for reverse engineering captured enemy equipment. All three are fully capable of defending themselves in combat. Five percent of all GRELs are Isaacs.

◆ Service Record

The Isaac class, along with its Minerva and Maxwell kin, would have remained just as stable in development as the Mordred and Cassandra GRELs were it not for one factor: Terra Nova's Heavy Gears. When the CEF was finally able to capture enemy Gears, Isaacs were immediately assigned to the analysis of the novel equipment. The Model III Isaac was a direct development from that analysis. The Model IV was developed for the CEF's prototype Battle Frames, and the Model V revised to account for the final production versions.



Attributes

AGI	+1	APP	0	BLD	+2	CRE	+2	FIT	+2
INF	0	KNO	+2	PER	+1	PSY	0	WIL	0
STR	+2	HEA	+1	STA	40	UD	8	AD	7
Basic Character Costs:					48 Character Points and 42 Skill Points				
Special Rules:					GRELs get half XPs; new Skills cost double; they are not recommended as PC.				

A-Type: Field Technician

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+2	Dodge	1	+1	Hand-to-Hand	1	+1	Small Arms	1	+1
Combat Sense	1	+1	Electronics	2	+2	Notice	1	+1	Survival	1	+2
Computer	2	+2	Electronic Warfare	1	+2	Mechanics	2	+2	Tinker	2	+2
Demolitions	1	+2	First Aid	1	+2	Physical Sciences	1	+2			

B-Type: Combat Engineer

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+2	Dodge	1	+1	Hand-to-Hand	1	+1	Survival	1	+2
Camouflage	2	+2	Earth Sciences	2	+2	Mechanics	2	+2	Tinker	1	+2
Combat Sense	1	+1	Electronics	1	+2	Notice	1	+1			
Computer	1	+2	Electronic Warfare	1	+2	Physical Sciences	1	+2			
Demolitions	2	+2	First Aid	1	+2	Small Arms	1	+1			

C-Type: Technical Intelligence Analyst

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+2	Dodge	1	+1	Hand-to-Hand	1	+1	Physic. Sciences	1	+2
Combat Sense	1	+1	Electronic Design	1	+2	Mech. Design	1	+2	Small Arms	1	+1
Computer	2	+2	Electronics	2	+2	Mechanics	2	+2	Survival	1	+2
Demolitions	1	+2	First Aid	1	+2	Notice	1	+1			

*Select one of these Skills at Level 2



Isabella Class GREL - 1.7.3

An apparent contradiction in super-soldier philosophy, the Isabella-class GREL is designed to serve as a combat medic for injured soldiers. It was the final specialist to be developed under the GREL program, and it underwent initial testing in 6086. In 6088, the first Isabella medics arrived on the front lines in hover APCs that had been modified for MASH duty. Extremely intelligent and driven, Isabellas are adept at the healing arts. Being soldiers first and foremost, however, they are quite capable of defending themselves, and as a class, they do not hold life itself any more particularly dear than any other GREL does — at least not initially. Many Isabellas rapidly acquire a passion for life during their first few missions.

EGL developed the Isabella primarily to treat other GRELS, since normal humans tend to hold little respect for soldiers, and trooper combat medics are far more concerned with their fellow troopers. As a rule, Isabellas don't generally reciprocate the ill will. The medical surgeon variant came about shortly after the combat medic and normally operates far from the battlefield. Ironically, human and Isabella surgeons work well together; the humans often find the methodical GRELS refreshing to work with. A third type, the biomedical specialist, is designed chiefly for work in medical research labs.

Service Record ◆

Following the planned developmental stages of the GREL series, the Isabella was upgraded in 6112 in preparation for the invasion of the colonies. When the CEF captured Caprice's Liberty Station, it discovered the vast storage facilities of genetic samples and viral research specimens. Alarmed by the volume of knowledge therein that could be turned against the CEF, EGL began its "Isabella Crash Biowarfare Program," the result of which was the Model III Isabella and the biomedical specialist training in 6117. In 6122, the Isabella underwent an additional upgrade as part of the cross-GREL upgrade program following the failed invasion of Terra Nova.

Attributes

AGI	+1	APP	+1	BLD	+2	CRE	-1	FIT	+2
INF	0	KNO	+2	PER	+1	PSY	+1	WIL	+1
STR	+2	HEA	+1	STA	40	UD	8	AD	7
Basic Character Costs:					48 Character Points and 42 Skill Points				
Special Rules:					GRELS get half XPs; new Skills cost double; they are not recommended as PC.				

A-Type: Combat Medic

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+2	Electronics	1	+2	Life Sciences	2	+2	Small Arms	1	+1
Combat Sense	1	+1	First Aid	3	+2	Medicine	2	+2	Survival	1	-1
Computer	1	+2	Hand-to-Hand	1	+1	Notice	2	+1			
Dodge	1	+1	Human Perception	1	+1	Psychology	1	+2			

B-Type: Medical Surgeon

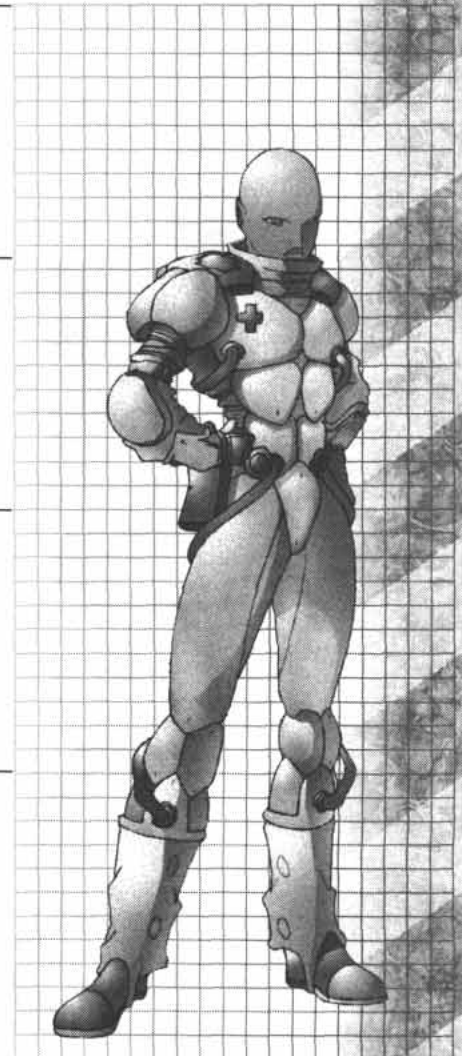
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+2	First Aid	2	+2	Medicine *	3	+2	Survival	1	-1
Combat Sense	1	+1	Hand-to-Hand	1	+1	Notice	1	+1			
Dodge	1	+1	Life Sciences	2	+2	Small Arms	1	+1			

*Select Medical Specialization

C-Type: Biomedical Specialist

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+2	First Aid	2	+2	Medicine	2	+2	Survival	1	-1
Combat Sense	1	+1	Hand-to-Hand	1	+1	Notice	1	+1			
Dodge	1	+1	Life Sciences *	3	+2	Small Arms	1	+1			

*Select Life Sciences Specialization





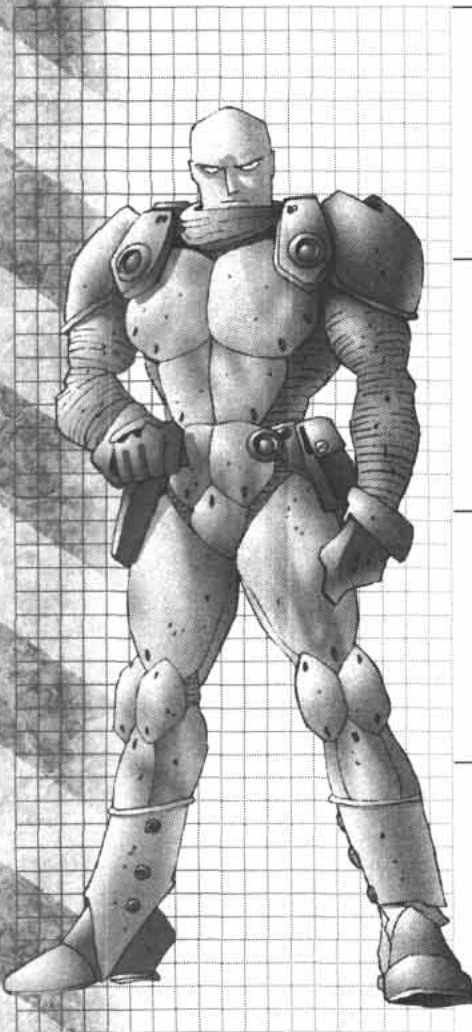
1.7.4 - Jan-Class GREL

Early on during WWII, NECAF High Command observed a definite problem with the GREL program: even the best, most physically fit troopers had a terrible time keeping up with the practically tireless GRELS. While theoretically possible, leading any patrol from the rear is doomed to eventual failure, since most tactical decisions and leadership strategies require the leader's physical, on-site presence. The GREL program needed a dedicated leader class, but both the NEC and EGL were hesitant, fearful that giving leadership training and responsibilities to a superior being designed solely for combat was a bad combination. The Jan-class GREL is a compromise, being trained to lead but also being more strongly programmed for loyalty to the CEF than other GRELS are. Results have been somewhat mixed. Although carrying out their duties flawlessly, many Jans display an unfortunate trend toward megalomania. The periodic presence of a human superior officer is often enough to curtail this tendency — but not always.

Each Jan is trained to lead infantry, armor or naval forces, depending on the wetware package loaded in memory. Aerospace leadership roles are delegated to the Cassandra class, which often takes on the role of second-in-command in planetary missions. Jans make up roughly five percent of the CEF's soldiers.

◆ Service Record

The Jan-class GREL has proven to be the most difficult soldier model to manage. Although developed at the same time as the Morgana and the Cassandra, programming setbacks kept a viable Jan from the battlefields until 6088. Most of the problems with this class revolve around its tendency towards megalomania. In sharp contrast to most GREL classes, the Jan has undergone seven major revisions; each is a marked improvement over the previous, but the megalomania "bug" persists even in the Model VIII Jan. EGL scientists are cautiously optimistic about the Ra and Osiris SLEDGES, the Jan's direct descendants, which have yet to show any signs of the flaw.



Attributes ☐

AGI	+1	APP	0	BLD	+3	CRE	0	FIT	+3
INF	+2	KNO	0	PER	+1	PSY	+1	WIL	+1
STR	+3	HEA	+2	STA	50	UD	10	AD	10
Basic Character Costs:					60 Character Points and 30 Skill Points				
Special Rules:					GRELS get half XPs; new Skills cost double; they are not recommended as PC.				

A-Type: Infantry Specialist ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+3	First Aid	1	0	Navigation (Land)	1	0	Survival	1	0
Combat Sense	2	+1	Hand-to-Hand	1	+1	Notice	2	+1	Tactics	2	0
Communications	1	0	Leadership	2	+2	Parachuting	1	+1	Zero-G	1	+1
Dodge	1	+1	Melee	1	+1	Small Arms	1	+1			

B-Type: Armor Specialist ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+3	Drive	1	+1	Melee	1	+1	Small Arms	1	+1
Combat Sense	2	+1	First Aid	1	0	Navigation (Land)	1	0	Survival	1	0
Communications	1	0	Hand-to-Hand	1	+1	Notice	2	+1	Tactics	2	0
Dodge	1	+1	Leadership	2	+2	Security	1	0			

C-Type: Naval Specialist ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+3	First Aid	1	0	Naval Pilot	1	+1	Survival	1	0
Combat Sense	2	+1	Hand-to-Hand	1	+1	Navigation (Sea)	1	0	Swimming	1	+3
Communications	1	0	Leadership	2	+2	Notice	2	+1	Tactics	2	0
Dodge	1	+1	Melee	1	+1	Small Arms	1	+1			



Kassandra-Class GREL - 1.7.5

Developed in parallel with the Morgana class as a highly specialized combat soldier, the Kassandra-class GREL is a master of electronic systems and communications. The two were originally designed with combined operations in mind, forming small reconnaissance and infiltration teams of two or three soldiers, in addition to their standard functions. In such teams, the Kassandra would handle the electronics and surveillance while the Morganas would handle the majority of the combat. In addition to their skills with electronic systems, Kassandra's are adept at interacting with "normals" as part of their general communication systems duties. EGL scientists incorporated this trait into the class with the recognition that Kassandra's are more likely to interact with troopers than other soldiers are.

The default Kassandra programming is designed specifically for battlefield operations. These Kassandra's operate a battle group's communications and electronic warfare equipment. The aerospace systems operator programming gives a Kassandra the ability to operate the CEF's TAEF-54 electronic fighter. In both instances, the Kassandra often serves as her group's second-in-command, having leadership abilities moderately comparable to those of a Jan — but without the megalomania. The C-Type Kassandra is trained for signals intelligence analysis duty, in which capacity she works to crack enemy encryption codes. As such, the C-Type often works well-behind friendly lines. Kassandra's make up approximately five percent of all GRELs.

Service Record ◆

The Kassandra-class GREL has been as stable in its development as the Mordred class. First fielded in 6086, the class remained unchanged throughout WWII. EGL modified it slightly in 6111 in preparation for the 6112 GREL build-up for the CEF's invasion of Caprice, adapting it for off-world service. The Kassandra Model III development occurred with the broad post-Terra Nova revisions to the entire GREL program in 6122.

Attributes

AGI	+1	APP	+1	BLD	+2	CRE	+1	FIT	+2
INF	+1	KNO	+2	PER	+1	PSY	0	WIL	0
STR	+2	HEA	+1	STA	40	UD	8	AD	7
Basic Character Costs:					49 Character Points and 41 Skill Points				
Special Rules:					GRELs get half XPs; new Skills cost double; they are not recommended as PC.				

A-Type: Field Electronics Specialist

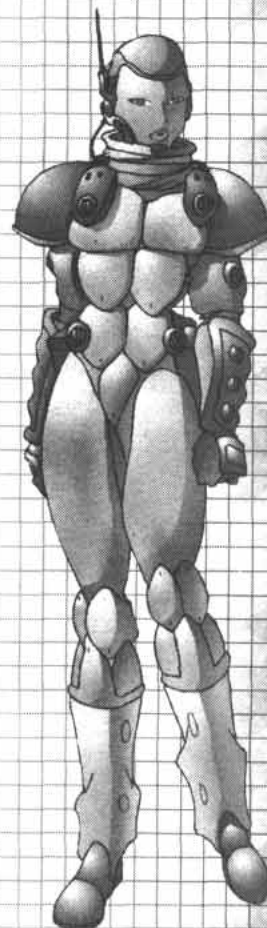
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+2	Electronics	1	+2	Hand-to-Hand	1	+1	Small Arms	1	+1
Combat Sense	1	+1	Electronic Warfare	2	+1	Human Perception	1	0	Survival	1	+1
Communications	2	+2	Etiquette	1	+1	Leadership	1	+1	Tactics	1	+1
Computer	1	+2	First Aid	1	+2	Notice	2	+1	Tinker	1	+1
Dodge	1	+1	Forward Observing	1	+1	Security	1	+2			

B-Type: Aerospace Systems Operator

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+2	Electronic Warfare	2	+1	Human Perception	1	0	Tactics	1	+1
Combat Sense	1	+1	Etiquette	1	+1	Leadership	1	+1	Tinker	1	+1
Communications	2	+2	First Aid	1	+2	Notice	2	+1	Zero-G	2	+1
Computer	1	+2	Forward Observing	1	+1	Parachuting	1	+1			
Dodge	1	+1	G-Handling	1	+2	Small Arms	1	+1			
Electronics	1	+2	Hand-to-Hand	1	+1	Survival	1	+1			

C-Type: Signals Intelligence Analyst

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+2	Dodge	1	+1	Etiquette	1	+1	Notice	2	+1
Combat Sense	1	+1	Electronic Design	1	+2	First Aid	1	+2	Small Arms	1	+1
Communications	2	+2	Electronics	2	+2	Hand-to-Hand	1	+1	Survival	1	+1
Computer	2	+2	Electronic Warfare	1	+2	Human Perception	1	0			





1.7.6 - Maxwell-Class GREL

Immediately following the successful deployment of the Mordred-class GREL, Elite Genome Labs began work on the next series of super-soldiers: a trio of classes designed to work primarily with the CEF's hover tanks. Referred to as the "Armor Operations Trio," it consisted of the Minerva driver to control the tanks, the Maxwell gunner to operate the weapon systems and the Isaac technician to keep the expensive and somewhat delicate machines in working condition. On his own, a Maxwell-class GREL is a remarkable gunner. Combined with the CEF's advanced target acquisition systems, however, Maxwells are particularly deadly. Ironically, many Maxwells find handguns and infantry weapons cumbersome and feel moderately unprotected when away from their gunnery stations.

The original Maxwell programming covered tank-based weapons systems only. In later revisions, EGL added the complex training necessary to operate artillery weapons, such as the CEF's 90mm massdriver artillery cannon. The aerospace gunner variant exists alongside the aerospace pilot variant Minerva and has the training required to operate the TAAF-54's weapons both in an atmosphere and in the vacuum of space. The naval gunner can operate the SSK-41 minisub's remote-controlled torpedoes as well as a surface patrol boat's deck guns. Maxwells account for approximately 15 percent of all GREs in service.

◆ Service Record

The development of the Maxwell has been perfectly in-step with that of the Minerva-class GREL. When the Minerva changes, the Maxwell changes. EGL scientists often refer to the two classes as "the twins" due to this nature of their production. Even with the Models IV and V of the Minerva, which were primarily designed to account for Battle Frames that Maxwells do not operate, EGL kept the two in synch in the unlikely event that either Moscow Heavy Industries or Kadellie Weapons Systems should produce a strider-like Battle Frame that requires more than one crewmember.



Attributes ☐

AGI	+1	APP	0	BLD	+2	CRE	0	FIT	+3
INF	0	KNO	+1	PER	+2	PSY	0	WIL	+1
STR	+2	HEA	+1	STA	40	UD	8	AD	7

Basic Character Costs:

50 Character Points and 40 Skill Points

Special Rules:

GREs get half XPs; new Skills cost double; they are not recommended as PC.

A-Type: Field Gunner ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+3	Dodge	1	+2	Gunnery (Artil.)	2	+2	Small Arms	1	+1
Combat Sense	1	+2	Electronics	1	+1	Gunnery (Ground)	2	+2	Survival	1	0
Communications	1	+1	Electronic Warfare	1	+1	Hand-to-Hand	1	+1	Tactics	1	0
Computer	1	+1	First Aid	1	+1	Mechanics	1	+1			
Demolition	1	+1	Forward Observing	2	+2	Notice	1	+2			

B-Type: Aerospace Gunner ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+3	Dodge	1	+2	Gunnery (Air)	2	+2	Parachuting	1	+1
Combat Sense	1	+2	Electronics	1	+1	Gunnery (Space)	2	+2	Small Arms	1	+1
Communications	1	+1	Electronic Warfare	1	+1	Hand-to-Hand	1	+1	Survival	1	0
Computer	1	+1	First Aid	1	+1	Mechanics	1	+1	Tactics	1	0
Demolition	1	+1	G-Handling	1	+3	Notice	1	+2	Zero-G	1	+1

C-Type: Naval Gunner ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+3	Dodge	1	+2	Gunnery (Drone)	2	+2	Notice	1	+2
Combat Sense	1	+2	Electronics	1	+1	Gunnery (Naval)	2	+2	Small Arms	1	+1
Communications	1	+1	Electronic Warfare	1	+1	Hand-to-Hand	1	+1	Survival	1	0
Computer	1	+1	First Aid	1	+1	Mechanics	1	+1	Swimming	1	+3
Demolition	1	+1	Forward Observing	1	+2	Naval Pilot	1	+2	Tactics	1	0



LIFE IN THE FORCE

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Minerva-Class GREL - 1.7.7

The Minerva forms the third element of EGL's second-wave "Armor Operations Trio" of GREs. Developed in parallel with the Isaac and the Maxwell classes, Minervas are the drivers of the hoversuits. With sharp reflexes augmented by the tanks' artificial neural network computer guidance and stability systems, and with their unwavering morale and ability to fly — often literally — in the face of danger, Minervas rapidly became legends of the battlefield. Later revisions to the program added the ability to operate Sea Command's minisubs and surface boats, but the original incarnation was dedicated completely to the HT-68 hoversuit. The B-Type Minerva is trained to operate the CEF's TAAF-54 trans-atmospheric fighters, in which capacity she also works with a Maxwell gunner. For the TAEF-54 electronic warfare fighters, she is most often paired with a Cassandra.

The defeat of the 8th Fleet at Terra Nova introduced a new class of vehicle to the CEF's arsenal: the walker. EGL developed the C-Type Minerva to pilot walkers, starting with captured Terranovan Heavy Gears and Caprician Combat Mounts but later graduating to the Battle Frame when Moscow Heavy Industries and Kadellie Weapons Systems introduced their designs. The Battle Frame creates a slight complication to the Minerva program: because there is only room for one crewmember, the C-Type Minerva had to become adept at gunnery.

Service Record ◆

The Minerva class has performed perfectly throughout its existence. Piloting hoversuits, trans-atmospheric fighters and Battle Frames, however, has given the class a marked taste for speed, and when off-duty, Minervas tend to drive as fast as they can. The Model I Minerva was produced from 6083 until the end of WWII in 6105. The Model II went into production in 6112. In 6122, the Model III was introduced to add programming regimens for captured Heavy Gears. EGL developed the Model IV for the prototype Battle Frames, and the Model V is designed to operate with the production versions.

Attributes

AGI	+2	APP	+1	BLD	+2	CRE	0	FIT	+3
INF	0	KNO	0	PER	+1	PSY	+1	WIL	0
STR	+2	HEA	+1	STA	40	UD	8	AD	7
Basic Character Costs:					50 Character Points and 40 Skill Points				
Special Rules:					GREs get half XPs; new Skills cost double; they are not recommended as PC.				

A-Type: Planetary Pilot

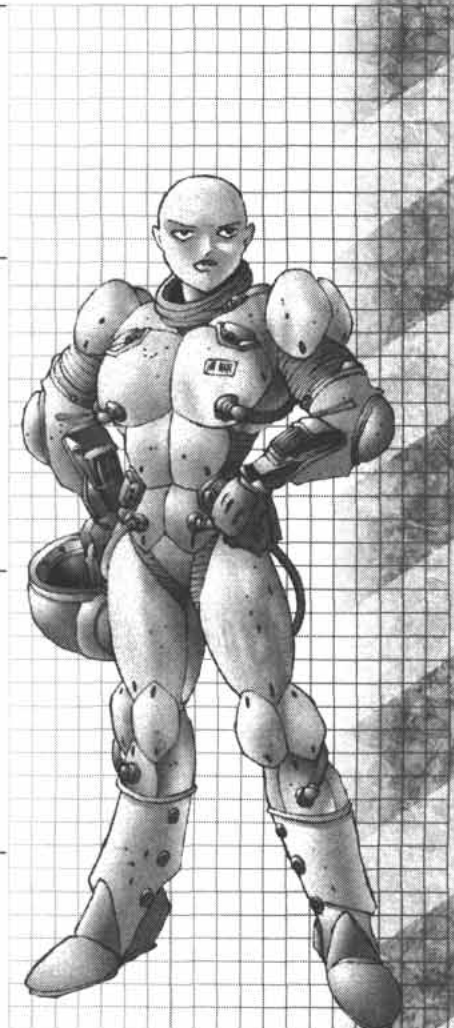
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Acrobatics	1	+2	Drive	2	+2	Naval Pilot	2	+1	Survival	1	0
Athletics	1	+3	Electronic Warfare	1	0	Navigation (Land)	1	0	Swimming	1	+3
Camouflage	1	0	First Aid	1	0	Navigation (Sea)	1	0	Tactics	1	0
Combat Sense	1	+1	Gunnery (Ground)	1	+1	Notice	1	+1			
Communications	1	0	Gunnery (Naval)	1	+1	Parachuting	2	+2			
Dodge	1	+2	Hand-to-Hand	1	+2	Small Arms	1	+2			

B-Type: Aerospace Pilot

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Aircraft Pilot	2	+2	Electronic Warfare	1	0	Hand-to-Hand	1	+2	Space Pilot	2	0
Athletics	1	+3	First Aid	1	0	Navigation (Air)	1	0	Survival	1	0
Combat Sense	1	+1	G-Handling	1	+3	Navl. (Space)	1	0	Tactics	1	0
Communications	1	0	Gunnery (Air)	1	+1	Notice	1	+1	Zero-G	1	+2
Dodge	1	+2	Gunnery (Space)	1	+1	Small Arms	1	+2			

C-Type: Frame Pilot

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Acrobatics	1	+2	Dodge	1	+2	Gunnery (HG)	2	+1	Notice	1	+1
Athletics	1	+3	Drive	1	+2	Hand-to-Hand	1	+2	Parachuting	1	+2
Camouflage	1	0	Electronic Warfare	1	0	Heavy Gear Pilot	2	+2	Small Arms	1	+2
Combat Sense	1	+1	First Aid	1	0	Leadership	1	0	Survival	1	0
Communications	1	0	Forward Observing	2	+1	Navigation (Land)	1	0	Tactics	1	0





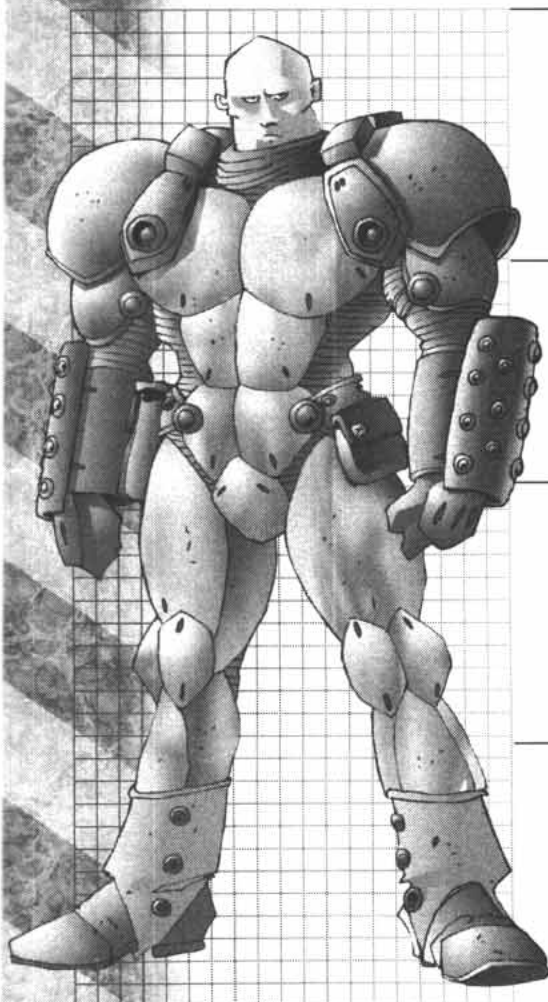
1.7.8 - Mordred-Class GREL

Massive and powerful, Mordred GRELS are creatures designed for raw, brutal combat and little else. They are the bane of every foot soldier who must face them on the battlefield, and they are practically unstoppable by normal means. Bred for strength and loyalty, Mordreds are not terribly bright, but they have completely unshakable morale due to their hypno-programming, which is designed to keep them going while under heavy fire. Unfortunately, this programming does not serve them well in peacetime, when they have a hard time dealing with inactivity. In general, Mordreds have no personal initiative, although as with all living organisms, there are occasional exceptions. For the most part, however, they require the leadership of a trooper or another soldier to accomplish any remotely complex task.

Trained in all forms of personal-scale combat, the standard Mordreds function as the CEF's shocktroopers; they are the first of the Force's infantry to face the enemy in battle. In addition to the shocktrooper-type Mordred, the CEF fields a slightly modified paratrooper specialist. A space infantry type also exists, adapted to close-quarters battles aboard space vessels and stations, where massive collateral damage is undesirable. Mordreds are by far the most common GREL (35% of all soldiers), although the paratrooper and space infantryman varieties are somewhat rare.

◆ Service Record

The Mordred GREL is the direct descendant of the Vaween project, though adapted to a more human genotype and with dramatically reduced mental facilities. The first GRELS ever produced, the Mordreds almost immediately started turning WWII around for the NEC when introduced by EGL in 6081. During nearly 60 years of service, the basic design has only been altered twice. The first was in 6112 during the massive build-up of GRELS prior to the invasion of Caprice, and the second (Model III) in 6122, shortly after the defeat of the 8th Fleet at Terra Nova. The Model III introduced the space infantry variant and specialized the shocktrooper for planet-based warfare.



Attributes ☐

AGI	+1	APP	-1	BLD	+4	CRE	-2	FIT	+4
INF	-1	KNO	-2	PER	+1	PSY	-1	WIL	+1
STR	+4	HEA	+1	STA	50	UD	13	AD	+3

Basic Character Costs:

60 Character Points and 30 Skill Points

Special Rules:

GRELS get half XPs; new Skills cost double; they are not recommended as PC.

A-Type: Shocktrooper ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+4	First Aid	1	-2	Intimidate	1	+4	Small Arms	2	+1
Combat Sense	2	+1	Hand-to-Hand	2	+1	Melee	2	+1	Survival	1	-2
Dodge	2	+1	Heavy Weapons	2	+1	Notice	1	+1	Throwing	1	+1

B-Type: Airborne Infantry ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+4	First Aid	1	-2	Intimidate	1	+4	Parachuting	2	+1
Combat Sense	2	+1	Hand-to-Hand	2	+1	Melee	2	+1	Small Arms *	1	+1
Dodge	2	+1	Heavy Weapons *	1	+1	Notice	1	+1	Survival	1	-2

*Select one of these Skills at level 2

C-Type: Space Infantry ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+4	First Aid	1	-2	Melee	2	+1	Survival	1	-2
Combat Sense	2	+1	Hand-to-Hand	2	+1	Notice	2	+1	Zero-G	1	+1
Dodge	2	+1	Intimidate	1	+4	Small Arms	2	+1			



Morgana-Class GREL - 1.7.9

Quite possibly the most feared GRELS in the CEF, the Morgana-class commandoes are hard-edged, stone-cold killers. When a Morgana performs a quick, clean kill, it is not mercy for her victim she feels; it is a simple calculation of efficiency that drives her. When a Morgana meets someone for the first time — trooper, soldier, commander, ally, enemy — her instinctive reaction is to perform a brief study of the individual and identify the swiftest way to kill him. Few normal humans can bear to work with a Morgana because of this trait, and many commanders use Jan go-betweens to issue orders and receive reports. Soldiers have no problems working with Morganas, however, and most find the discomfort of normals mildly amusing.

The A-Type Morgana is designed for small-group or solo operations in reconnaissance. She is often teamed up with a Cassandra to handle electronic security and surveillance systems as well as to provide reliable communications with headquarters. The B-Type is the commando that epitomizes the class. Commandoes operate in full tactical patrols. Finally, the C-Type Morgana is a variety few enemies ever see. Highly trained sharpshooters, the C-Types are snipers; working alone or in pairs, they are the deadliest of adversaries. The Morgana class accounts for 15 percent of all GRELS.

Service Record

The Morgana class has undergone three major upgrades during its history. The first took place in 6095 and was primarily a precautionary measure based on work being performed simultaneously on the Jan class. The heavy emphasis on independent action in the Model I programming was a concern amongst EGL scientists and the NECAF military alike. The second and third revisions took place in step with the rest of the GREL program prior to the invasion of Caprice and following the return of the 8th Fleet from Terra Nova. The Model II Morgana has the distinction of being the only GREL manufactured in the years immediately following the formal end of WWII and before the pre-Caprice build-up, when it was used for illicit operations against strategic targets during peacetime.

Attributes

AGI	+2	APP	+1	BLD	+3	CRE	0	FIT	+3
INF	0	KNO	0	PER	+1	PSY	+1	WIL	+1
STR	+3	HEA	+2	STA	50	UD	11	AD	10
Basic Character Costs:					60 Character Points and 30 Skill Points				
Special Rules:					GRELS get half XPs; new Skills cost double; they are not recommended as PC.				

A-Type: Recon

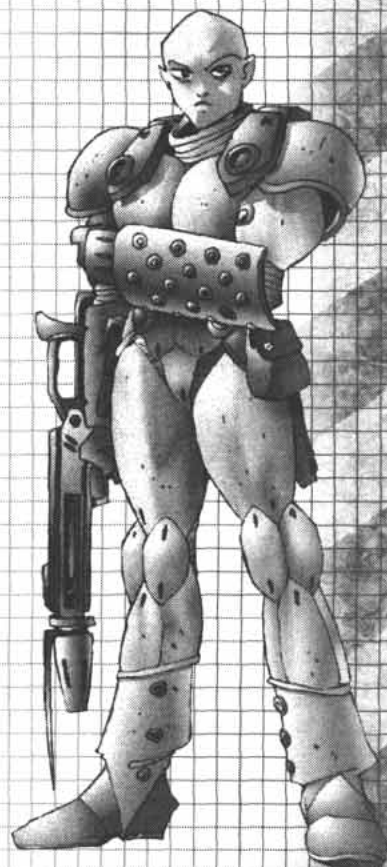
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+3	First Aid	1	0	Melee	1	+2	Survival	1	0
Camouflage	1	0	Forward Observing	1	+1	Nav. (Land)	1	0	Swimming	1	+3
Combat Sense	1	+1	Hand-to-Hand	2	+2	Notice	2	+1	Tactics	1	0
Communications	1	0	Heavy Weapons	1	+2	Small Arms	2	+2			
Dodge	1	+2	Human Perception	1	+1	Stealth	1	+2			

B-Type: Commando

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Acrobatics	1	+2	Demolitions	1	0	Melee	1	+2	Survival	1	0
Athletics	1	+3	Dodge	1	+2	Notice	1	+1	Swimming	1	+3
Camouflage	1	0	First Aid	1	0	Parachuting	1	+2	Tactics	1	0
Combat Sense	2	+1	Hand-to-Hand	2	+2	Small Arms	2	+2			
Communications	1	0	Heavy Weapons	1	+2	Stealth	1	+2			

C-Type: Sniper

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+3	First Aid	1	0	Notice	1	+1	Sniping	2	+1
Camouflage	2	0	Hand-to-Hand	2	+2	Small Arms	2	+2	Swimming	1	+3
Combat Sense	2	+1	Heavy Weapons	1	+2	Stealth	1	+2			
Dodge	1	+2	Melee	1	+2	Survival	1	0			





1.8 - THE SLEDGE PROGRAM



The CEF's victory over Caprice in 6116 occurred much faster than anyone expected and with far fewer casualties. Once the planet was secure, however, the NEC turned its attentions to the more-distant colonies and requested that EGL produce more soldiers for the assault. Seizing the Caprician medical facilities, EGL set about establishing a local GREL manufacturing program. By early 6118, the labs had produced sufficient clone troops for the assault operations to proceed. Manufacturing scaled back but R&D efforts continued apace, exploiting the vast resources of Caprice and seeking to improve the GREL program.

The shocking defeat on Terra Nova and the stalemate on Atlantis tarnished relations between EGL and the NEC. The military accused EGL of producing substandard equipment while EGL claimed there was no difference between the Caprician-manufactured warriors and those used in World War Three. The NEC considered canceling the entire cloned warrior project but, not wanting to lose its principal source of revenue, EGL managed to convince High Command that the problem lie not with the super-soldier program but with the current generation of GRELS, which lacked the flexibility to deal with the opponents on Atlantis and Terra Nova. The solution, EGL claimed, was a new generation of warriors that would use the latest engineering and educational techniques.

Discussion of the proposals continued for more than a decade, with the NEC hesitant to throw good money after bad. During this time, beginning in 6123, EGL outlined and conducted privately funded research into its new race of super-soldiers. Finally, in 6138, the NEC agreed to fund fully the Second-Line Elite Division GREL Experiments (SLEDGE) program. As part of the process, the NEC granted EGL the rights to Sartru Labs, a native corporation bankrupted by the occupation and located in the principal CEF cantonment on Caprice, Paladin Lots. Scheduled for full deployment in 6143, the first and second generations of SLEDGE warriors are currently being evaluated by the corporation and by the CEF. Production of GRELS actually stopped in 6133, and EGL has refitted most of the GREL facilities to handle the new race.

SLEDGEs are smaller, quicker and better trained in their field. They also appear completely human (externally, at least) and are meant to blend in with the populace as potential "sleeper" agents. Unlike GRELS, SLEDGEs of any classification can be either male or female. With the second-line GRELS, EGL placed more emphasis on imaginative tactics and survival rather than on obeying orders blindly. In addition, it trained SLEDGEs in multiple but related specializations.

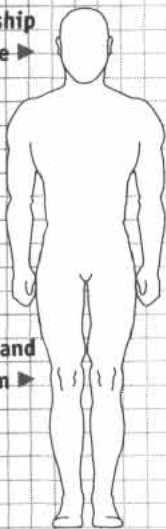
1.8.1 - Ra-Class SLEDGE

As SLEDGE unit commanders, Ras are the best-trained second-line GRELS. They have the same basic combat training as the Bastet "grunts" as well as an advanced leadership-programming regimen that incorporates elements from the CEF's lieutenant-training course. Some early subjects have even undergone captain training, although there are no plans currently in the works to put a Ra at the head of an entire company of soldiers. In addition to leading troops into battle, Ras also strive to understand everything about their enemy. This knowledge includes history, culture, reactions and fears. Knowledge is the Ra's greatest weapon.

Specialized Leadership
and Tactical Wetware ▶

Enhanced Cortex ▶

Improved Muscle and
Vascular System ▶



Attributes ☐

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

Skills ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+1	First Aid	1	0	Melee	2	+1	Small Arms	2	+1
Combat Sense	2	+1	Hand-to-Hand	2	+1	Notice	1	+1	Tactics	2	+1
Dodge	2	+1	Leadership	3	+2						

Character Costs ☐

Basic Character Costs:	39 Character Points and 36 Skill Points (15 Skill Points remain for additional Skills)									
Special Rules:	SLEDGEs get half XPs; they are not recommended as PC									



LIFE IN THE FORCE

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Bastet-Class SLEDGE - 1.8.2

The Bastet SLEDGEs are designed to be able to use any type of hand-held weapon — from simple stone knives to complex infantry lasers. Many of the early test subjects of this class have even taken up archery, despite the apparent lack of need for it on a modern battlefield. In addition to the use of weapons, Bastet soldiers are adept at mechanical work and can repair or scratch-build most common field weapons. EGL chose to incorporate such programming into the Bastet regimen (and other SLEDGE training) in order to phase out the dedicated technician class. Not only does doing so reduce the number of specialists in the program, it also fosters a stronger appreciation in a soldier for his weapon. Even without their weapons, however, Bastet SLEDGEs are powerful unarmed fighters.

Attributes

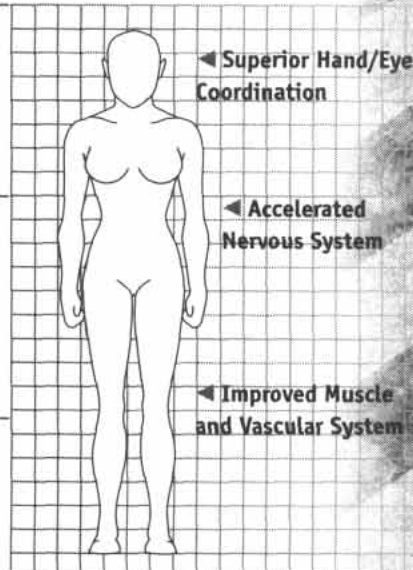
AGI	+2	APP	0	BLD	+1	CRE	0	FIT	+2
INF	0	KNO	+1	PER	+1	PSY	0	WIL	+1
STR	+1	HEA	+1	STA	35	UD	7	AD	7

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+2	First Aid	1	+1	Mechanics	2	+1	Small Arms	3	+2
Combat Sense	2	+1	Hand-to-Hand	2	+2	Melee	2	+2	Throwing	2	+2
Dodge	2	+2	Heavy Weapons	2	+2	Notice	1	+1	Tinker	1	0

Character Costs

Basic Character Costs:	38 Character Points and 42 Skill Points (10 Skill Points remain for additional Skills)
Special Rules:	SLEDGEs get half XPs; they are not recommended as PC



Isis-Class SLEDGE - 1.8.3

Isis-class soldiers handle counter-intelligence and information gathering. They are quintessential messengers, spies and saboteurs, and their skills complement those of the Set-class SLEDGE; most plans for Set deployment call for an Isis as the Set's "handler" and mission controller, working behind the scenes via remote commlinks. Isis SLEDGEs will also be deployed in the battlefield roles currently reserved for Cassandra-class GREIs: electronic warfare, signals intelligence and C3 operations. In a move consistent with next-generation programming, the Isis soldiers are fully capable of servicing and repairing their equipment, further obviating the need for a dedicated technician soldier.

Attributes

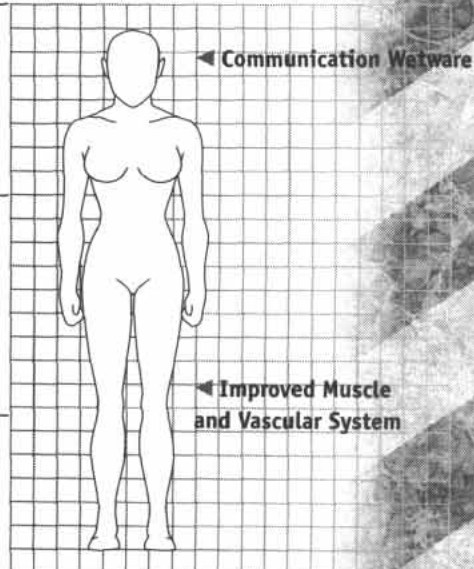
AGI	+1	APP	0	BLD	0	CRE	+2	FIT	+1
INF	0	KNO	+2	PER	+1	PSY	0	WIL	+1
STR	0	HEA	+1	STA	30	UD	4	AD	4

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+1	Computer	1	+2	Electronics	1	+2	Notice	1	+1
Combat Sense	2	+1	Dodge	2	+1	First Aid	1	+2	Small Arms	1	+1
Communications	3	+2	Electronic Warfare	2	+2	Hand-to-Hand	1	+1			

Character Costs

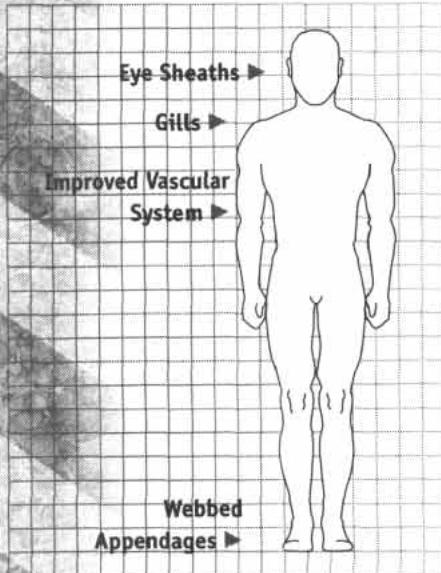
Basic Character Costs:	38 Character Points and 43 Skill Points (9 Skill Points remain for additional Skills)
Special Rules:	SLEDGEs get half XPs; they are not recommended as PC





1.8.4 - Sobk-Class SLEDGE

The Sobk-class SLEDGE is a dramatic exception to EGL's efforts to make the new generation of super-soldier appear more human. Engineered to operate in an aquatic environment, the Sobk features gills, eye sheaths, webbed appendages and the ability to dive to depths of a few hundred meters without adverse physiological effects. In many ways, the Sobk represents a step backward to the Vaween super-soldier, and the radical physical modifications have resulted in a creature that is only cursorily human. It is otherwise a master of its environment, however. The urgency of the Atlantis campaign and the need to field a *superior aquatic combatant* are all that drive the continuing development of the Sobk; most project scientists have strong doubts regarding its success.



Attributes ☐

AGI	+1	APP	-2	BLD	0	CRE	+1	FIT	+3
INF	0	KNO	+1	PER	+1	PSY	-1	WIL	+1
STR	+1	HEA	+1	STA	30	UD	6	AD	6

Skills ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	2	+3	Dodge	2	+1	Melee	2	+1	Small Arms	2	+1
Camouflage	2	+1	Gunnery (Naval)	1	+1	Naval Pilot	1	+1	Swim	3	+3
Combat Sense	2	+1	Hand-to-Hand	2	+1	Navigation (Sea)	1	+1	Survival	2	+1
Demolition	1	+1	Heavy Weapons	2	+1						

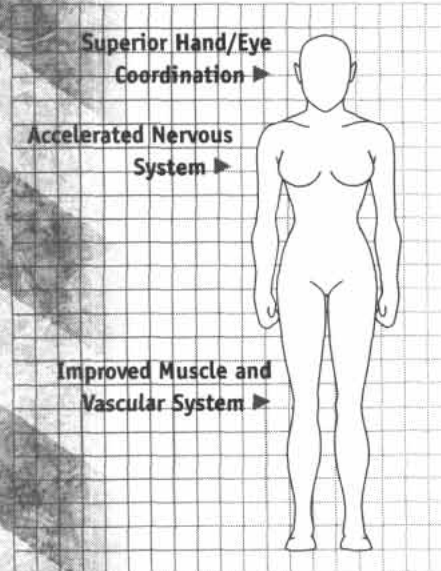
Character Costs ☐

Basic Character Costs: 37 Character Points and 53 Skill Points (0 Skill Points remain for additional Skills)

Special Rules: SLEDGEs get half XPs; they are not recommended as PC.

1.8.5 - Bes-Class SLEDGE

Combining the best features of the Minerva-, Maxwell- and Isaac-class GRELs, the Bes-class SLEDGE is a master of vehicular combat. Not only can it pilot nearly any vehicle the CEF fields, it has the ability to perform field repairs and routine maintenance as well. By integrating the maintenance and operation of a vehicle into the neural programming of a single soldier, EGL has created a fighter that is, in many ways, "one with its machine." Current Bes programming focuses strongly on the NEC's new Battle Frames, but later regimens will include hoversuit, aerospace fighter and submarine operations variants.



Attributes ☐

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

Skills ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+1	Electronic Warfare	1	+1	Gunnery (HG)	2	+2	Mechanics	1	+1
Combat Sense	2	+2	Electronics	1	+1	Hand-to-Hand	1	+2	Notice	1	+2
Dodge	2	+2	First Aid	1	+1	Heavy Gear Pilot	3	+2	Small Arms	1	+2

Character Costs ☐

Basic Character Costs: 38 Character Points and 44 Skill Points (8 Skill Points remain for additional Skills)

Special Rules: SLEDGEs get half XPs; they are not recommended as PC.



Osiris Class SLEDGE - 1.8.6

The Osiris SLEDGEs are the second-best trained of the new generation of soldiers. They are jacks-of-all-trades, designed not to be as specialized as any one member of their teams, but knowledgeable enough to cover another SLEDGE's duties if the need arises. The CEF refers to them as wild cards since they are highly adaptive and imaginative. They are the ones most likely to come up with non-linear solutions to problems in the field, and their uncanny insights into tactical challenges surprises most conventional strategists. An Osiris SLEDGE's tactical skills paired with a Ra SLEDGE's leadership skills is proving to be a powerful combination.

Attributes

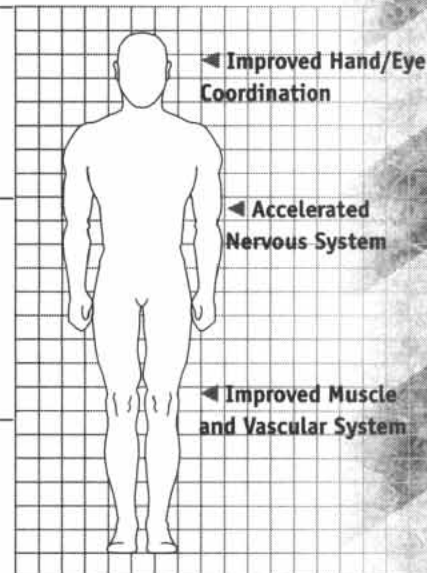
AGI	+1	APP	0	BLD	+1	CRE	+2	FIT	+1
INF	+1	KNO	0	PER	+1	PSY	+1	WIL	+1
STR	+1	HEA	+1	STA	35	UD	7	AD	7

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+1	First Aid	1	0	Melee	2	+1	Small Arms	2	+1
Combat Sense	2	+1	Hand-to-Hand	2	+1	Notice	1	+1	Tactics	3	+2
Dodge	2	+1	Leadership	2	+1						

Character Costs

Basic Character Costs:	39 Character Points and 36 Skill Points (15 Skill Points remain for additional Skills)
Special Rules:	SLEDGEs get half XPs; they are not recommended as PC



Set-Class SLEDGE - 1.8.7

Set-class soldiers are infiltrators and quiet assassins. They are adept at handling most social situations, with strong emphasis on seduction and body language, a characteristic at sharp odds with most preconceived notions of the CEF's super-soldiers. Sets are well versed in a broad field of "mundane" knowledge, and EGL's engineers refer to them as "masters of interesting small-talk." Although neither the CEF nor EGL has ever admitted to the existence of a Jezebel-class GREL, the Set will be perfectly capable of taking on the roles associated with the mythical soldiers. Rumor even suggests the Set-class SLEDGE is the Jezebel-class GREL finally made public.

Attributes

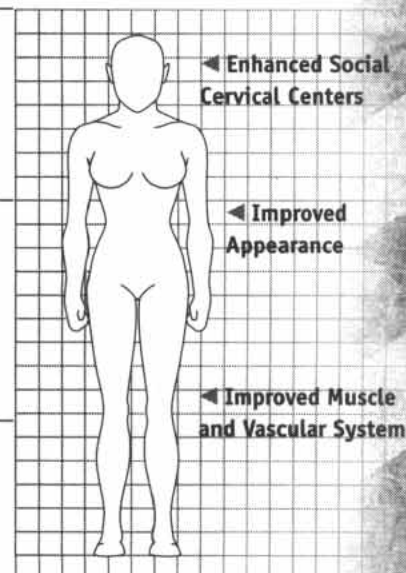
AGI	+1	APP	+1	BLD	0	CRE	+1	FIT	+1
INF	+1	KNO	+1	PER	+1	PSY	+2	WIL	+1
STR	0	HEA	+1	STA	30	UD	4	AD	4

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+1	Etiquette	2	+1	Human Percep.	3	+2	Small Arms	1	+1
Combat Sense	2	+1	First Aid	1	+1	Notice	1	+1	Theatrics	2	+1
Dodge	2	+1	Hand-to-Hand	1	+1	Seduction	2	+1			

Character Costs

Basic Character Costs:	42 Character Points and 34 Skill Points (14 Skill Points remain for additional Skills)
Special Rules:	SLEDGEs get half XPs; they are not recommended as PC





Purple People



"Victor Foxtrot two-niner-eight-four, this is Ghostlight Patrol, do you copy?"

This was the part that he always dreaded, making the radio call back to the HRT battery parked somewhere several clicks behind him. It was bad enough that his troopers were being pinned down by enemy fire, but what really made him worry was the thought that he might be dealing with another damn Kathi on the other end again.

Sure enough, that bright and cheerful voice that he so hated to hear, especially while under fire, came back crystal clear through the radio.

"Ghostlight Patrol, this is Victor Foxtrot two-niner-eight-four, please state the nature of your request."

Goddamned cheerful Kathi series. What the frell was it about his karma that had cursed him with always getting a Kathi on the other end of his requests for fire support? Most Kassandras really weren't all that bad, but for some reason the Kathi series really fit the slang moniker of "Combat Receptionist" with their obnoxiously bright and perky phone personalities.

"Victor Foxtrot two-niner-eight-four, this is Ghostlight Patrol requesting one-fifty-two fire on gridsec seven-one-five-three-six. Exp—"

He heard the whistling sound of mortar fire coming down as one of the other troopers yelled "Incoming!" and he reflexively scrunched up in the tight confines of his meager cover while the shells burst. Then that damnably calm and collected voice spoke over his headset again.

"Ghostlight Patrol, this is Victor Foxtrot two-niner-eight-four, I didn't copy that last request. Please repeat all after one-fifty-two fire."

"Victor Foxtrot, this is Ghostlight requesting one-fifty-two fire on gridsec seven-one-five-three-six. Expedite!"

"Copy that, Ghostlight Patrol." Abruptly the almost fluffy feminine voice changed without warning into that hard edged, all business, GREL-With-A-Target tone. "Standby for confirmation."

It was downright spooky the way they did that and it weirded him out every time he heard it. He wondered if they spoke like that to the soldiers too or if it was just something they did special for troopers like him. Suddenly she was back in his headset.

"Ghostlight Patrol, you have one-fifty-two fire incoming. Time on target, approximately one minute. Acknowledge."

"Copy that, Victor Foxtrot. Tee-oh-tee one prox. Acknowledged."

"Kathi-4273, ending transmission."

Yup, yet another frellin' Kathi. One of these days he was really going to have to take a little R&R at EGL so as to find the Petri Pushers and Neuro Geeks who thought making Kassandras sound cute and cheerful over the radio was a good idea. Preferably he could also "explain" a few things to them, one on one... from an end user's point of view.



INFANTRY BATTLE GROUP

2

STRUCTURE OF INFANTRY BATTLE GROUPS - 2.1

This chapter provides a detailed listing and description of all the typical infantry formations fielded by the CEF. There are a few other types that may be specific to individual battle groups (see *Chapter 4: Notable Battle Groups and Personnel*, p. 54) but most will follow the standard listings seen here.

The structure of CEF battle groups is pyramidal with the "weaker" and more inexperienced units supporting the more powerful units above them. This structure allows Players and Gamemasters to create their own unique infantry battle groups while maintaining a modicum of realism and believability. Troopers with exceptional abilities and the highly advanced training required to use them to their best advantage are still a relative rarity, even among the hardened veterans of WWII, and the army listing reflects this by restricting their numbers.

Patrol types are further broken down by type into Standard, Senior and Prime patrols (or their equivalents). There are always more Standard patrols than Senior ones, just as there are more Seniors than Primes. Standard patrols are self-explanatory, since they are the basics common to most any battle group. Senior patrols are mostly composed of veterans who have seen combat and have developed good battle reflexes. Prime patrols have the best personnel the CEF has to offer, the best training, the best equipment, the best support and so on. Most Standard patrols will not have developed any Special Ability yet, whereas most Senior and Prime patrols will have the advantages of some special training that is listed for each patrol.

Building Infantry Battle Groups - 2.1.1

PATROL	10 x Troopers or Soldiers
TROOP	3 x Patrols (30 personnel)
COMPANY	4 x Troops (120 personnel)
BATTLE GROUP	3 x Companies (360 personnel) + 1 x Support Company (120 personnel) + 1 x Command Troop (30 personnel) = 510 personnel total
BRIGADE	3 x Battle Groups + 1 x Support Groups + 1 x Command Company
DIVISION	3 x Brigades

Many patrol types have requirements that must be met before the patrol can be added to the roster. Standard Basic patrols have a requirement of "None" meaning that there is no limit to the number of these patrols in a formation. A Standard Heavy Weapons patrol, however, has a basic requirement of "Any Basic x 2," which means that there needs to be two Basic patrols (of any type) on the roster before the Standard Heavy Weapons patrol can be added. If enough patrols of a given type are on the roster, then a higher-level patrol may be added. If for instance a Prime Basic Patrol were desired the basic requirements are "Any Basic x 2" and the upgrade requirements are "Senior Basic x 2." This would necessitate the inclusion on the roster of six Standard Basic patrols, four of which would be supporting the two Senior Basic patrols while the remaining two Standard Basic patrols and the two Senior Basic patrols support the Prime Basic patrol. Of these nine patrols, only the Prime Basic patrol would be available for supporting the requirements of any other patrols in the formation, although they need not be grouped in the same troop or company of a battle group.

Some patrols may only be available in very limited numbers for any given formation. For instance there can only be three Commando patrols per battle group. If the formation being built is smaller than the required size (in this case a Battle Group) then the patrols are simply not available to be put on the roster. Finally, for convenience the patrol leader is listed first even though he may be placed anywhere within the patrol's damage track.

GRELS as Infantry - 2.1.2

GRELS are more like biological machines than modified humans and some special rules need to be applied in their case. The Cost Multiplier for Soldiers is x2.25, just like that of Veteran Troopers. However, unlike their human counterparts GRELS have a generic Infantry Skill of 2/+1 instead of the nominal 2/0 (Qualified) or 3/0 (Veteran) skill levels.

Furthermore, GRELS have little regard for their own existence at first and many have a highly fanatical approach to warfare. They will sacrifice themselves if needed and it takes many years of independent living for them to break their hypnotraining. If the optional Morale rules (see *Tactical Field Support*, p.42) are being used, GRELS are immune to the effects of Morale and an additional Cost Multiplier of x1.5 TV should be applied to the listed values.

Finally, Mordred Class GRELS are strong and loyal but lacking in personal initiative. If the Jan commanding a Mordred patrol becomes a casualty, the surviving Mordred soldiers will automatically fail to win initiative each combat round unless a friendly infantry patrol with an active leader is within point blank range. Their other infantry skills remain unaffected, however.

INFANTRY BATTLE GROUP

2



2.2 - BASIC

Basic patrols are the core units in any infantry battle group. They are the troopers who take and hold ground from the enemy, while the armor groups get all the glory and aerospace takes all the credit. A CEF infantry trooper carries more firepower than most any other comparable trooper in human history and benefits from reliable communications with other members of the patrol. Protection is provided through the use of high tech body armor with a wide variety of built in sensory enhancing devices possible. All infantry troopers start their military careers in basic patrols until they have proven themselves, often in combat. With the exception of Trainee patrols, all Basic patrols have nightvision gear at no cost.

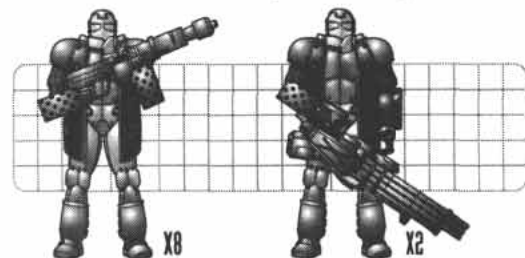
Special Abilities & Variations ☐

Standard Patrol — Trainee Ability:	None
Standard Patrol — Trainee Variations:	None
Standard Patrol Ability:	None
Standard Patrol Variations:	None
Senior Patrol Ability:	None
Senior Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)
Prime Patrol Ability:	None
Prime Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)

Patrol Composition Rules ☐

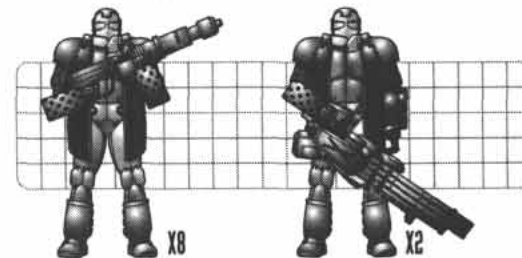
	Basic Requirement	Upgrade Requirement
Standard Patrol - Trainee	None	N/A
Standard Patrol	None	N/A
Senior Patrol	None	Standard Basic x 2
Prime Patrol	Any Basic x 2	Senior Basic x 2

Standard Patrol — Trainee (Rookie, TV: 25)



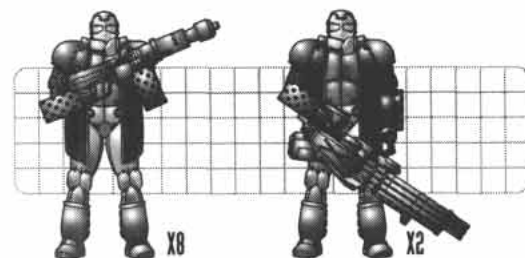
- 8x Lvl 1 Trooper, w/Light Flak, Infantry Laser (TV: 10 ea.)
- 2x Lvl 1 Trooper, w/Light Flak, 10mm Machinegun (TV: 9 ea.)

Standard Patrol (Qualified, TV: 98)



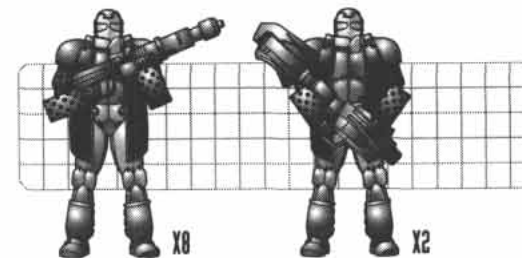
- 8x Lvl 2 Trooper, w/Light Flak, Infantry Laser (TV: 10 ea.)
- 2x Lvl 2 Trooper, w/Light Flak, 10mm Machinegun (TV: 9 ea.)

Senior Patrol (Veteran, TV: 351)



- 8x Lvl 3 Trooper, w/Heavy Flak, Infantry Laser (TV: 16 ea.)
- 2x Lvl 3 Trooper, w/Heavy Flak, 10mm Machinegun (TV: 14 ea.)

Prime Patrol (Veteran, TV: 423)



- 8x Lvl 3 Trooper, w/Heavy Flak, Infantry Laser (TV: 16 ea.)
- 2x Lvl 3 Trooper, w/Heavy Flak, 45mm Rocket Launcher (TV: 30 ea.)





INFANTRY BATTLE GROUP

2

HEAVY WEAPONS - 2.3

Heavy weapons patrols provide the common infantry trooper with the sort of firepower needed to seize control of a battlefield from a hostile force. Armed with heavier weapons than their Basic counterparts, these troopers have proven themselves in combat before and will not shy away easily in the face of determined opposition. In fact, most of their armament is quite capable of disabling and or destroying lightly armored combat vehicles. Heavy Weapons patrols are typically deployed in either an offensive or defensive posture depending on whether they are being tasked with an assault or a holding action. All Heavy Weapon patrols may use nightvision gear at no cost.

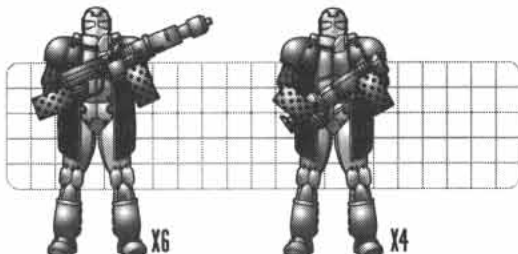
Special Abilities & Variations

Standard Patrol Ability:	None
Standard Variations:	None
Assault Patrol Ability:	None
Assault Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)
Marksmen Patrol Ability:	<i>Deadeye Marksmanship:</i> Once per combat, the patrol may reroll one attack roll and take the best result (x1.05 TV)
Marksmen Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)
Prime Patrol Ability:	<i>Heavy Bombardment:</i> The patrol may add +1 to the ROF of its mortar attack for purposes of Walking Fire only in any combat round the patrol remains stationary (x1.05 TV)
Prime Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)

Patrol Composition Rules

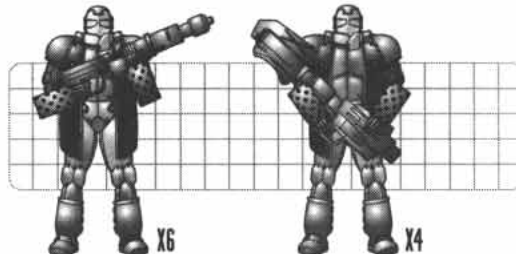
	Basic Requirement	Upgrade Requirement
Standard Patrol	Any Basic x 2	N/A
Assault Patrol	Any Basic x 2	N/A
Marksmen Patrol	Any Basic x 2	Standard Heavy Weapons x 2
Prime Patrol	N/A	Any Heavy Weapons x 3

Standard Patrol (Qualified, TV: 132)



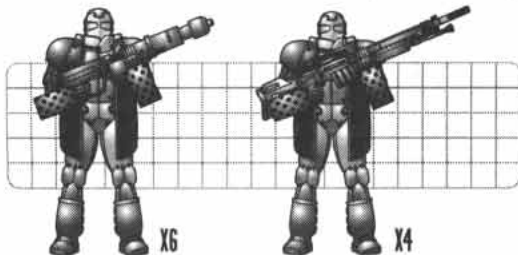
- 6x Lvl 2 Trooper, w/Light Flak, Infantry Laser (TV: 10 ea.)
- 4x Lvl 2 Trooper, w/Light Flak, 55mm Infantry Mortar (TV: 18 ea.)

Assault Patrol (Veteran, TV: 486)



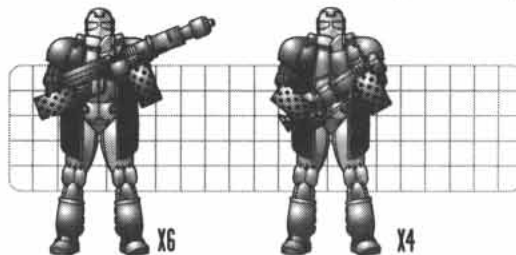
- 6x Lvl 3 Trooper, w/Heavy Flak, Infantry Laser (TV: 16 ea.)
- 4x Lvl 3 Trooper, w/Heavy Flak, 45mm Rocket Launcher (TV: 30 ea.)

Marksmen Patrol (Veteran, TV: 414)



- 6x Lvl 3 Trooper, w/Heavy Flak, Infantry Laser (TV: 16 ea.)
- 4x Lvl 3 Trooper, w/Heavy Flak, 23mm anti-Material Rifle (TV: 22 ea.)

Prime Patrol (Elite, TV: 832)



- 6x Lvl 4 Trooper, w/Heavy Flak, Infantry Laser (TV: 16 ea.)
- 4x Lvl 4 Trooper, w/Heavy Flak, 55mm Infantry Mortar (TV: 28 ea.)

41



2.4 - RECON

Being able to get reliable field intelligence is absolutely vital to a CEF commander. Recon patrols are teams of lightly armed and armored troopers whose job is to scout areas away from the main body of a battle group and report back to base. Recon patrols are not expected to fight heavy battles and it is preferred that they not engage enemy forces that they may encounter. All Recon patrols except Trainees may use nightvision gear at no cost (trainees are not provided with extra equipment until they have completed their initiation and field training period). Furthermore, all Recon patrols may also be split into two five-trooper (or two five-soldier) fireteams for Skirmish games, before the game begins.

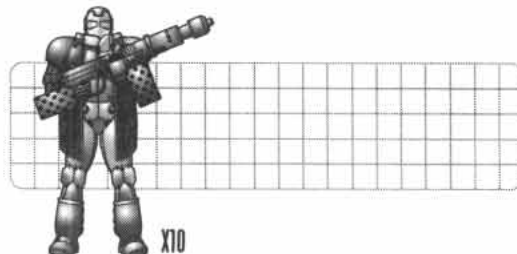
Special Abilities & Variations ☐

Standard Patrol — Trainee:	None
Standard Patrol — Trainee Variations:	None
Standard Patrol:	<i>Camouflage Training:</i> Add +1 to Concealment of patrol while in terrain with an Obscurement of 1 or more (x1.05 TV)
Standard Variations:	None
Senior Patrol:	<i>Stealth Training:</i> Add +1 to Concealment of patrol at all times (x1.1 TV)
Senior Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)
Prime Patrol:	<i>Advanced Stealth Training:</i> Add +1 to Obscurement of patrol at all times (x1.15 TV)
Prime Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)

Patrol Composition Rules ☐

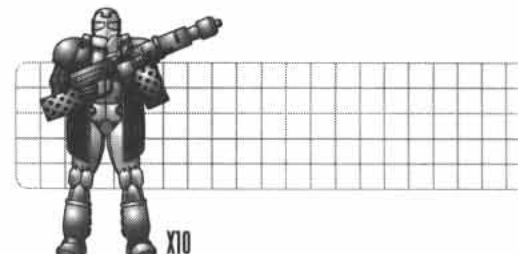
	Basic Requirement	Upgrade Requirement
Standard Patrol - Trainee	None	N/A
Standard Patrol	None	N/A
Senior Patrol	None	Standard Recon x 2
Prime Patrol	Any Recon x 2	Senior Recon x 2

Standard Patrol — Trainee (Rookie, TV: 25)



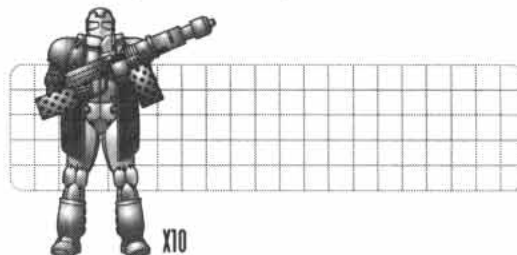
- 10x Lvl 1 Trooper, w/Light Flak, Infantry Laser (TV: 10 ea.)
- No Heavy Weapon

Standard Patrol (Qualified, TV: 100)



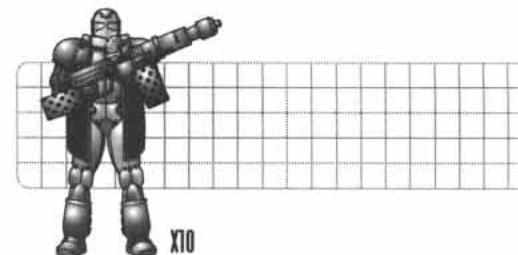
- 10x Lvl 2 Trooper, w/Light Flak, Infantry Laser (TV: 10 ea.)
- No Heavy Weapon

Senior Patrol (Veteran, TV: 270)



- 10x Lvl 3 Trooper, w/Light Flak, Infantry Laser (TV: 12 ea.)
- No Heavy Weapon

Prime Patrol (Elite, TV: 480)



- 10x Lvl 4 Trooper, w/Light Flak, Infantry Laser (TV: 12 ea.)
- No Heavy Weapon



INFANTRY BATTLE GROUP

2

ARMED RECON - 2.5

Armed Recon patrols have a similar mission profile as their Recon brethren, but are sent into areas where enemy contact is expected. They are therefore tasked with scouting areas that may easily prove too hazardous for a more lightly armed Recon patrol. Their primary duty however is to report any contacts back to base and if necessary keep harassing an enemy until reinforcements can arrive. Armed Recon patrols are often deployed as skirmishers along an enemy's flank to keep them pinned in position while the rest of the battle group moves in force against any weak points. All Armed Recon patrols may use nightvision gear at no cost and may also be split into two five-trooper (or two five-soldier) teams for Skirmish games, before the game begins.

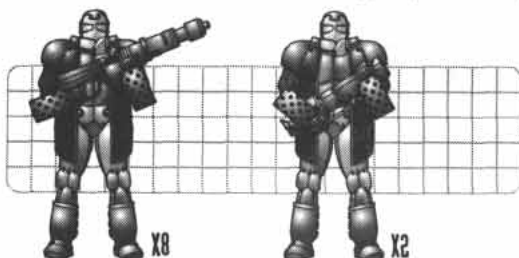
Special Abilities & Variations

Standard Patrol:	None
Standard Variations:	None
Marine Patrol:	None
Marine Variations:	Patrol uses Diving Equipment (Submarine movement: 6 MP), Tactical Field Support p. 47 (x2 TV)
Senior Patrol:	Satellite Uplink: Patrol may access orbital communications when stationary. (x1.05 TV)
Senior Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)
Senior Marine Patrol:	Satellite Uplink: Patrol may access orbital communications when stationary (x1.05 TV)
Senior Marine Variations:	Patrol uses Diving Equipment (Submarine movement: 6 MP), Tactical Field Support p. 47 (x2 TV)

Patrol Composition Rules

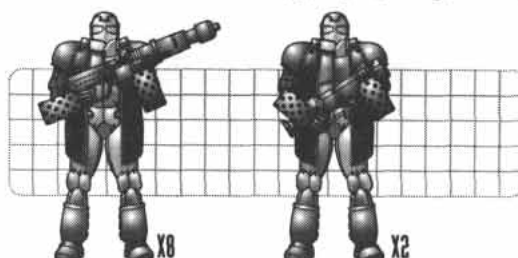
	Basic Requirement	Upgrade Requirement
Standard Patrol	Any Recon x 2	N/A
Marine Patrol	Any Recon x 2	N/A
Senior Patrol	Any Recon x 2	Standard Armed Recon x 2
Senior Marine Patrol	Any Recon x 2	Marine Armed Recon x 2

Standard Patrol (Qualified, TV: 116)



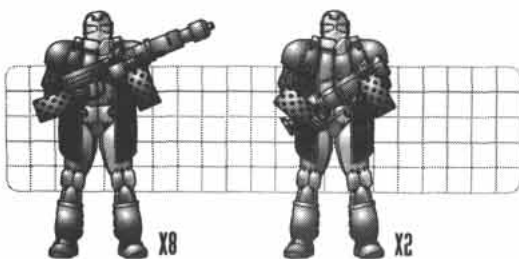
- 8x Lvl 2 Trooper, w/Light Flak, Infantry Laser (TV: 10 ea.)
- 2x Lvl 2 Trooper, w/Light Flak, 55mm Infantry Mortar (TV: 18 ea.)

Marine Patrol (Qualified, Diving, TV: 232)



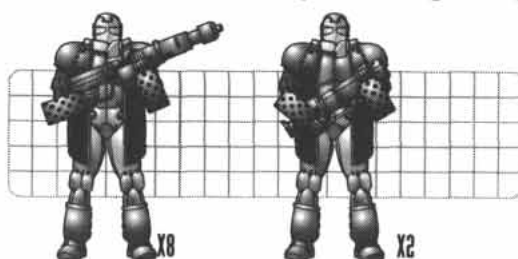
- 8x Lvl 2 Trooper, w/Light Flak, Infantry Laser (TV: 10 ea.)
- 2x Lvl 2 Trooper, w/Light Flak, 55mm Infantry Mortar (TV: 18 ea.)

Senior Patrol (Veteran, TV: 414)



- 8x Lvl 2 Trooper, w/Heavy Flak, Infantry Laser (TV: 16 ea.)
- 2x Lvl 2 Trooper, w/Heavy Flak, 55mm Infantry Mortar (TV: 28 ea.)

Senior Marine Patrol (Veteran, Diving, TV: 828)



- 8x Lvl 2 Trooper, w/Heavy Flak, Infantry Laser (TV: 16 ea.)
- 2x Lvl 2 Trooper, w/Heavy Flak, 55mm Infantry Mortar (TV: 28 ea.)

INFANTRY BATTLE GROUP

2



2.6 - FIELD SPECIALISTS

Field Specialists are dedicated individuals who have received additional training in one particular field of specialty. These troopers are comparatively rare because of this and are usually found only at the Company level and higher. Unlike other infantry patrols, these troopers are not expected to engage the enemy directly; instead they use their training and specialized equipment to benefit friendly forces indirectly. Many specialists are regular line troopers who have received training in field engineering techniques. Spotters are brave individuals who get into the fiercest fighting to designate targets for destruction by friendly armor and aerospace assets.

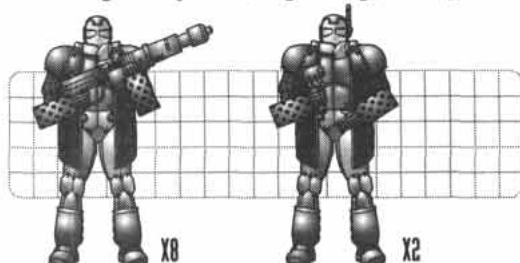
Special Abilities & Variations ☐

Combat Engineers Ability:	None.
Combat Engineers Variations:	Patrol may purchase Minesweeper Drones (+1 TV per Drone)
NBC Specialists Ability:	Advanced NBC Training: May use Environment Suits without penalty (x1.05 TV)
NBC Specialists Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)
Demolition Ability:	Patrol may purchase Satchel Charges, Tactical Field Support p. 48 (+10 TV per charge)
Demolition Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)
Spotters Ability:	Stealth Training: Add +1 to Concealment of patrol at all times (x1.1 TV)
Spotters Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)

Patrol Composition Rules ☐

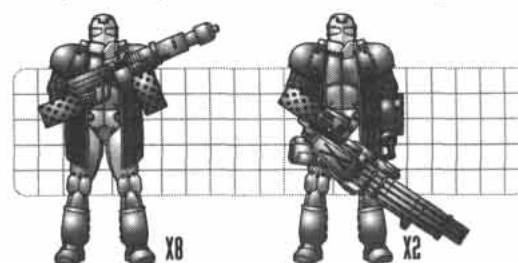
	Basic Requirement	Upgrade Requirement
Combat Engineers	Any Basic x 5	N/A
NBC Specialists	1 per Company max	N/A
Demolition	1 per Company max	N/A
Spotters	Senior Recon x 2	N/A

Combat Engineers (Veteran, Engineering¹, TV: 554)



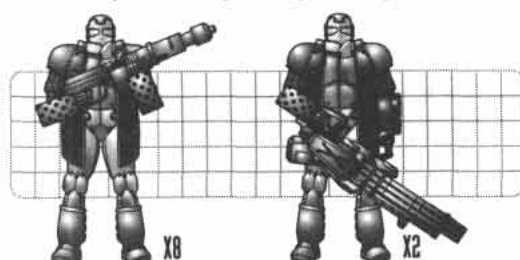
- 8x Lvl 3 Trooper, w/Heavy Flak, Infantry Laser (TV: 16 ea.)
- 2x Lvl 3 Trooper, w/Heavy Flak, Mine Sensors² (TV: 18 ea.)

NBC Specialists (Veteran, Environment³, TV: 351)



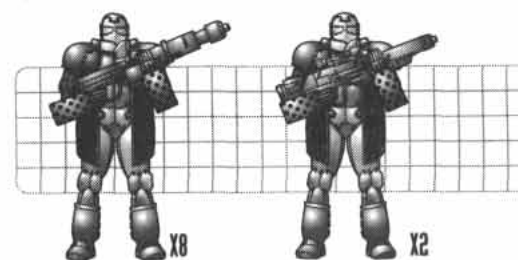
- 8x Lvl 3 Trooper, w/Heavy Flak, Infantry Laser (TV: 16 ea.)
- 2x Lvl 3 Trooper, w/Heavy Flak, 10mm Machinegun (TV: 14 ea.)

Demolition (Veteran, Engineering¹, TV: 399)



- 8x Lvl 3 Trooper, w/Light Flak, Infantry Laser (TV: 12 ea.)
- 2x Lvl 3 Trooper, w/Light Flak, 10mm Machinegun (TV: 11 ea.)

Spotters (Veteran, TV: 333)



- 8x Lvl 3 Trooper, w/Light Flak, Infantry Laser (TV: 12 ea.)
- 2x Lvl 3 Trooper, w/Light Flak, Target Designator⁴ (TV: 26 ea.)

¹Use the Engineering Training special rules, Tac Field Support p. 47; ²Use the Mine Sensors special rules, Tac Field Support p. 48;

³Use the Environment Suit special rules, Tac Field Support p. 47; ⁴Use the Target Designator special rules, Tac Field Support p. 48.



INFANTRY BATTLE GROUP

2

SPECIAL FORCES - 2.7

Special Forces patrols 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 battle group. Under no circumstances are they found below the Company level. The rarest of all CEF infantry, and probably the most powerful, are the elite Valkyries. The men and women called to the Valkyries are taken from the cream of the troops and submitted to an extensive training program. They wear advanced polymer/ceramic flak suits to which jump packs may be attached, and they are unshakable in their loyalty and service to the Commonwealth. Rumors abound that the Valkyries have undergone genetic engineering themselves, outside of Elite Genome Labs' GREL program.

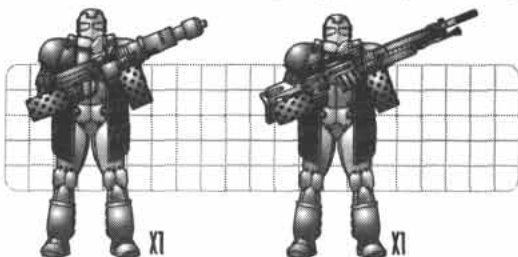
Special Abilities & Variations

Snipers Ability:	<i>Camouflage Training:</i> Add an additional +1 to Concealment at all times (x1.1 TV)
Snipers Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)
Bunker Busters Ability:	<i>Anti-Structure:</i> All attacks directed at static structures (not vehicles) do double damage (x1.1 TV)
Bunker Busters Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)
Commandos Ability:	<i>Stealth Training:</i> Add +1 to Concealment of patrol at all times (x1.1 TV)
Commandos Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)
Valkyries Ability:	<i>Total Warriors:</i> Troopers are Fanatics, (Tactical Field Support p. 42) (x1.5 TV).
Valkyries Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)

Patrol Composition Rules

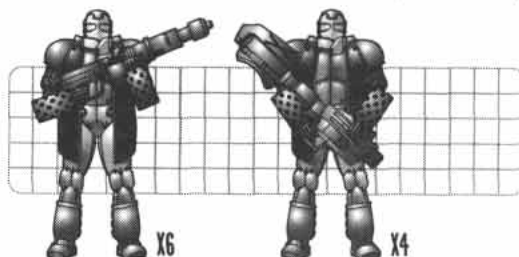
	Basic Requirement	Upgrade Requirement
Snipers	3 per Battle Group max	N/A
Bunker Busters	Demolition Field Specialist	N/A
Commandos	3 per Battle Group max	N/A
Valkyries	1 per Brigade max	N/A

Snipers [Elite, Sniper¹, TV: 342]



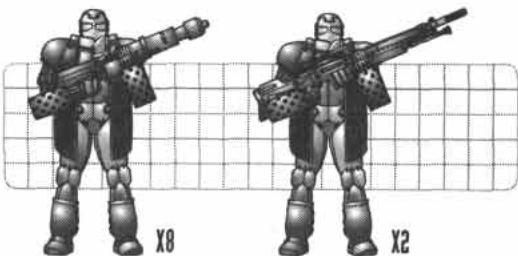
- 1x Lvl 4 Trooper, w/Heavy Flak, Infantry Laser (TV: 16)
- 1x Lvl 4 Trooper, w/Heavy Flak, 23mm anti-Material Rifle (TV: 22)

Bunker Busters [Elite, TV: 864]



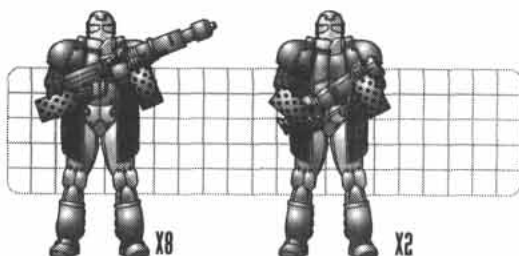
- 6x Lvl 4 Trooper, w/Heavy Flak, Infantry Laser (TV: 16 ea.)
- 4x Lvl 4 Trooper, w/Heavy Flak, 45mm Rocket Launcher (TV: 30 ea.)

Commandos [Elite, Engineering², TV: 1032]



- 8x Lvl 4 Trooper, w/Heavy Flak, Infantry Laser (TV: 16 ea.)
- 2x Lvl 4 Trooper, w/Heavy Flak, 23mm anti-Material Rifle (TV: 22 ea.)

Valkyries [Legendary, TV: 1300]



- 8x Lvl 5 Trooper, w/Heavy Flak, Infantry Laser (TV: 18 ea.)
- 2x Lvl 5 Trooper, w/Heavy Flak and 55mm Infantry Mortar (TV: 32 ea.)

¹Use the Sniper special rules, Tactical Field Support p. 25; ²Use the Engineering Training special rules, Tactical Field Support p. 47.

INFANTRY BATTLE GROUP

2



2.8 - MORDRED GRELS

Mordred GRELS are the both the backbone and crust of every offensive by CEF infantry. They are the soldiers who hold the frontlines against the enemy and are the first to be thrown into any breach. Mordreds are the ones an approaching force can first expect to encounter when advancing upon a CEF position. With their almost inhuman strength and hypnotraining, Mordreds can be expected to fight to the bitter end. Mordreds unfortunately require a Jan GREL or a human trooper to issue orders to them as their personal initiative is quite poor. All GREL patrols are issued nightvision gear at no extra cost.

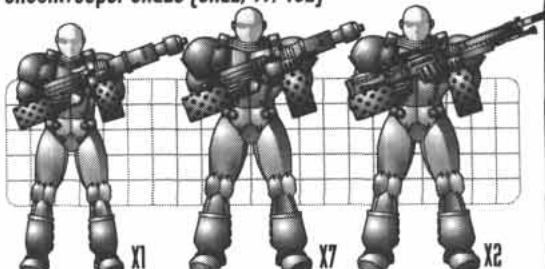
Special Abilities & Variations ☐

Shocktrooper GRELS Ability:	<i>Unstoppable Force:</i> Non-CEF personnel confronted by Shocktrooper GRELS must make a Morale Check whenever two or more GRELS are hit for at least one point of damage in a combat round but do not become casualties (x1.05 TV)
Shocktrooper GRELS Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)
Airborne GRELS:	<i>Veteran Jumpers:</i> Add a +1 modifier to Parachuting skill rolls for landing in a specific hex (Tactical Air Support p.22) (x1.05 TV)
Airborne GRELS Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)
Panzer GRELS:	<i>Uncanny Accuracy:</i> Once per scenario, an enemy vehicle must reroll a defensive Piloting check and take the low result (x1.1 TV)
Panzer GRELS Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)
Pacification GRELS:	<i>Intimidating Appearance:</i> Opponents faced ed by Pacification GRELS must make an immediate Morale Check (x1.05 TV)
Pacification GRELS Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)

Patrol Composition Rules ☐

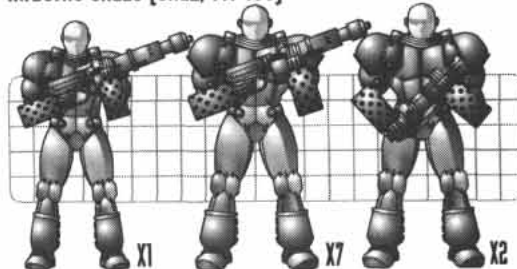
	Basic Requirement	Upgrade Requirement
Shocktrooper GRELS	GREL-only company	None
Airborne GRELS	GREL-only company	None
Panzer GRELS	GREL-only company	None
Pacification GRELS	GREL-only company	None

Shocktrooper GRELS (GREL, TV: 432)



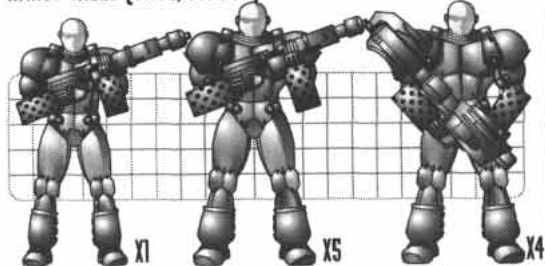
- 1x Jan GREL (STA S) w/Heavy Flak, Infantry Laser (TV: 18)
- 7x Mordred GREL (STA S) w/Heavy Flak, Infantry Laser (TV: 18 ea.)
- 2x Mordred GREL (STA S) w/Heavy Flak, 23mm anti-Material Rifle (TV: 24 ea.)

Airborne GRELS (GREL, TV: 468)



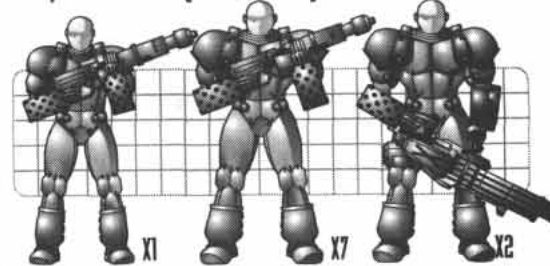
- 1x Jan GREL (STA S) w/Heavy Flak, Infantry Laser (TV: 18)
- 7x Mordred GREL (STA S) w/Heavy Flak, Infantry Laser (TV: 18 ea.)
- 2x Mordred GREL (STA S) w/Heavy Flak, 55mm Infantry Mortar (TV: 32 ea.)

Armor GRELS (GREL, TV: 549)



- 1x Jan GREL (STA S) w/Heavy Flak, Infantry Laser (TV: 18)
- 5x Mordred GREL (STA S) w/Heavy Flak and Infantry Laser (TV: 18 ea.)
- 4x Mordred GREL (STA S) w/Heavy Flak and 45mm Rocket Launcher (TV: 34 ea.)

Pacification GRELS (GREL, TV: 396)



- 1x Jan GREL (STA S) w/Heavy Flak, Infantry Laser (TV: 18)
- 7x Mordred GREL (STA S) w/Heavy Flak and Infantry Laser (TV: 18 ea.)
- 2x Mordred GREL (STA S) w/Heavy Flak and 10mm Machinegun (TV: 16 ea.)



MORGANA GRELS - 2.9

Morgana GRELS are the scouts, snipers and commandos of the Colonial Expeditionary Forces. Their job is to spot the enemy, harass the flanks and disrupt smooth operations. Morganas pride themselves on their efficiency and independence, most notable in the fact that very few Jans are ever assigned to oversee their missions, except in a liaison capacity. Where Mordreds are all about brute force and unstoppable momentum, Morgana GRELS are the lost shadows that roam the battlefield as a force of swift, silent and sudden death. All GREL patrols are issued nightvision gear at no extra cost. All Morgana GREL patrols except Snipers can be divided into two five-soldier groups in Skirmish scale games.

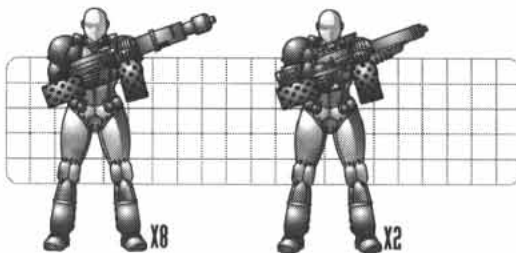
Special Abilities & Variations

Forward Observer GRELS Ability:	<i>Satellite Uplink:</i> Patrol may access orbital communications when stationary (x1.05 TV)
Forward Observer GRELS Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)
Commando GRELS Ability:	<i>Stealth Training:</i> Add +1 to Concealment at all times (x1.1 TV); Patrol may also purchase Satchel Charges
Commando GRELS Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)
Aquatic Assault GRELS Ability:	<i>Advanced Demolitions:</i> The patrol can place charges in two rounds instead of the usual four, Tactical Field Support p. 40. (x1.05 TV). Patrol may also purchase Satchel Charges, Tactical Field Support p. 48
Aquatic Assault GRELS Variations:	Patrol uses Diving Equipment (Submarine movement: 6 MP), Tactical Field Support p. 47 (x2 TV)
Sniper GRELS Ability:	<i>Camouflage Training:</i> Add an additional +1 to Concealment at all times (x1.1 TV)
Sniper GRELS Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)

Patrol Composition Rules

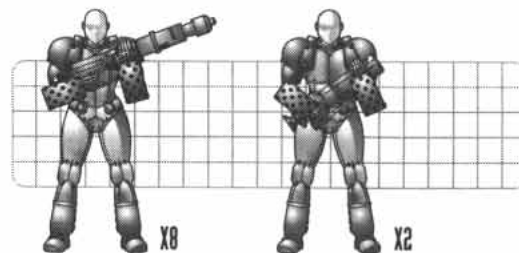
	Basic Requirement	Upgrade Requirement
Forward Observer GRELS	GREL-only company	None
Commando GRELS	GREL-only company	None
Aquatic Assault GRELS	GREL-only company	None
Sniper GRELS	GREL-only company	None

Forward Observer GRELS (GREL, TV: 455)



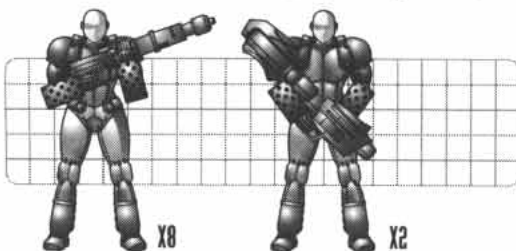
- 8x Morgana GREL (STA 5) w/Heavy Flak, Infantry Laser (TV: 18 ea.)
- 2x Morgana GREL (STA 5) w/Heavy Flak, Target Designator¹ (TV: 29 ea.)

Commando GRELS (GREL, Engineering², TV: 702)



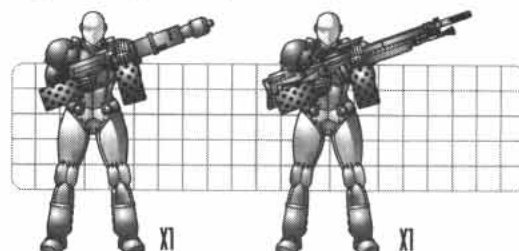
- 8x Morgana GREL (STA 5) w/Heavy Flak, Infantry Laser (TV: 18 ea.)
- 2x Morgana GREL (STA 5) w/Heavy Flak and 55mm Infantry Mortar (TV: 32 ea.)

Aquatic Assault GRELS (GREL, Diving, Engineering³, TV: 1431)



- 8x Morgana GREL (STA 5) w/Heavy Flak, Infantry Laser (TV: 18 ea.)
- 2x Morgana GREL (STA 5) w/Heavy Flak and 45mm Rocket Launcher (TV: 34 ea.)

Sniper GRELS (GREL, Sniper³, TV: 263)



- 1x Morgana GREL (STA 5) w/Heavy Flak, Infantry Laser (TV: 18)
- 1x Morgana GREL (STA 5) w/Heavy Flak and 23mm anti-Material Rifle (TV: 24)

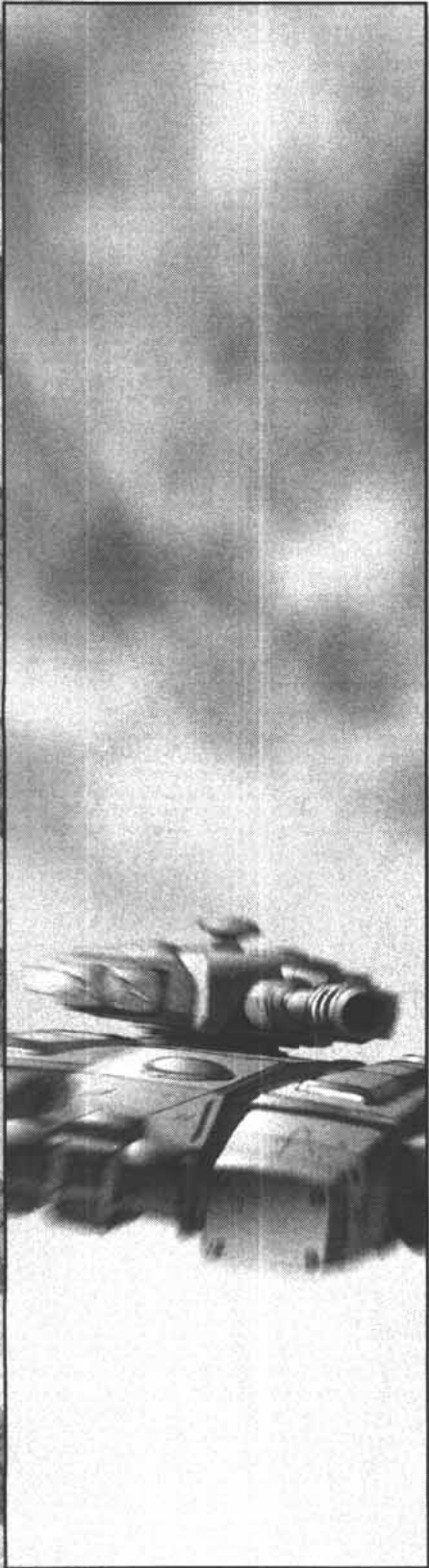
¹Use the Target Designator special rules, Tac Field Support p.48;

²Use the Engineering Training special rules, Tac Field Support p.47;

³Use the Sniper special rules, Tactical Field Support p.25.



WEAKNESSES OF THE FLESH



"That's another kill," came the shout from the gunner's seat, along with the distinctive sounds of foil wrappers and enthusiastic chewing. Sergeant Morrow rolled her eyes to the roof of the hovertank's turret and sighed.

"Donali," she grouched, "would you *please* stop eating and do your job?"

The only answer was the hum of the particle cannon's capacitors charging — and more chewing. She sighed again. It was no use. The victory had been too easy. Caprice had fallen with barely a whimper, and these Liberati rebels were hardly any kind of threat. Who could blame Donali if combat seemed more like watching trideo than fighting for his life? Morrow vowed to reprimand her gunner later, but for now, as long as Donali could still shoot straight, it wasn't a capital offense.

Five minutes and five haywired Liberati vehicles later, Morrow called a halt in a sheltered gully. Four tanks' worth of crewmembers crawled tiredly out of cramped hatches and stretched gratefully; several hours in the saddle was exhausting, no matter how lackluster the enemy.

The whole platoon began munching ration bars from the seemingly bottomless pile in Donali's supply pack. Morrow shrugged and picked up one of the foil-wrapped oblongs. The taste was no worse than CEF ration bars, and the different texture was a welcome change. Looking around, she noted that her platoon was eating better today than they had for weeks, thanks to Donali's scrounging; it seemed that fuel and ammo were the only things that Supply was seeing fit to deliver out to its patrols.

Donali walked up to Morrow, gnawing a chunk off his ration bar. "It's hardly any fun," he opined. "They just abandoned the base and ran. What a bunch of roaches."

Morrow had to agree. The platoon had simply driven into the Liberati base and fueled up before taking off in pursuit of the fleeing rebels. Her brow furrowed.

"It's weird, you know," she said. "No mines, no booby traps. They must have known they couldn't outrun us. It's like they just stopped trying." Donali's mood refused to be brought down. "Yeah," he grinned, "I remember when you couldn't go near a Liberati building without tripping over one of their little presents. But see, we're on top of things." He struck a mock martial-arts pose. "We know their little tricks. Those roaches'll have to be more creative than leaving grenades under doormats. They probably just figured, hey, what's the use, right?"

Morrow nodded, laughed, took a wholehearted bite out of her ration bar, and then froze, her cheeks bulging with ersatz chocolate. She suddenly felt very much like vomiting.

"Donali," she said, very quietly, "where exactly did you acquire these rations?"

Donali swallowed loudly and said, "Found 'em in a crate back at the Liberati base. They just left 'em there, y'know, for the taking. I figured if they didn't want to eat 'em, we sure as hell would." He grinned proudly, took a couple of slightly wobbly steps, then shoved the last of his bar into his mouth and chewed contentedly.





STRUCTURE OF ARMOR BATTLE GROUPS - 3.1

This chapter provides a detailed listing and description of the armored forces typically found in the CEF. There are a few other types that may be specific to individual battle groups (see *Chapter 4: Notable Battle Groups and Personnel*, p. 54) but most will follow the standard listings seen here.

The structure of armored CEF battle groups is also pyramidal with the "weaker" and more inexperienced units supporting the more powerful units above them. This structure allows Players and Gamemasters to create their own unique armored battle groups while maintaining a modicum of realism and believability. The composition of armored groups however depends greatly upon their assigned duties and mission role, with most being a combination of armored assault units, mechanized infantry and artillery support. In general all armored battle groups are expected to be able to perform one centrally important task, break enemy lines and seize ground.

The CEF is also undergoing a major cycle of rearming and reequipping its forces with the newly developed Battle Frames. This process is far from complete and at present only the 3rd and 8th Fleets, both presently stationed in the Caprice system, are currently able to take advantage of this rebuilding program.

Building Armor Battle Groups - 3.1.1

PATROL	4 x Vehicles (usually, some may vary)
TROOP	3 x Patrols (12 vehicles)
COMPANY	4 x Troops (48 vehicles)
BATTLE GROUP	3 x Companies (144 Vehicles) + 1 x Support Company + 1 x Command Troop
BRIGADE	3 x Battle Groups + 1 x Support Groups + 1 x Command Company
DIVISION	3 x Brigades

Many patrol types have requirements that must be met before the patrol can be added to the roster. Standard Garrison patrols have a requirement of "None" meaning that there is no limit to the number of these patrols in a formation. A Standard Artillery patrol, however, has a basic requirement of "Any Assault x 2," which means that there needs to be two Assault patrols (of any type) on the roster before the Standard Artillery patrol can be added. If enough patrols of a given type are on the roster, then a higher-level patrol may be added. If for instance a Prime Scout patrol were desired the basic requirements are "Any Scout x 2" and the upgrade requirements are "Senior Scout x 2." This would necessitate the inclusion on the roster of six Standard Scout patrols, four of which would be supporting the two Senior Scout patrols while the remaining two Standard Scout patrols and the two Senior Scout patrols support the Prime Scout patrol. Of these nine patrols, only the Prime Scout patrol would be available for supporting the requirements of any other patrols in the formation, although they need not be grouped in the same troop or company of a battle group.

Some patrols may only be available in very limited numbers for any given formation. For instance the number of Standard Assault patrols cannot exceed half a battle group's strength. If the formation being built is smaller than the required size (in this case a single Battle Group) then the patrols are simply not available to be put on the roster. Finally, for convenience the patrol leader is listed first.

GRELS as Crew - 3.1.2

GRELS are more like biological machines than modified humans and some special rules need to be applied in their case. The Cost Multiplier for Soldiers is x2.25, just like that of Veteran Troopers. All GRELS have a particular area of specialty, whether it be in piloting, gunnery or something else. Vehicle crews are assembled to maximize the vehicle's combat capability and although each crewmember has a separate specialty they can all be averaged into a single crew rating. For simplicity, GREL vehicle crews are assumed to have 2/+2 skill in Piloting, Gunnery and Electronic Warfare. Jan-class GRELS typically serve as patrol leaders; vehicles with Jan GRELS in the crew replace their Electronic Warfare skill with the Leadership skill. In the event that the patrol leader is disabled, the Leadership and Tactics skill level of the patrol drops to 1/+0. For a more precise listing of GREL Skill levels, see *Section 1.7 The GREL Program*, p.21-29.

Finally, GRELS have little regard for their own existence at first and many have a highly fanatical approach to warfare. They will sacrifice themselves if needed and it takes many years of independent living for them to break their hypnotraining. If the optional Morale rules (see *Tactical Field Support*, p.42) are being used, GRELS are immune to the effects of Morale and an additional Cost Multiplier of x1.5 TV should be applied to the listed values.



3.2 - GENERAL PURPOSE

The General Purpose patrol is currently experimental and the CEF is still trying to find the best mix of Frames and mechanized infantry for use in combat. At present there are insufficient numbers of Type 55 Frames available to follow the widespread Terranovan practice of walker-only units. So far however the patrols have proven themselves to be extremely versatile, particularly with the inclusion of Octopus Packs. Each HPC-64 may have an attached infantry patrol; see *Chapter 2: CEF Infantry Battle Groups* p.34-43 for Threat Values and limitations on available patrols. Sometimes soldier crews are assigned to transport trooper infantry patrols, or vice-versa, and both groups consider this to be a sort of "punishment duty" for some past transgression or failure.

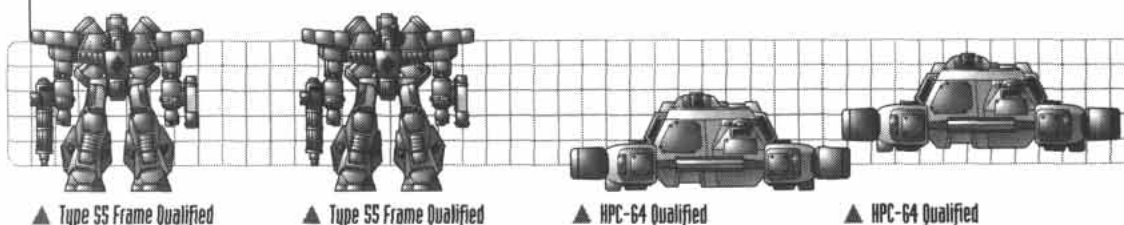
Special Abilities & Variations ☐

Standard Variations:	Type 55 Frames add Utility Octopus (TV: 2356 + Infantry) or Support Octopus (TV: 2894 + Infantry)
Standard GREL Variations:	Type 55 Frames add Utility Octopus (TV: 5301 + Infantry) or Support Octopus (TV: 6512 + Infantry)
Senior Ability:	<i>Veteran Strategy:</i> Patrol has an additional Tactical Command Point every battle (x1.05 TV)
Senior Variations:	Type 55 Frames add Utility (TV: 6062 + Infantry), Support (TV: 7878 + Infantry) or Assault Octopus (TV: 9680 + Infantry)
Prime Ability:	<i>Elite Teamwork:</i> Once per round, one crew may ignore the effects of ECM in order to use a Tactical Command Point only (x1.1 TV)
Prime Variations:	Type 55 Frames add Utility Octopus (TV: 9475), Support Octopus (TV: 12,838) or Assault Octopus (TV: 16,175)

Patrol Composition Rules ☐

	Basic Requirement	Upgrade Requirement
Standard	AD 6138 3rd and 8th Fleets	N/A
Standard GREL	AD 6138 3rd and 8th Fleets, GREL-only company	N/A
Senior	None	Standard General Purpose x 3
Prime	Any General Purpose x 2	Senior General Purpose x 3

Standard (TV 2178 + Infantry), Standard GREL (TV 4901 + Infantry) ☐



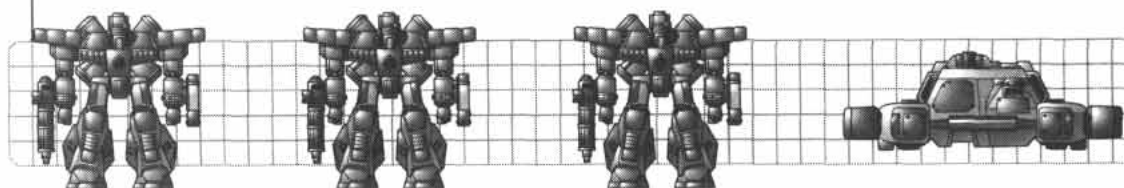
▲ Type 55 Frame Qualified

▲ Type 55 Frame Qualified

▲ HPC-64 Qualified

▲ HPC-64 Qualified

Senior (TV 5461 + Infantry) ☐



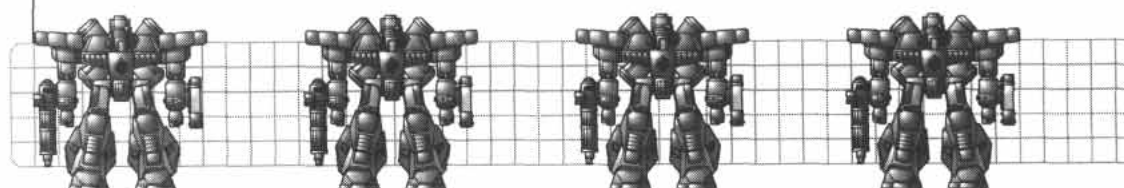
▲ Type 55 Frame Veteran

▲ Type 55 Frame Veteran

▲ Type 55 Frame Veteran

▲ HPC-64 Veteran

Prime (TV 8363) ☐



▲ Type 55 Frame Elite

▲ Type 55 Frame Elite

▲ Type 55 Frame Veteran

▲ Type 55 Frame Veteran





FIRE SUPPORT - 3.3

Frame-based fire support is a concept still in its infancy in the CEF, but as the captured factories of Caprice churn out more machines there has been a subtle shift in tactical thinking. The availability of sufficient Frames has been an acute problem however and at present most of the lack is being made up for with mechanized infantry as a stopgap measure. Despite these deficiencies the Type 2-07 Frame has demonstrated its ability to supply desperately needed firepower in areas normally inaccessible to the CEF's hover artillery. Each HPC-64 may have an attached infantry patrol; see *Chapter 2: CEF Infantry Battle Groups* p.34-43 for Threat Values and limitations on available patrols. Sometimes soldier crews are assigned to transport trooper infantry patrols, or vice-versa, and both groups consider this to be a sort of "punishment duty" for some past transgression or failure.

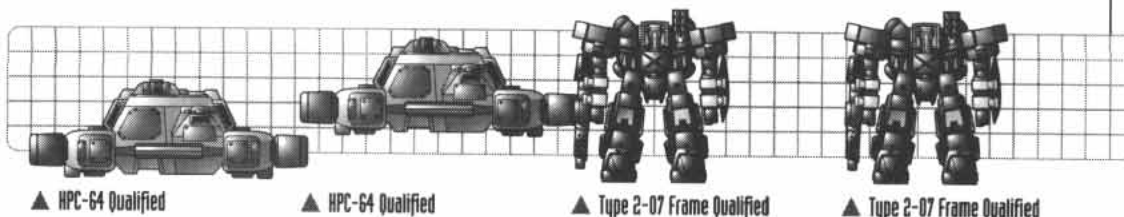
Special Abilities & Variations

Senior Ability:	<i>Counter-Battery Reflexes:</i> Once per combat one Type 2-07 Frame pilot may use his Counter-Battery Sensor without action cost to detect the source of incoming indirect fire (x1.05 TV)
Senior Variations:	Type 55 Frames add Utility Octopus (TV: 5260) or Support Octopus (TV: 5798)
Prime Ability:	<i>Tactical Feints:</i> Each Frame may once per combat spontaneously shift speeds from Combat to Top Speed or vice-versa (x1.1 TV)
Prime Variations:	Type 55 Frames add Utility Octopus (TV: 10,067), Support Octopus (TV: 11,278) or Assault Octopus (TV: 12,479)

Patrol Composition Rules

	Basic Requirement	Upgrade Requirement
Standard	AD 6138 3rd and 8th Fleets	N/A
Standard GREL	AD 6138 3rd and 8th Fleets, GREL-only company	N/A
Senior	None	Standard Fire Support x 3
Prime	Any Fire Support x 2	Senior Fire Support x 3

Standard GREL (TV 5634 + Infantry), Standard (TV 2504 + Infantry)



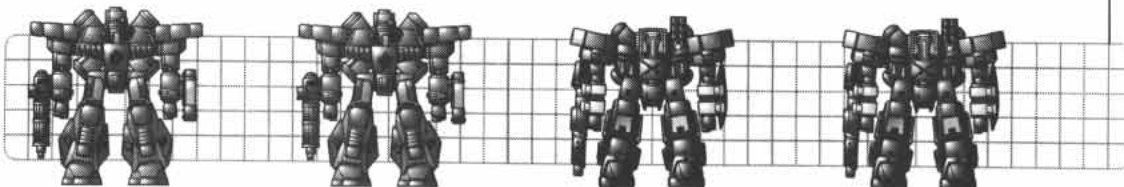
▲ HPC-64 Qualified

▲ HPC-64 Qualified

▲ Type 2-07 Frame Qualified

▲ Type 2-07 Frame Qualified

Senior (TV 5082)



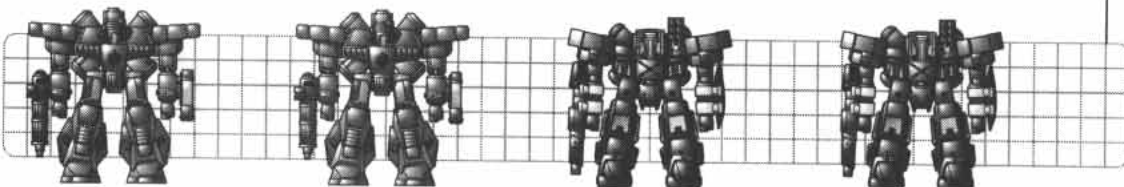
▲ Type SS Frame Qualified

▲ Type SS Frame Qualified

▲ Type 2-07 Frame Veteran

▲ Type 2-07 Frame Veteran

Prime (TV 9667)



▲ Type SS Frame Veteran

▲ Type SS Frame Veteran

▲ Type 2-07 Frame Elite

▲ Type 2-07 Frame Elite



3.4 - BLITZ

Blitz patrols are essentially upgraded General Purpose patrols with a heavier focus on firepower and the assault role at the expense of some flexibility. This change gives the CEF a comfortable midrange anti-armor capability between its mechanized infantry and hovertank forces. Designed to hit hard and fast, Blitz patrols have some ability to hold onto the ground they have gained although they will need to be reinforced by friendly infantry if they are to repulse a determined counterattack. Tactics and doctrine are still being developed for this revolutionary new development and are far from perfected.

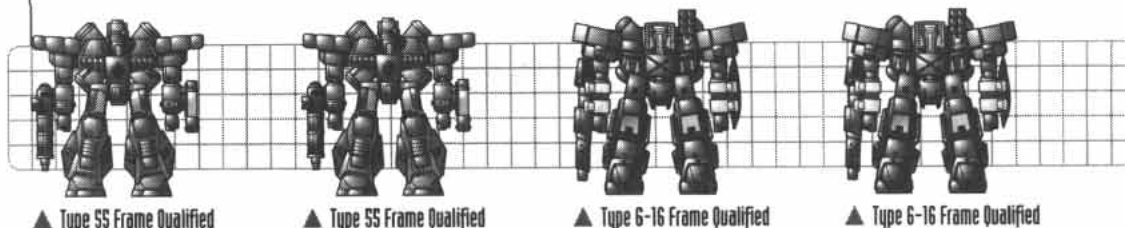
Special Abilities & Variations ☐

Standard Variations:	All Frames add Support Octopus Packs (TV: 4312) or Assault Octopus Packs (TV: 5380)
Standard GREL Variations:	All Frames add Support Octopus Packs (TV: 9702) or Assault Octopus Packs (TV: 12,105)
Senior Ability:	<i>Deadeye Designators:</i> Increase accuracy of patrol's Target Designators to +1 (x1.1 TV)
Senior Variations:	All Frames add Support Octopus Packs (TV: 9932) or Assault Octopus Packs (TV: 12,335)
Prime Ability:	<i>Elite Teamwork:</i> Once per round, one crew may ignore the effects of ECM in order to use a Tactical Command Point only. (x1.1 TV)
Prime Variations:	All Frames add Support Octopus Packs (TV: 12,137) or Assault Octopus Packs (TV: 15,007)

Patrol Composition Rules ☐

	Basic Requirement	Upgrade Requirement
Standard	AD 6138 3rd and 8th Fleets	N/A
Standard GREL	AD 6138 3rd and 8th Fleets, GREL-only company	N/A
Senior	None	Standard Blitz x 3
Prime	Any Blitz x 2	Senior Blitz x 3

Standard (TV 2880), GREL (TV 6480) ☐



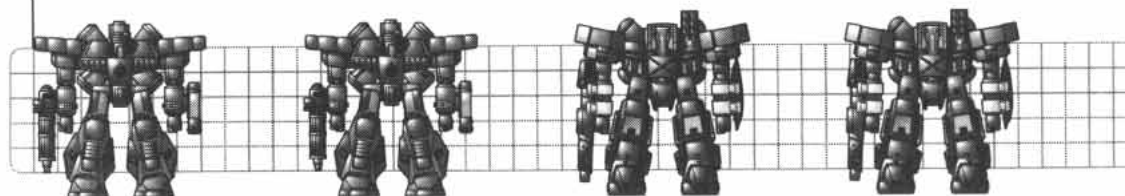
▲ Type SS Frame Qualified

▲ Type SS Frame Qualified

▲ Type G-16 Frame Qualified

▲ Type G-16 Frame Qualified

Senior (TV 6710) ☐



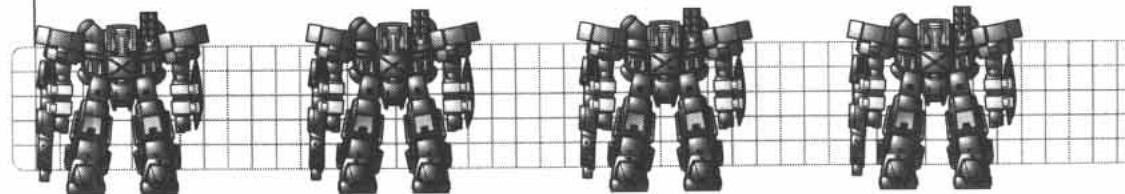
▲ Type SS Frame Veteran

▲ Type G-16 Frame Veteran

▲ Type G-16 Frame Veteran

▲ Type G-16 Frame Veteran

Prime (TV 8289) ☐



▲ Type G-16 Frame Elite

▲ Type G-16 Frame Veteran

▲ Type G-16 Frame Veteran

▲ Type G-16 Frame Veteran





ARMOR BATTLE GROUP

3

GARRISON - 3.5

Garrison patrols are one of the mechanized infantry components of the CEF's combined arms strategy. They are often assigned to fixed positions of either strategic or tactical importance, such as population centers, military bases or field supply dumps. Troopers and soldiers alike look down upon garrison duty as being the "easy work" of simply holding the ground that everyone else has fought for. Each HPC-64 may have an attached Basic, Heavy Weapons or Mordred GREL infantry patrol; see *Chapter 2: CEF Infantry Battle Groups* p.34-43 for Threat Values and limitations on available patrols.

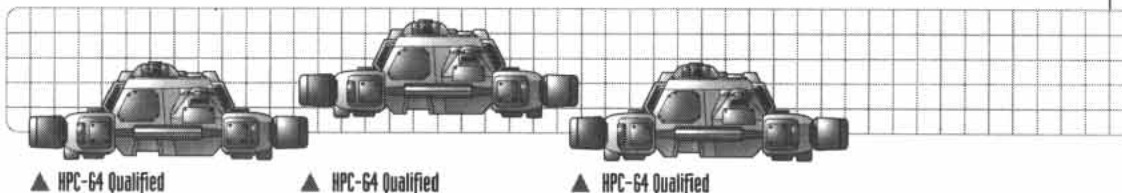
Special Abilities & Variations

Standard Variations:	AD 6138: 3rd and 8th Fleets add Type 6-16 Frame Qualified to patrol (TV: 2031)
Standard GREL Variations:	AD 6138: 3rd and 8th Fleets add Type 6-16 Frame GREL to patrol (TV: 4570)
Senior Ability:	<i>Accurate Saturation:</i> Once per combat, each HPC-64 may reroll a Gunnery test in which ROF +1 or more was used (x1.1 TV)
Senior Variations:	AD 6138: 3rd and 8th Fleets add two Type 55 Frame Qualified to patrol (TV: 4173)
Prime Ability:	<i>Lethal Saturation:</i> All Saturation Fire attacks by the patrol using HGLC weapons add full ROF to Gunnery tests instead of half ROF (round down) as normal (see <i>2nd Edition Heavy Gear Rulebook</i> p.144) (x1.15 TV)
Prime Variations:	AD 6138: 3rd and 8th Fleets add two Type 55 Frame Veterans to patrol (TV: 8051)

Patrol Composition Rules

	Basic Requirement	Upgrade Requirement
Standard	None	N/A
Standard GREL	GREL-only company	N/A
Senior	None	Standard Garrison x 2
Prime	Any Garrison x 2	Senior Garrison x 2

Standard (TV 1260 + Infantry), Standard GREL (TV 2835 + Infantry)

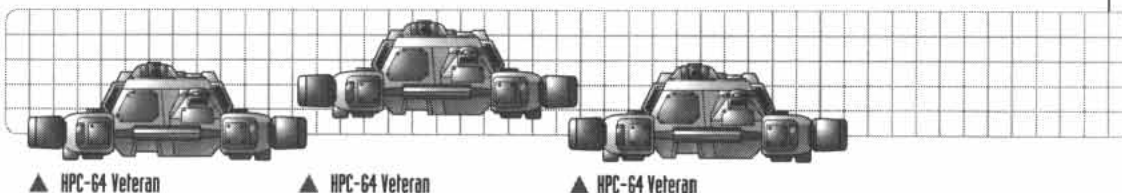


▲ HPC-64 Qualified

▲ HPC-64 Qualified

▲ HPC-64 Qualified

Senior (TV 2835 + Infantry)

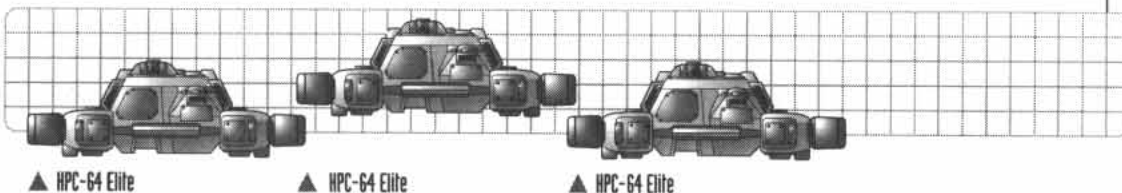


▲ HPC-64 Veteran

▲ HPC-64 Veteran

▲ HPC-64 Veteran

Prime (TV 5040 + Infantry)



▲ HPC-64 Elite

▲ HPC-64 Elite

▲ HPC-64 Elite



3.6 - SCOUT

Scout patrols operate as the eyes and ears of a battle group. Ranging in advance of friendly forces, they relay information about terrain as well as the strengths and disposition of any enemy forces they encounter back to their superiors. Scout patrols often have attached infantry patrols for both additional self-protection and as additional eyes on site. Sometimes soldier crews are assigned to transport trooper infantry patrols, or vice-versa. Each HPC-64 may have an attached infantry patrol; see *Chapter 2: CEF Infantry Battle Groups* p.34-43 for Threat Values and limitations on available patrols.

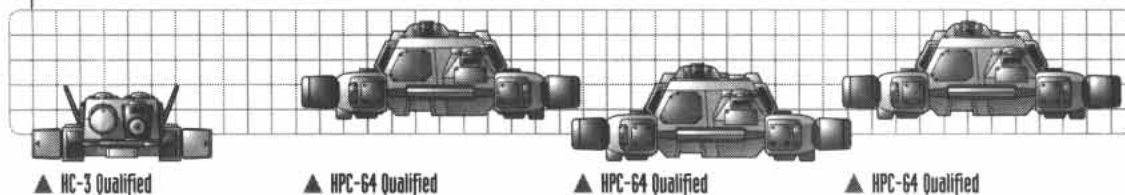
Special Abilities & Variations ☐

Standard Variations:	AD 6138: 3rd and 8th Fleets add Type 6-16 Frame Qualified to patrol (TV: 2451 + Infantry)
Standard GREL Variations:	AD 6138: 3rd and 8th Fleets add Type 6-16 Frame GREL to patrol (TV: 5515 + Infantry)
Senior Ability:	Artillery Priority: The Artillery Delay Time for fire mission requests from the HC-3 are improved by one step (Unassigned becomes Attached, Attached becomes Reserved) (x1.1 TV)
Senior Variations:	AD 6138: 3rd/8th Fleets add Type 11-22 Frame Qualified w/Utility Octopus and Minesweeper Drone to patrol (TV: 4530 + Infantry)
Prime Ability:	Ortillery Observers: Extra time spent by the HC-3 crew add +2 to hit per round (+7 max - see <i>Tac. Space Support</i> p. 65) (x1.15 TV)
Prime Variations:	AD 6138: 3rd/8th Fleets add Type 11-22 Frame Veteran w/Support Octopus and Minesweeper Drone (TV: 7543 + Infantry + Ortillery)

Patrol Composition Rules ☐

	Basic Requirement	Upgrade Requirement
Standard	None	N/A
Standard GREL	GREL-only company	N/A
Senior	None	Standard Scout x 2
Prime	Any Scout x 2	Senior Scout x 2

Standard (TV 1680 + Infantry), Standard GREL (TV 3780 + Infantry) ☐



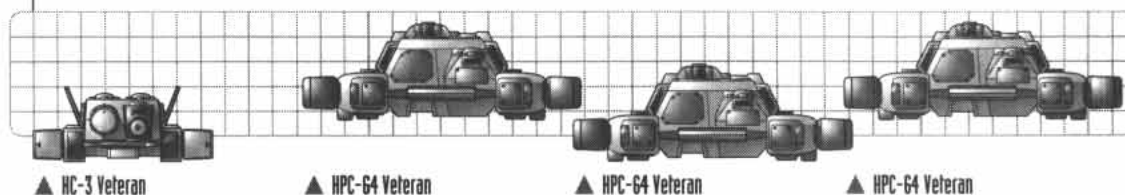
▲ HC-3 Qualified

▲ HPC-64 Qualified

▲ HPC-64 Qualified

▲ HPC-64 Qualified

Senior (TV 3780 + Infantry) ☐



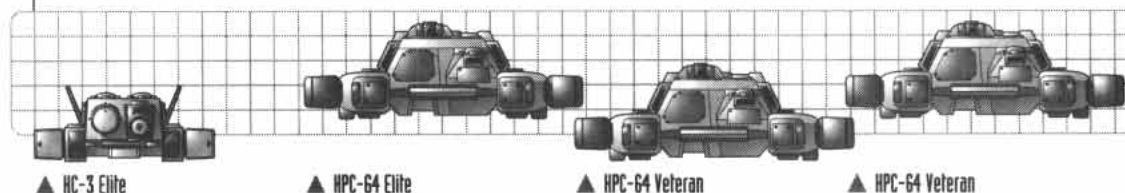
▲ HC-3 Veteran

▲ HPC-64 Veteran

▲ HPC-64 Veteran

▲ HPC-64 Veteran

Prime (TV 5250 + Infantry + Ortillery Strike) ☐



▲ HC-3 Elite

▲ HPC-64 Elite

▲ HPC-64 Veteran

▲ HPC-64 Veteran





STRIKE - 3.7

Built around the concept of the airborne strike package, CEF Strike patrols can literally seem to appear from nowhere, without warning, to take enemy positions and eliminate opposing forces. Rigorously trained in the handling of their machines, Strike patrols are capable of inflicting severe damage to enemy personnel, material and most importantly morale. The *esprit de corps* in Strike patrols is unusually high, and many of the subtle social frictions between troopers and soldiers have largely vanished as a result. Each HPC-64 may have an attached infantry patrol; see *Chapter 2: CEF Infantry Battle Groups* p.34-43 for Threat Values and Limitations on available patrols.

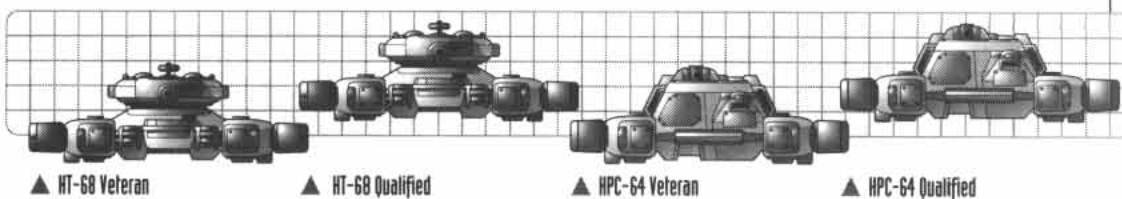
Special Abilities & Variations

Standard Variations:	AD 6138: 3rd and 8th Fleets may replace HT-68 Veteran and HT-68 Qualified with two HT-72 Qualified (TV: 8805 + Infantry)
Standard GREL Variations:	AD 6138: 3rd and 8th Fleets may replace both HT-68 GREL with two HT-72 GREL (TV: 18,630 + Infantry)
Senior Ability:	Airdrop Veterans: Add a +1 modifier to Parachuting Skill rolls for landing in a specific hex (<i>Tac. Air Support</i> p. 22) (x1.05 TV)
Senior Variations:	AD 6130: 3rd and 8th Fleets may replace both HT-68 Veteran with two HT-72 Veteran (TV: 18,630 + Infantry)
Prime Ability:	Airdrop Mastery: Parachuting Skill tests are made against a Threshold of one-third the drop altitude (fractions rounded off) rather than one-half (<i>Tactical Air Support</i> p. 22) (x1.1 TV)
Prime Variations:	AD 6130: 3rd and 8th Fleets upgrade both HT-72 Veteran to HT-72 Elite (TV: 31,650 + Infantry)

Patrol Composition Rules

	Basic Requirement	Upgrade Requirement
Standard	Any Scout x 1	N/A
Standard GREL	Any Scout x 1	N/A
Senior	None	Standard Strike x 2
Prime	Any Strike x 2	Senior Strike x 3

Standard GREL (TV 17,271 + Infantry), Standard (TV 12,474 + Infantry)



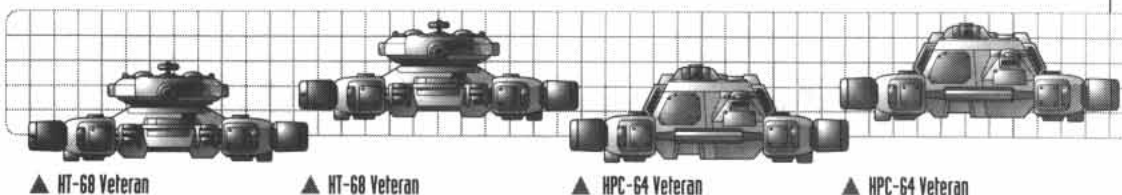
▲ HT-68 Veteran

▲ HT-68 Qualified

▲ HPC-64 Veteran

▲ HPC-64 Qualified

Senior (TV 17,271 + Infantry)



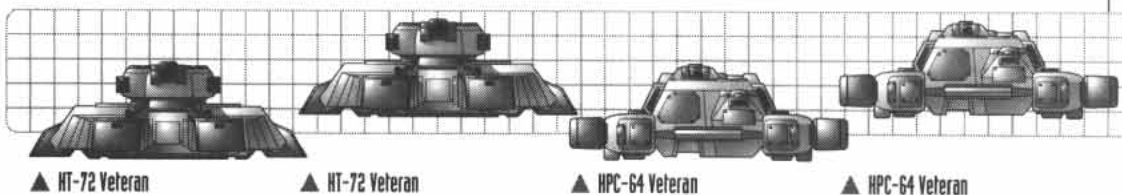
▲ HT-68 Veteran

▲ HT-68 Veteran

▲ HPC-64 Veteran

▲ HPC-64 Veteran

Prime (TV 18,630 + Infantry)



▲ HT-72 Veteran

▲ HT-72 Veteran

▲ HPC-64 Veteran

▲ HPC-64 Veteran



2.8 - MORDRED GRELS

Mordred GRELs are the both the backbone and crust of every offensive by CEF infantry. They are the soldiers who hold the frontlines against the enemy and are the first to be thrown into any breach. With their almost inhuman strength and hypotraining, Mordreds can be expected to fight to the bitter end. They unfortunately require a Jan GREL or a human trooper to issue orders to them as their personal initiative is quite poor. All GREL patrols are issued nightvision gear at no extra cost.

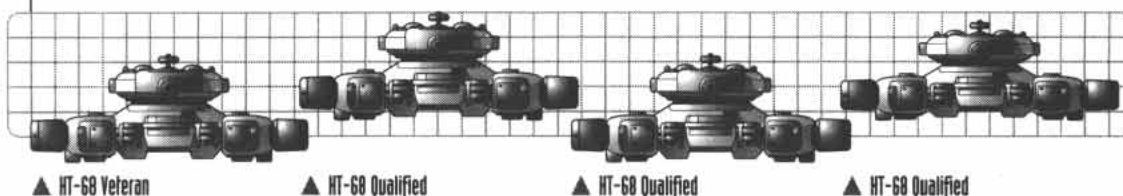
Special Abilities & Variations ☐

Shocktrooper GRELs Ability:	<i>Unstoppable Force:</i> Opponent must make a Morale Check when GRELs are hit but do not become casualties (x1.05 TV)
Shocktrooper GRELs Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)
Airborne GRELs Ability:	<i>Veteran Jumpers:</i> Add a +1 modifier to Parachuting rolls for landing in a specific hex (Tac Air Support p.22) (x1.05 TV)
Airborne GRELs Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)
Panzer GRELs Ability:	<i>Uncanny Accuracy:</i> Once per scenario, an enemy vehicle must reroll a defensive Piloting check and take the low result (x1.1 TV)
Panzer GRELs Variations:	Patrol may use Jump Packs (Hover movement: 6 MP) (x2 TV)
Pacification GRELs Ability:	<i>Intimidating Appearance:</i> Opponent confronted by Pacification GRELs must make an immediate Morale Check (x1.05 TV)
Pacification Variations:	Patrol may use Jump Packs (hover movement: 6 MP) (x2 TV)

Patrol Composition Rules ☐

	Basic Requirement	Upgrade Requirement
Shocktrooper GRELs	GREL-only company	None
Airborne GRELs	GREL-only company	None
Panzer GRELs	GREL-only company	None
Pacification GRELs	GREL-only company	None

Standard (TV 18,945), Standard GREL (TV 30,762) ☐



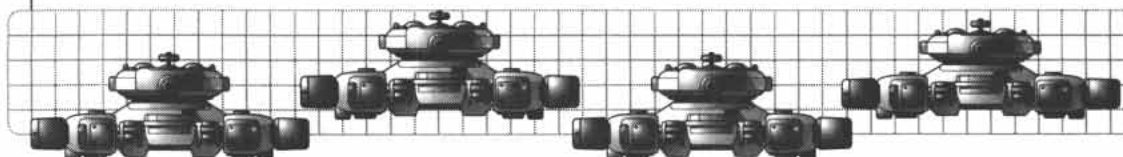
▲ HT-68 Veteran

▲ HT-68 Qualified

▲ HT-68 Qualified

▲ HT-68 Qualified

Senior (TV 36,744), Senior GREL (TV 30,744) ☐



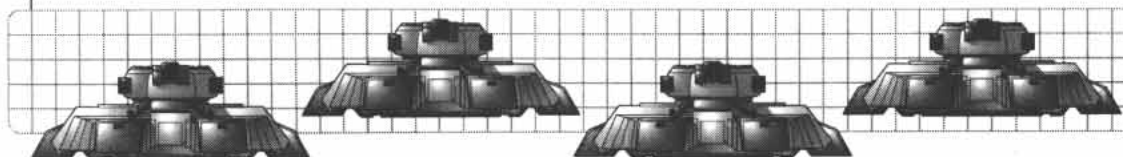
▲ HT-68 Elite

▲ HT-68 Veteran

▲ HT-68 Veteran

▲ HT-68 Veteran

Prime (TV 39,990) ☐



▲ HT-72 Elite

▲ HT-72 Veteran

▲ HT-72 Veteran

▲ HT-72 Veteran





ARTILLERY - 3.9

CEF hover artillery is quite unlike any conventional parallel in that it can operate both near and far from the frontlines in relative safety while possessing the mobility to keep up with the lightning speed of friendly hovers. A supply train of trucks and modified HPC-64 ammo carriers is usually attached at the Brigade level to provide the reserves of ammunition and extra battery packs needed by the massdrivers to sustain prolonged bombardments. Because of their unusual mobility, Artillery patrols rarely have other armored patrols assigned to protect them full-time, although Garrison patrols will often take up "bodyguard duty" while the battle group is advancing.

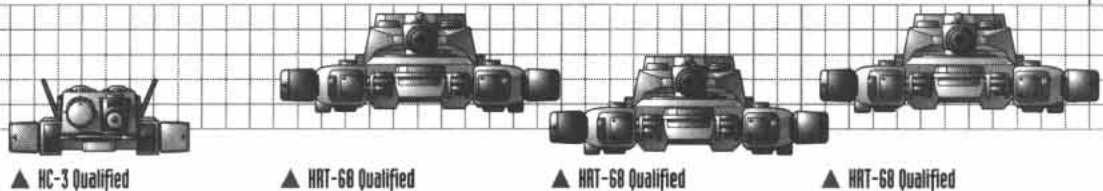
Special Abilities & Variations

Senior Ability:	Veteran Crews: Reduce the Artillery Delay Time for responding to requests by one-third (minimum one round) (x1.1 TV)
Senior Variations:	AD 6138: 3rd and 8th Fleets may replace all HRT-68 Veteran with HRT-72 Qualified (TV: 9588)
Senior GREs Ability:	Deadeye Shots: Reduce the scatter distance of indirect fire by one hex (x1.05 TV)
Senior GREs Variations:	AD 6138: 3rd and 8th Fleets may replace all HRT-68 GREL with HRT-72 GREL (TV: 20,392)
Prime Ability:	Crack Crews: Reduce the Artillery Delay Time for responding to requests by two-thirds (minimum one round) (x1.2 TV)

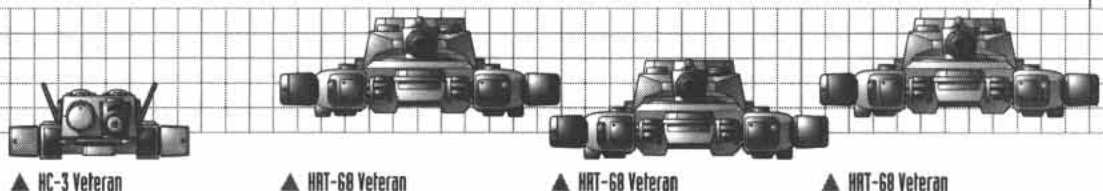
Patrol Composition Rules

	Basic Requirement	Upgrade Requirement
Standard	Any Assault x 2	N/A
Standard GREL	Any GREL Assault x 2	N/A
Senior	None	Standard Artillery x 2
Senior GREL	None	Standard GREL Artillery x 2
Prime	Any Artillery x 2	Senior Artillery x 3

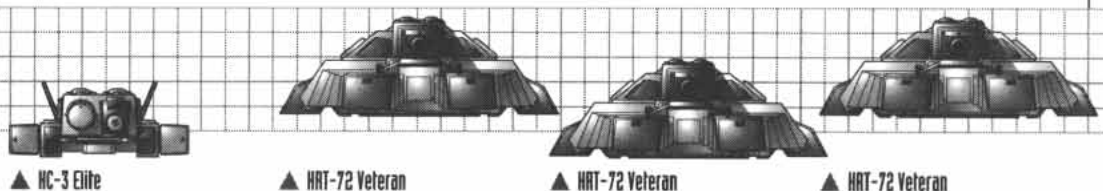
Standard GREL (TV 20,446), Standard (TV 9087)



Senior GREL (TV 20,446), Senior (TV 20,446)

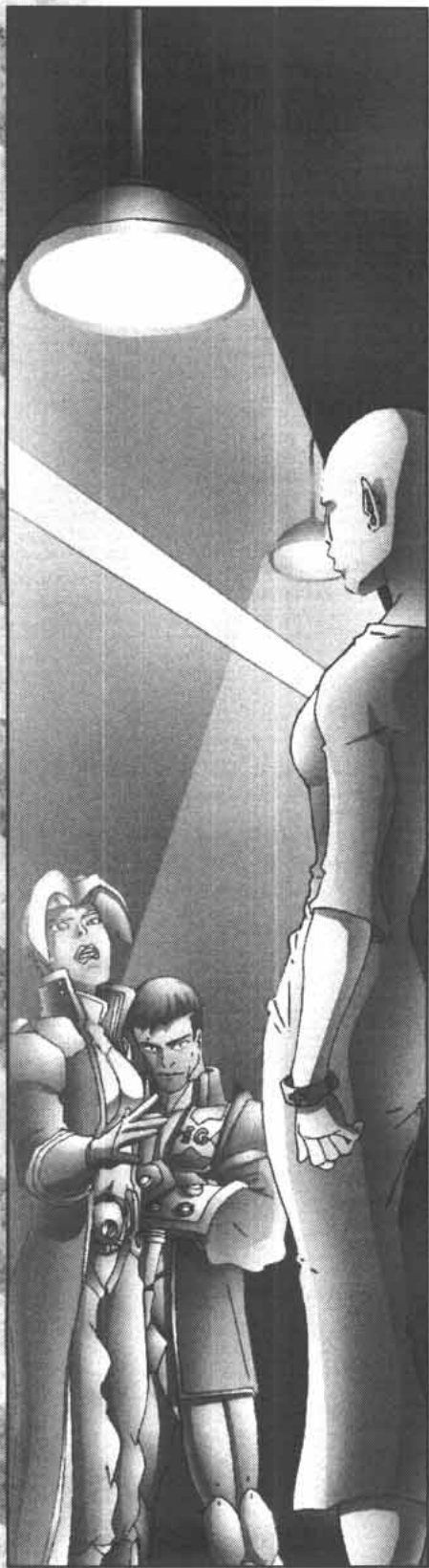


Prime (TV 21,127)





SET FOR DUTY



"Exquisite, isn't she?" Major Tsagarides strutted back and forth in front of the legionnaire, admiring the work of Elite Genome Labs' genetic engineers and hypno-programmers.

Lieutenant Colonel Rassul gave a non-committal grunt and stepped up to the GREL standing at attention. "Identification," she demanded.

The GREL saluted crisply. "Ma'am! Morgana-Vb Soldier Chagall-8717, Ma'am!" she barked.

Rassul cocked an eyebrow, aimed it at the other human. "Another Morgana, Tsagarides. Remind me why I should be impressed."

"Ah," sighed the chief of security for EGL. "Because she's not a Morgana at all."

"Oh?" The officer raises a sceptical eyebrow.

"Soldier, you know who I am and you know who this is," Tsagarides addressed the legionnaire, nodding at Rassul. "Now identify yourself once again."

The soldier saluted a second time. "Sir! Yes, Sir! Second-Line Elite Division GREL Experimental Set class Beta-18, Sir!"

Rassul stepped forward again for a closer inspection of the legionnaire. "You're kidding. This is a SLEDGE? She looks exactly like a Morgana. Even down to the brown eyes of the Chagall series." She turned to Tsagarides. "What did you do? The body is GREL but the mind is SLEDGE?"

"Not quite, Ma'am. The genotype is mostly Morgana, yes, but with some slight differences. Her mental chemistry allows for freer, independent thought and a surprising amount of creativity. Her reflexes aren't *quite* up to par with a Morgana, but I swear you'd have to be the original design team of the Morgana class to see the differences in the bio readouts. We had to do some minor sculpting to get the details of the Chagall-series Morgana just right — the iris tinting, for one, plus the mole the Chagall series wound up with under the right armpit — but nothing that will show up on scanners. Frankly, though, if any of Traut's men are running medical scans on his new soldiers, we've got them good, I say. We shouldn't have to worry about a scan revealing *which* of our agents are the Sets."

"Indeed." Rassul walked around the SLEDGE, pondering the future of the 25th GREL Battle Group. "Indeed. What about wetware?"

"Complete Vb Morgana programming, plus some additional espionage and theatrical training. She'll pass as a Morgana, without question. Hell, Colonel, she *is* a Morgana — plus a little bit extra."

"Excellent. My compliments to the lab." Rassul turned to address the Set-class SLEDGE. "You know your mission?" When the legionnaire nodded her affirmation, Rassul waved her out of the room. "Get dressed and prepare for delivery to Hauser Trench, soldier. You've got a traitor to ferret out and we've got no time to waste. Dismissed."

When the legionnaire had left the room, Rassul faced Tsagarides again. "And the real Chagall-8717?"

"Shipped off to the Bastille yesterday morning, Colonel."

"Hm. Poor girl."





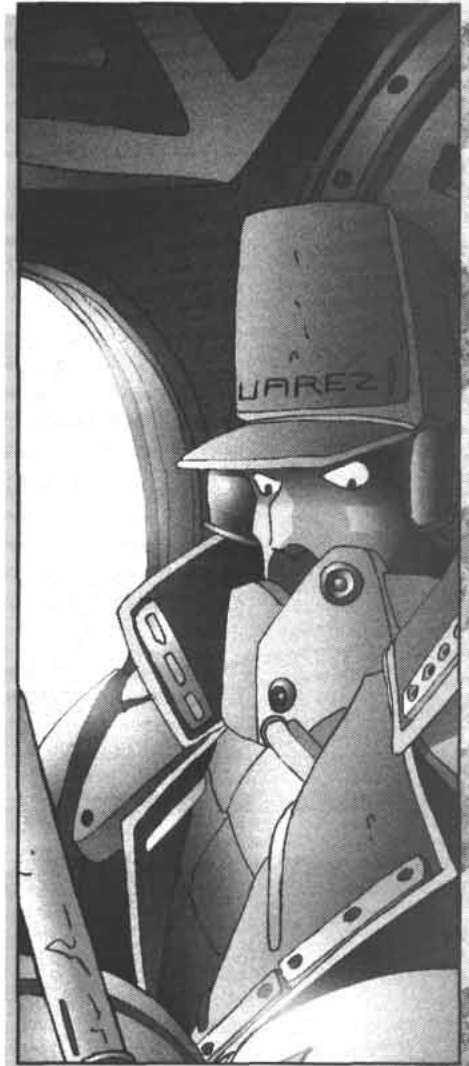
CELEBRATED BATTLE GROUPS - 4.1

The most important tactical unit within the Colonial Expeditionary Force (and the NECAF Regional Army that preceded it) is without question the battle group, the Force's equivalent to the regiments of Terra Nova's armies. Divisions, brigades and fleets are arguably more significant units in the overall scheme of the CEF's effort to retake the colonies, and individual troopers and soldiers are far more concerned with their own patrols in the heat of battle, but it is the battle group that brings together both operational flexibility and history into one single body.

Traditions and war stories are always associated with particular battle groups, even the ones that are relatively new — the process of invading an alien world halfway across the galaxy from home builds legends from mortal men faster than any enemy can gun them down. Few battle groups are truly "new," however, despite the relatively recent inception of the CEF; many served during World War III — on all sides of the conflict — and some even claim to trace their roots all the way back to such periods of history as the Later Crusades of the fourth millennium or, more rarely, even further back. Though the Ice Age and 4000 years of history make the latter claims seem spurious, those few battle groups that hold to those claims will defend them as much as they defend the New Earth Commonwealth's ideals, if not more.

All battle groups worth their salt have gathered an impressive collection of distinctive patches, initiation rituals, tall tales and grim stories of battles fought against incredible odds. These elements build the battle group's *esprit de corps*, and they help tie each individual trooper and soldier to something much larger than himself, giving him a place to fit in the grand scheme of things that is more concrete than the sometimes nebulous CEF or NEC. They form a focus point for unrelenting pride within the battle group, and efforts by an unsympathetic or novice officer (or politician) to reform or alter a battle group's traditions are always met with strong resistance. Veterans have been known to stage dramatic protests that no civilian could ever hope to understand fully when something as seemingly minor (to an outsider) as a battle group's colors are threatened by meaningless change. In many ways, the traditions of a battle group make that battle group, and while patrols often function like families to their troopers or a soldiers, a battle group is a mobile nation complete with a flag that can be saluted when flamethrowers and artillery barrages have reduced all memory of home and Earth to silent ashes.

This chapter presents three unique battle groups drawn from the hundreds fielded by the CEF. The 45th Infantry Battle Group (the Squids) of the 5th Fleet is an elite organization of combat engineers and demolitions experts assigned to Atlantis; they have been key players in the limited successes the CEF has found on the ocean-covered world. The 25th GREL Battle Group (the Halberds) of the 3rd Fleet is a unit with a recently tarnished record; they are currently under investigation for possible connections to an illicit operation that aids AWOL soldiers in their flight to the highlands of Caprice. Finally, the 1001st Hovertank Battle Group (Mjolnir's Children) assigned to the 8th Fleet is a test bed for new equipment, tactics and organization; they expect to be one of the first units to make planetfall on Terra Nova once the CEF is ready for a second operation.



Combined Arms and the CEF - 4.1.1

The very nature of the CEF's means and methods of fighting has forced an extremely tight integration of all of its fighting arms. Infantry needs the support of Armor to ravage the enemy with lightning speed and hold captured ground. Armor needs the support of Artillery to break up formations, pin enemy forces in position or reduce static defenses to enable the free movement of friendly forces. All three need Aerospace for air support and battlefield intelligence concerning enemy movements and disposition in addition to making precision strikes against selected ground targets. Last but not least, Ortilery is often required to deal with particularly formidable static defenses. When applied in proper order, there is no opposing force that can withstand the combined might that the CEF can bring to bear against an objective.

Nearly all armor battle groups have a sizeable infantry complement associated with them, and in some cases it can be as much as an entire infantry battle group per armor company, although this is relatively uncommon among frontline combat units. Complete mechanized infantry brigades are also possible in the form of an armor battle group with three attached infantry battle groups. This organization gives the CEF a distinct advantage in that whenever its forces overrun an enemy position there are infantry troopers and/or soldiers close at hand to consolidate immediately and hold onto any ground gained.





4.2 - 5TH FLEET 45TH INFANTRY BATTLE GROUP [THE SQUIDS]



The Squids began as an aquatic engineering, demolitions and rescue unit nearly forty years ago. The first commanding officer of the battle group was outspoken Major James "Jimmy" Lorentz, who was given the formidable task of assembling a force capable of a wide variety of assignments, everything from constructing and maintaining undersea communications monitoring posts to recovering the crews of crippled submarines. Lorentz drew his recruits from Earth's naval, technical and marine corps, selecting the most physically fit and mentally sound humans available. GRELS, considered too bulky and unsuited to the tight quarters that the Squids would frequently find themselves in, were barred from the battle group. This ironclad restriction has continued to the present day, and not a single soldier has ever belonged to the 45th. Because of this, the unit quickly became known as a haven for those troopers too clever and/or useful to be wasted in the role of front-line cannon fodder. An unfortunate latent side effect of this segregation, however, is the vehement anti-GREL bias that has arisen among the troopers. In the past this has led to occasional scuffles between the Squids and the GREL crews that were sometimes assigned to ferry the battle group from point to point, and commanders have since taken care to assign all-human transport crews when dealing with the Squids.

While the Squids' extremely specialized area of expertise has limited their wartime versatility in past conflicts, when the plans for the conquest of Atlantis were being drawn up, the CEF High Command suddenly became very interested in this oft-neglected battle group. Accustomed to deep-water operations, the formerly obscure 45th vaulted into the spotlight. Within months the Squids became the darlings of the 5th Fleet. While the CEF's inexperienced and, some would say, poorly-managed navy suffered defeat after humiliating defeat at the hands of Atlantis' unparalleled seagoing forces, the Squids had finally been given their chance to shine.

The Squids distinguished themselves while performing a variety of missions, especially in the area of demolitions. Their combat engineers, with their underwater training and unmatched experience, proved invaluable to CEF minesweeping and disposal efforts, while the Squids' crack teams of aquatic commandos ensured that no enemy harbor was safe from infiltration. After a series of daring raids on Atlantean ship manufacturing facilities was accomplished without a hitch, the 45th became the most decorated unit of its type operating on the Atlantean front. They also served as a valuable propaganda tool, being the only truly successful unit of the otherwise disastrous campaign.

Currently the Squids are languishing in orbit over Atlantis. While their combat losses have been minimal, the decimation of the CEF's naval contingent has deprived them of the vessels and hover APCs that served as their primary means of transportation. Unlike many of their fellows in the 5th fleet, however, morale is at an all time high. The Squids view the CEF's forced retreat as merely a temporary setback, and anxiously await the day when they can finally "get back in the water."

Guinea Pigs ☐



Despite their disappointing defeat and subsequent ejection from the planet, the Colonial Expeditionary Force wants Atlantis more than ever. The unexpected success of the Squids has earned them special attention from High Command, and several of the most distinguished troopers have been removed from their units and sent to the Loki system's Liberty Station. They have been selected to participate as test subjects in Elite Genome Labs' SLEDGE project. The use of their genes in shaping the development of new bioengineered soldiers is especially ironic, given the Squids' past history of intense and occasionally violent discrimination against Earth's vat-grown warriors. The SLEDGE project is highly classified, however, and the test subjects have no knowledge of the ultimate purpose of their participation. Additionally, not all of these "volunteers" are alive: unbeknownst to the Squids and their commanding officer, CEF agents have recovered a number of the battle group's combat casualties for use in this experiment. It is hoped that dissection may yield results that would be otherwise unavailable.

While Squid trooper DNA may find its way into the entire SLEDGE line, EGL is especially interested in incorporating their genetic material into the development of Sobk-class aquatic soldiers. Apart from the purely inborn traits that make the Squids into the successful fighting force they have become, EGL is also studying how environmental influences have shaped these troopers' physiques. Of particular interest to researchers is how their bodies have grown to cope with the dramatic changes in pressure associated with deep water diving. Additionally, all Squid troopers have immune systems functioning well above the normal level, a side effect of the body's reaction to frequent immersion in polluted ocean waters. This trait would be an incredible advantage for the Sobk SLEDGES, but so far EGL scientists have been unable to replicate this attribute.





NOTABLE BATTLE GROUPS

4

Command and Unit Structure - 4.2.1

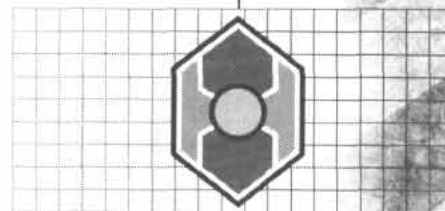
The Squids' current CO is Major Jocelyn Frizell, who was handpicked and groomed for the position by the aging Lorentz. A stout, foul-mouthed sea salt with a legendary capacity for hard liquor, Frizell enjoys enormous popularity with her troops. While a certain amount of distance is encouraged between officers and those in the enlisted ranks, Frizell is an extremely hands-on commander with an "open-door" management policy.

Despite the affability of the Squids' unorthodox commanding officer, her Junior Officers feel somewhat unsettled by her freewheeling manner. Frizell has an unimpeachable record for making sound tactical decisions and has thus earned the respect of her subordinates, but her company commanders find themselves in the uncomfortable position of being unable to match her phenomenal popularity. In fact, Captain Ramira Capra, leader of Alpha Company, has privately remarked, "Major Frizell is the fun aunt that spoils the children whenever she visits, and we're the strict parents that have to clean up after she's gone." Captains Faye Garrison and Roger Barron unhappily concur with this assessment.

Note: All of these patrols are issued Diving Equipment and have the training to use them. Additionally, those units with engineering training have ready access to satchel charges.

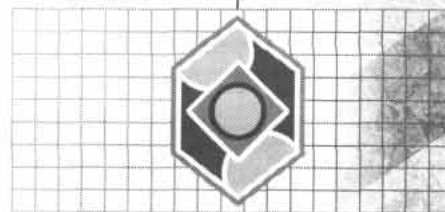
Alpha Company

1st Troop:		2x Standard Basic Patrol, 1x Bunker Buster Special Forces Patrol
2nd Troop:		2x Standard Basic Patrol, 1x Assault Heavy Weapons Patrol
3rd Troop:		2x Standard Basic Patrol, 1x Commando Special Forces Patrol
4th Troop:		2x Standard Basic Patrol, 1x Demolition Field Specialist Patrol



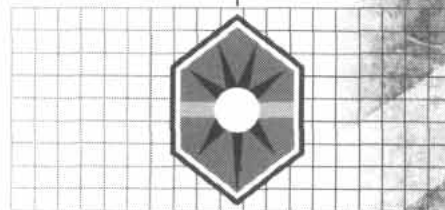
Beta Company

1st Troop:		2x Standard Basic Patrol, 1x Combat Engineer Field Specialist Patrol
2nd Troop:		1x Standard Basic Patrol, 1x Commando Special Forces Patrol, 1x Demolition Field Specialist Patrol
3rd Troop:		2x Standard Basic Patrol, 1x Bunker Buster Special Forces Patrol
4th Troop:		1x Standard Basic Patrol, 1x Senior Basic Patrol, 1x Assault Heavy Weapons Patrol



Gamma Company

1st Troop:		2x Standard Basic Patrol, 1x Assault Heavy Weapons Patrol
2nd Troop:		2x Standard Basic Patrol, 1x Bunker Buster Special Forces Patrol
3rd Troop:		1x Standard Basic Patrol, 1x Demolition Field Specialist Patrol, 1x Commando Special Forces Patrol
4th Troop:		2x Standard Basic Patrol, 1x Combat Engineer Field Specialist Patrol





4.3 - 3RD FLEET 25TH GREL BATTLE GROUP (THE HALBERDS)



When the CEF invaded Caprice, it quickly moved in and captured the Gateworld's strategic assets. Hauser Trench, where Venarow-based industrial giant Hakkar, Inc., maintains more than 20 square kilometers of Mount and VTOL production facilities through its MassTech subsidiary, was one of the primary targets for early occupation. The dozen or so facilities in Hauser Trench are still used in the manufacture and assembly of Hakkar's product lines, but are now also involved directly in the CEF's war effort through the production of hovertank and Battle Frame components.

During the initial invasion, the 25th GREL Battle Group, the Halberds, served as second-line troops in occupying the Hauser facilities. Moving in behind the first invasion wave of GREL troops, the 25th entered an already pacified area. Much to their disappointment, the anticipated resistance that the troops had been prepared for appeared nonexistent, and except for a few pockets of resistance by Liberati, the 25th encountered almost no hostile action. Shortly after the formal surrender of Caprice, the Hauser trench became an important strategic facility to the CEF war-effort, particularly following the cooperation of Hakkar and its "donation" of its production facilities. At that point, the 25th, commanded by Major Garth Traut, was given permanent duty over Hauser Trench along with three other battle groups, the 156th Armor plus the 23rd and 27th Infantry.

The disappointment among the 25th's soldiers only increased with the tedium of curfew patrols that were impossible to enforce, and wild goose chase security raids resulting from misleading rumors of insurgent influence added to the decreasing morale. With the arrival of the early Black Talon missions, however, the 25th experienced some of its first action on Caprice. Unfortunately, casualties were high, with Beta Company taking the worst of the fighting in Hauser's northern outskirts. In the months that followed, Beta Company was retired and the remaining troops rolled into Alpha and Delta, shoring up their minor losses from the skirmishes. Omega Company was formed to add the skill of Morgana commandos to the Halberds' force, allowing the Halberds to handle the combined tactics of Terranovan and Liberati terrorists more effectively.

Recently, the CEF has stepped up its garrisons in Hauser Trench. This move has unfortunately resulted in an overcrowding of the various security forces, with petty bickering and brawls breaking out with rising frequency throughout the trench. The situation has become increasingly tense, and Hakkar representatives file complaints with the NEC Colonial Board in Paladin Lots on an almost daily basis. In an effort to promote better control over the situation, Major Traut has instituted regular security exercises and drills between his soldiers and the Hakkar corp-serfs in the hope of building better trust between the two groups. This action has improved relations somewhat, but at the same time has increased disorderly conduct in the neighboring brothels and taverns as some GRELS have begun to enjoy the pleasures easily available in Hauser Trench.

Pigs in the Parlor ☐



Many of the GRELS stationed on Caprice are showing continued signs of unrest due to a lack of combat assignments. Despite the recent excitement with the Black Talons, most of these GREL forces continue to grow complacent or restless with little to do but stay inside cramped dormitories and encampments. In addition, many GRELS have also heard of the mass exterminations taking place in Bastille Alpha on Mount Valhalla to make room for a newer, better GREL soldier. Both of these factors have led to multiple desertions among the soldier contingents in and around Gomorrah. A large number of these deserters are caught and executed but some still manage to escape through an "underground railway."

The 25th GREL Battle Group has recently come under CID scrutiny as an alleged hub of activity for this underground railway. Initial reports claim that the 25th is secretly passing GREL deserters out into the Hoert Highlands and into the arms of the Liberati nomads and possibly rebel forces. These charges disturb Major Traut greatly, but he has been cooperative with the CID investigators and is quite confident that his men and women have no part in the desertion. The CID has recently planted two Set-class SLEDGES within the 25th's ranks in an effort to uncover the connection to the underground railway. The two Sets are interesting phenomena, being designed to blend in with GRELS rather than with humans, and their mission serves as a trial of the design's capabilities. While Traut knows they are within his organization, he is unaware of their actual identities, however.

Unknown to the CEF or to Traut, his own assistant, Soldier Colfax-3382, a Jan-class GREL, is responsible for the railway: he and four other Jans coordinate the escape of the fugitive GRELS. By pure luck, Colfax has uncovered the existence of the Set agents within the 25th from transmissions left unprotected in the major's communications folder. He and his fellow co-leaders are uncertain of what to do with this limited information, but they have forwarded it to their Liberati contacts in the hope that they may be able to help out.





NOTABLE BATTLE GROUPS

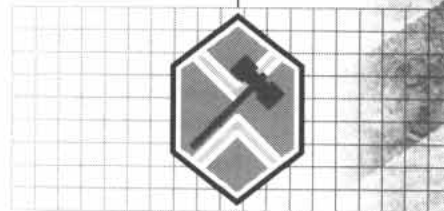
4

Command and Unit Structure - 4.3.1

The 25th Battle Group is currently commanded by Major Garth Traut, a WWII veteran readying to retire in the next year or two. Traut relies heavily on his Jan-class aide, Sergeant Major Colfax, for advice with the disgruntled GREs under his command. His concern over the growing unrest of his soldiers has forced him to rely on Colfax more intently lately, even allowing him access to "low-priority" CEF command transmissions. The three company commanders, Captain Scot Tomas (Alpha Company), Junior Lieutenant Marcus Finn (Delta Company) and Captain Tara Muller (Omega Company), are uncertain about this arrangement but recognize that Colfax has been awarded two decorations of valor for distinguished service, a rarity even among human NCOs. In addition, they also rely heavily on their own Jan-class soldiers to monitor the state of the GREs, and thus dismiss their reservations.

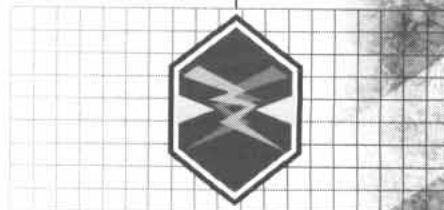
Alpha Company

1st Troop:		3x Pacification Mordred GRE Patrol
2nd Troop:		2x Pacification Mordred GRE Patrol, 1x Panzer Mordred GRE Patrol
3rd Troop:		2x Pacification Mordred GRE Patrol, 1x Shocktrooper Mordred GRE Patrol
4th Troop:		3x Standard GRE Garrison Armor Patrol



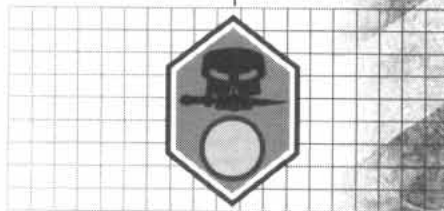
Delta Company

1st Troop:		2x Pacification Mordred GRE Patrol, 1x Panzer Mordred GRE Patrol
2nd Troop:		2x Pacification Mordred GRE Patrol, 1x Shocktrooper Mordred GRE Patrol
3rd Troop:		1x Pacification Mordred GRE Patrol, 1x Shocktrooper Mordred GRE Patrol, 1x Panzer Mordred GRE Patrol
4th Troop:		3x Standard GRE Garrison Armor Patrol



Omega Company

1st Troop:		3x Commando Morgana GRE Patrol
2nd Troop:		1x Panzer Mordred GRE Patrol, 2x Commando Morgana GRE Patrol
3rd Troop:		2x Commando Morgana GRE Patrol, 1x Sniper Morgana GRE Patrol
4th Troop:		3x Standard GRE Garrison Armor Patrol*



*Each of Omega Company's armor patrols includes a Type 6-16 Battle Frame with a Minerva-Vb pilot.





4.4 - 1001ST HOVERTANK BATTLE GROUP MJOLNIR'S CHILDREN (8TH FLEET)

The retreat from Terra Nova left the 8th Fleet's battle groups in a perilous state. Many of them had been destroyed outright or abandoned, and most of those that had survived were reorganized for 'efficiency' or as out-and-out punishment for failure. After the 8th Fleet retreated back to Caprice to lick its wounds, new battle groups were slowly formed to bring the fleet back up to strength. Ships and tenders built in the captured Caprician shipyards slowly filled the voids in the roster and additional equipment and troops were assigned to get the various groups and units back up to reglementation specs.

That process was thought to have been complete until the surprise creation of the 1001st battle group in early AD 6138. The sudden formation of the battle group, along with its unusual structure, has been the focus of much conjecture amongst the men of the Fleet. While no word has been given by Ground Command, the most popular theory is that it is intended to be a spearhead unit, capable of independent action without support from other forces in the early stages of an invasion. Whether other such units will be created or if existing units will be reorganized along these lines is unknown and subject to much speculation among the rank and file.

The officer corps of the 1001st battle group is relatively young, with all of its officers having joined the CEF in the period after the 8th Fleet's defeat on Terra Nova. While veterans in other units have made sneering comments about the 'virgins,' Fleet Command has let it be known it believes that fresh blood is necessary to avoid repeating the mistakes of the past. This protectionist attitude has led to animosity with other, more battle-scarred units, and the 1001st's officers are virtually social pariahs amongst their peers.

Possibly as a counter-balance to the relative field inexperience of the officers, the battle group's soldiers are all older GREs, many of whom have been transferred from the 3rd Fleet. For their part, the soldiers seem unfazed by the controversy surrounding their officers; most are just happy to be assigned to something approaching active duty where they can once again do something useful. Remarkably few disciplinary problems have been reported, and the GREs appear proud of their posting, a stark contrast to the soldiers in many garrison units in the Caprician theater.

The battle group has been undergoing almost constant training since its creation, allowing the kinks to be worked out of the TO&E and the officers to get comfortable with their commands. The training has ranged from firing range weapon drills to orbit-to-ground insertions to maneuvers in the Caprician highlands to mock battles against other battle groups, including ad hoc units of Frames in order to test its own Frame/hovertank combined operations. The 1001st's commanding officer, Major Antoli Herschel, has complained to Fleet Command that the battle group's old GREs are inflexible and unable to adapt their tactics to deal with new enemies like the Frames. He has been assured that the battle group will be re-equipped with entirely new soldiers soon, though Fleet Command refused to elaborate further.

Playing Games



The 1001st has been involved in several wargames against other infantry and hovertank battle groups in the Caprician highlands, well away from any settlements (and, incidentally, the prying eyes of the Liberati and their sympathizers). Security seems to be a prime concern, and the exercises are always limited in scope to reduce the logistic needs and the paper trail that the latters always generate.

Targeting lasers and non-lethal ammunition take the place of normal weaponry, allowing combat to be fought without permanent injuries. Soldiers that have been hit occasionally suffer from temporary blindness and broken bones, but this is considered an acceptable risk in return for more realistic training. The opposing forces often take the role of Terranovan or Caprician forces, allowing the battle group's commanders to hone their tactics against a variety of enemies. So far the battle group has performed well, with the ability to depend on and closely coordinate with support units allowing the hovertanks to advance on their objectives under conditions in which they would have otherwise been slowed or forced back.

In addition to these field exercises, the battle group's commanders have been training with computer simulations for an almost endless variety of hypothetical situations, ranging from uncontested landings on Terra Nova to simultaneous popular uprisings and invasion by Terranovan forces in the Loki system. The officers run through the simulations multiple times, with emphasis placed on creating strategies beyond those in current CEF doctrine. These scenarios are based on CEF's best intelligence and strategic planning and are of course considered top secret. For this reason, the officers' training facilities in Paladin Lots are under strict security and no training material is allowed out.





NOTABLE BATTLE GROUPS

4

Command and Unit Structure - 4.4.1

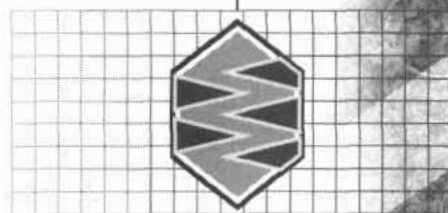
Major Antoli Herschel is a second generation CEF officer, and his mother is currently serving as an executive officer aboard a cruiser in the 3rd fleet. This partially offsets the stigma attached to his lack of combat experience, but he still feels the pressure to prove himself worthy of such a prestigious assignment. Captain Eve Chand of Alpha Company, Captain Naomi Bartholomeusz of Beta Company and Captain Patrick McGoohan of Gamma Company are involved in all levels of decision making and planning so as to foster better co-ordination between the companies. The fact that the GREL NCOs are all long-serving veterans has made the officers' jobs much easier since the Jans are able to carry out many of the day-to-day administrative tasks with little supervision, giving the officers time to settle into their new positions.

Note: All Strike, Assault and Artillery patrols are equipped to AD 6138 standards with HT-72s and HRT-72s replacing HT-68s and HRT-68s as appropriate.

Alpha Company

1st Troop:		2x GREL Assault, 1x Senior GREL Assault
2nd Troop:		1x GREL General Purpose* (2x Shocktrooper GREs), 1x GREL General Purpose* (2x Panzer GREs), 1x GREL Fire Support
3rd Troop:		1x GREL Blitz*, 1x GREL Blitz*, 1x GREL Fire Support
4th Troop:		GREL Scout (2x Forward Observer GREs, 1x Sniper GREs), 2x GREL Artillery

* Variant: GREL General Purpose patrols are equipped with Support Octopus Packs, GREL Blitz patrols are equipped with Assault Octopus Packs.



Beta Company

1st Troop:		1x GREL Scout (2x Forward Observer GREs, 1x Sniper GREs), 1x GREL Scout (3x Commando GREs), 1x Senior GREL Artillery
2nd Troop:		1x GREL Scout (1x Fwd Obs. GREs, 1x Commando GREs, 1x Sniper GREs), 1x GREL Scout (1x Fwd Obs. GREs, 2x Commando GREs), 1x GREL Artillery
3rd Troop:		1x GREL Strike (2x Shocktrooper GREs), 1x GREL Strike (2x Panzer GREs), 1x GREL Assault
4th Troop:		2x GREL Strike (1x Shocktrooper GREs, 1x Panzer GREs), 1x GREL Assault



Gamma Company

1st Troop:		2x GREL Assault, 1x GREL Strike (2x Shocktrooper GREs)
2nd Troop:		2x GREL Assault, 1x GREL Artillery
3rd Troop:		1x GREL Scout (1x Forward Observer GREs, 2x Commando GREs), 1x GREL Strike (1x Commando GREs, 1x Snip. GREs), 1x Senior GREL Artil.
4th Troop:		2x GREL Assault, 1x Senior GREL Assault



NOTABLE BATTLE GROUPS

4



VICE ADMIRAL MIKOLA BRYSON



Mikola Bryson has had a long and decorated career in the New Earth Commonwealth space forces. The son of an NEC party member, Mikola could have looked forward to a privileged life, but he instead chose to join the NEC space forces as an enlisted recruit. Regardless of his family's connections he soon earned his place in the officers' ranks and was instrumental in the defeat of many of the CEF's enemies throughout the solar system. Recognizing his innovative tactics, the high command interspersed his command assignments with teaching at the space force's office training and command schools, where he passed on his knowledge to more than one generation of officers.

After many years of faithful service, Mikola was finally allowed to 'retire' permanently to the command school, where he looked forward to teaching the occasional class and catching up on his reading. However, with the formation of the CEF the NEC found that it once again required the services of one of its most capable commanders and Mikola was unable to refuse the recall to active duty.

Military Record

Truly the 'old man' of the CEF, Mikola has been commanding fleet operations longer than many of the sailors under his command have been alive. Although the fire in his eyes has died down over the years, he still commands an enormous amount of respect and loyalty from his fellow admirals and his subordinates. He is regarded as a master tactician and strategist and in fact taught several of the other admirals' strategy during his stints at command school. There has been the occasional whisper through the CEF that he should replace Fleet Admiral Winthrop, but Mikola has always been quick to deny any ambition in this area.

Attitudes

In his earlier years Mikola was driven to succeed not by a lust for power or fame but by the intellectual challenge of outwitting an enemy and he saw each promotion and assignment as an opportunity for further challenges. However, his most recent return to active duty has seen a change in him. The mental challenge no longer holds any attraction for him and he is worried that his age is starting to catch up with him. Although outwardly little has changed, Mikola now wants to complete his assignment as quickly and efficiently as possible so he can return to his retirement while he can still enjoy it.

Combat Reactions

Mikola is an old man and not up to the rigors of combat. However, because he lives under tight security on the 2nd fleet flagship, the dreadnought *Hannibal*, this is one of his least concerns. In planning fleet operations Mikola is highly cautious and demands extensive intelligence on enemy forces before he acts. Some CEF analysts point to this attitude as the key to the success of his campaigns.

Vital Statistics

Age:	94	Height:	173 cm	Weight:	65 kg	Hair:	grey	Eyes:	blue
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Attributes

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

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	1	Navigation (Space)	2	1	Space Pilot	1	2	Teaching	3	2
Etq. (Military)*	2	1	Notice	2	1	Survival (Space)*	2	2	Zero-G	1	0
Leadership	4	1	Soc. Sci. (History)*	1		1 Tactics (Fleet)*	4		2* (Specialization)		
Literature	1	2									





NOTABLE BATTLE GROUPS

4



MAJOR ALTHEA SUGALES

Althea Sugales was the only daughter of a former drill sergeant. A landmine killed her mother when Althea was five years old and she grew up as the only girl in a house with four older brothers. Her father was a stern man who never wanted a daughter and as a result Althea was treated badly by her father and brothers, and they were often abusive. When she announced that she wanted to join the military, following her brothers' lead, her father laughed at her. Saying that she could never handle herself in a fight, he proceeded to prove it to her. Althea has two thin scars running down her left cheek from her father's knife. To prove to herself and to her father that she could shoulder the burden of war, Althea enlisted as soon as the CEF would allow her in. Her determination fueled her career and she has excelled at every task given her. During the final months of World War III, her infantry group was the first NEC unit to break through enemy lines and occupy the city of New Alexandretta.

● Military Record

Major Sugales has spent many years dealing with pent-up aggression. She has found her best form of therapy is to rip into an enemy position and overrun it completely. Her ability to pound an enemy into submission from many sides has made her an almost ideal CEF commander. She has a talent for tactics and being able to think on her feet. Althea treats every mission as personal crusade, an attempt to prove herself. While she is known to have a temper in battle, Althea is also a very personable commander and socializes a great deal with those under her command in the 126th Infantry Battle Group on Utopia.

◆ Attitudes

Althea Sugales has a problem with self-confidence. She feels that she must constantly prove her worth to her commanders and her troops. The psychological scars inflicted by her father and brothers run deep, and it will take the rest of her life to recover completely. She finds that being given greater responsibilities has helped her overcome these problems by providing her with an opportunity to rise above her family's cruelties and treat her subordinates with the respect she never received. Althea abhors mistreatment of any kind, whether it is directed at civilians, military personnel or animals. The CEF has been her home for more than four decades and she will do nothing to betray its trust in any way.

◆ Combat Reactions

Althea does not hesitate in combat. The constant need to prove herself has made her a very dangerous opponent with a great deal of combat experience. She prefers firearms to close quarters fighting, and she shows particular hostility towards enemies armed with blades. When she fights, which she does alongside her troops whenever she can, she feels a great weight lifted from her shoulders but she is constantly alert for signs that she may start becoming addicted to the adrenaline rush.

□ Vital Statistics

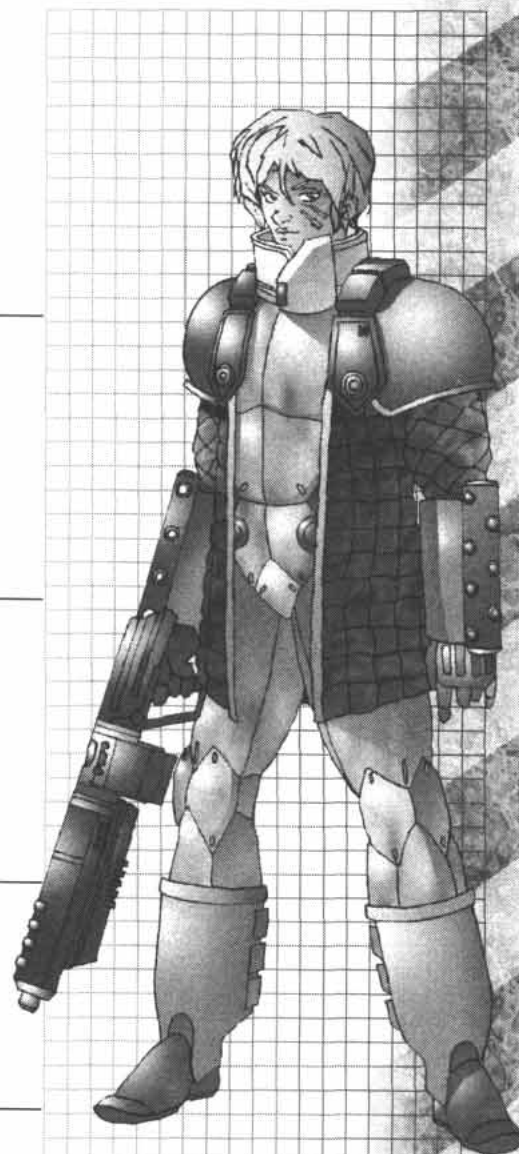
Age:	60	Height:	160 cm	Weight:	41 kg	Hair Color:	dirty blond	Eye Color:	green
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□ Attributes

AGI	+1	APP	-1	BLD	0	CRE	+1	FIT	+1
INF	+1	KNO	+1	PER	+1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	6	UA	6

□ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	+1	Human Perception	2	0	Melee	2	+1	Small Arms	3	+1
Combat Sense	3	+1	Intimidate	1	0	Notice	2	+1	Tactics	2	+1
Dodge	2	+1	Investigation	2	+1	Psychology	2	+1	Zero-G	2	+1
Hand-to-Hand	2	+1	Leadership	3	+2	Security	2	+1			



NOTABLE BATTLE GROUPS

4



ZANDALEE PENNER-KYLIE



Zandalee Penner's family worked for the Grande Southern Digital Corporation, a technology company specializing in electronic components for guided munitions. When she graduated from business studies, her mother arranged for her to get an internship with GSDC. The internship blossomed into a full-scale career and soon Zandalee was moving into one of the coveted corner offices in the corporate headquarters. She met and married Rutger Kylie, a middle manager in another company. After eight years of marriage, Rutger's company was bought by Moscow Heavy Industries, putting him in direct competition with Zandalee and GSDC in the military electronics market. Professional life interfered with the marriage, and it fell apart. Although the divorce seemed amicable, both Rutger and Zandalee began to compete fiercely on every level as their corporations clashed, and a game of one-upmanship resulted. When the opportunity to accompany the CEF fleets arose, her superiors assigned her the job in hopes of distracting her from her rivalry. All parties were dismayed to discover that Moscow Heavy Industries had the same plan for Rutger, but it was too late to change.

Profession ◆

Zandalee is a hard-working and dedicated corporate manager. She has worked her way up the corporate ladder by being careful to step in just the right places and push just the right buttons. Her career is foremost to her and she has no regrets about her failed marriage. Her keen intellect and sharp business sense made her the natural choice to go on the Utopia mission. She is aware that her superiors are subtly manipulating her, however, but manipulation is a two-way street and Zandalee has some players in place of her own. She is looking at the Utopia mission to solidify her place in the company, both present and future.

Attitudes ●

Zandalee is everyone's friend. She maintains congenial relations with her co-workers and outside contacts. However, her ambition and drive make her ruthless in her pursuit of personal glory. While her business savvy is considerable, she knows that she can go much further and faster using other tricks. Although distasteful, she will stab someone in the back and then console him later, playing both angles. She would much rather rely on her own intellect and professional skills, however, since there is less chance of a backlash. An accomplished actress, Zandalee is not above putting on a scene or using seduction to accomplish her goals. Her only weakness seems to stem from her ex-husband, with whom she is in constant competition.

Combat Reactions ◆

Zandalee learned some self-defense but prefers to rely on her guile, looks and intellect to protect her. Should things get physical, she will flee. She does carry a small-caliber firearm for her own safety, however.

Vital Statistics □

Age:	31	Height:	155 cm	Weight:	40 kg	Hair Color:	red	Eye Color:	green
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Attributes □

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

Skills □

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	3	+2	Etiquette	2	+2	Investigation	2	+1	Seduction	2	+2
Business	3	+2	Haggling	2	+2	Law	3	+2	Small Arms	1	0
Computer	2	+2	Hand-to-Hand	1	0	Leadership	3	+2	Social Sciences	2	+2
Dodge	2	0	Human Perception	3	0	Notice	2	+1	Theatrics	2	+2





NOTABLE BATTLE GROUPS

4



VICE ADMIRAL JOHN GRESFIELD

Born on the Moon, John Gresfield joined the NEC military as an aerospace fighter pilot in AD 6093 and saw service throughout World War III. His tactical insight combined with canny political maneuvering and patronage saw him rise rapidly through the ranks, although not without some jealous mutterings. The formation of the CEF led to his promotion as its youngest admiral, with the important task of securing Caprice, the Gateworld. He succeeded beyond expectations, without a single ship lost, securing his place in history — regardless of the fact that the planet surrendered without a fight. His success did his career no end of good, but he has now been stuck in the Caprician system for over twenty years and he is getting impatient. Gresfield hopes Fleet Admiral Winthrop will retire soon and that he will be up for the position. However, if he is forced to wait too much longer he is contemplating using his political contacts to try and force Winthrop out.

◆ Military Record

Gresfield has overall control of all CEF operations in the Loki system, although in practical terms he shares this control with the other admirals in the system. Shortly after the surrender of Caprice he turned over administration of the planet to the Commonwealth Integrity Directorate and he now primarily concerns himself with the rest of the Loki system. The infiltration of Black Talon units is his main worry and he has stepped up surveillance of ice mining operations, reasoning they are the most likely conduits. He conceived Operation Icarus to hit the Black Talons at home, but Winthrop instead chose to assign the newly appointed Vice Admiral Mubatu to the task.

◆ Attitudes

Externally, John Gresfield appears to be the typical patriotic NEC party member, and he can quote NEC ideology chapter and verse when need be. In reality, while he agrees with most of the NEC philosophy, some of the more hard line elements sit uncomfortably with him, but he pays at least lip service to them for the sake of his career. Gresfield is deeply concerned with the stalling of the CEF's plans, which he attributes to poor leadership by some of his fellow admirals. The failure of two of the fleets to achieve their objectives has shown the seriousness of the problem to Gresfield and he plans a major shake up of the CEF's officer ranks when he is promoted to Fleet Admiral.

◆ Combat Reactions

It has been many years since Gresfield has been in the cockpit of a fighter and while his reflexes aren't what they used to be, he still likes to put in the odd hour in the flight simulator to keep sharp. He is guarded day and night and has little to fear physically. When planning fleet operations, Gresfield gives a great deal of latitude to the commanders of individual task forces, allowing them to react to local conditions without time delays.

□ Vital Statistics

Age:	64	Height:	181 cm	Weight:	74 kg	Hair:	Black	Eyes:	brown
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□ Attributes

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

□ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Aircraft Pilot	2	+1	Etiq. (Military)*	2	+2	Nav. (Space)	2	+1	Survival (Space)*	2	+1
Bureaucracy	2	+1	G-Handling	2	0	Notice	2	0	Tactics (Fleet)*	3	+1
Combat Sense	2	0	Gunnery (Space)	2	0	Small Arms	1	+1	Zero-G	2	+1
Dodge	1	+1	Leadership	3	+2	Space Pilot	2	+1	* (Specialization)		

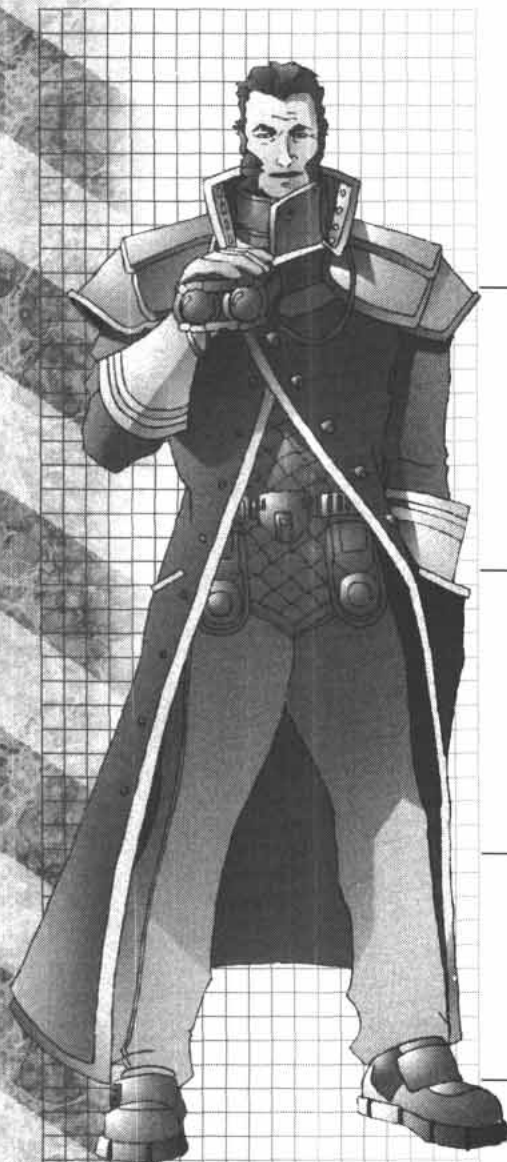


NOTABLE BATTLE GROUPS

4



MAJOR AVERY MCKENNA



Commander of the 102nd CEF Armor Battle Group and the CEF garrison at Paladin Lots, and veteran of the first CEF invasion on Terra Nova, Major Avery McKenna is a valued and well-respected leader. The first-born son to a poor North American family, he entered military service as a means of securing income for himself and his family. Slowly moving up in rank prior to his assignment to the 8th Fleet Armor Groups, McKenna quickly gained recognition through his dedication to Earth's cause. Being a demonstrated and talented pilot and tactician, Avery was picked out to participate in a tactics team for integrating the new CEF Battle Frames into the armor groups following the defeat against Terra Nova. His current command, the 102nd Armor Battle Group, is a mix of both hovertank and Frame armor. His recent skirmishes with the Black Talon forces have tested his company's training and fortitude.

Military Record ◆

Avery McKenna is a veteran of armored combat. He entered military training in the decade following WWII; by the time he graduated from officer's school, the CEF had captured Caprice and was staging its next set of assaults on Atlantis, Utopia and Terra Nova. McKenna began assisting as a Junior Lieutenant in the preparation and training of the "Caprice-grown" GREL soldiers for handling the newer HT-72 hovertanks and HRT-72 hover artillery. While overzealous and prideful, his strong sense of responsibility and determination make him an excellent officer. He is considered the leading expert on Frame deployment and tactics.

Attitudes ◆

The failure of the 8th fleet has weighed heavy on McKenna's pride for some time. Despite the respect won by his effective leadership in pulling his men off of Terra Nova with the last remaining shuttles, the commandant is haunted by the failure of the fleet to retake the planet. Over the last decade, his military professionalism has started to erode as the frustration over the past and the continued harassment by the Liberati on Caprice continue. As such, he sees no problem in committing atrocities against the rebel Liberati. His embarrassing defeat in the Dissora Desert during the first Black Talon Mission, at the hand of Sergeant Carlie Pinter, has only driven him into further maddened hubris.

Combat Reactions ●

An intelligent pilot and tactical strategist, McKenna holds to the CEF's doctrine of offensive tactics on the battlefield. In his mind, the only good defense is an overwhelming offensive. As such, he is very aggressive and an extremely deadly opponent to fight in any battle. He coordinates himself and his forces with the masterly use of terrain, electronic warfare and battlefield psychology. Even in instances of meeting superior force, he looks for the means to win instead of retreat.

Vital Statistics □

Age:	59	Height:	186 cm	Weight:	79.9 kg	Hair:	red	Eyes:	blue
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Attributes □

AGI	+1	APP	0	BLD	0	CRE	+1	FIT	+1
INF	0	KNO	+1	PER	+2	PSY	-1	WIL	+1
STR	0	HEA	0	STA	25	UD	5	AD	4

Skills □

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	+1	Drive	3	+1	Gunnery (Gear)	2	+2	Notice	2	+2
Combat Sense	2	+2	Electronic Warfare	2	+1	Hand-to-Hand	2	+1	Small Arms	2	+1
Communications	1	+1	First Aid	1	+1	Human Perception	1	-1	Tactics	3	+1
Demolition	1	+1	Heavy Gear Pilot	3	+1	Leadership	2	0	Zero-G	2	+1
Dodge	2	+1	Gunnery (Ground)	2	+2	Melee	1	+1			





NOTABLE BATTLE GROUPS

4



LIEUTENANT COLONEL KRYNN RASSUL

Born in a war-torn African splinter state, Krynn Rassul saw nothing but chaos around her until its conquest by the NEC brought some semblance of stability to her world, ending the fighting and the lawlessness. Others, however, did not share this view and Krynn and her family were severely injured during a terrorist attack on a nearby NEC base. The senselessness of the attack angered her more than her injuries, and when she was introduced to the NEC ideology of a greater purpose for Mankind it struck a deep chord with her. She volunteered for the CEF soon afterward. Her drive and determination were recognized, and she was assigned to officer training. Krynn participated in the CEF invasion of Caprice as a young infantry lieutenant, where she served with distinction against the brief resistance movement. Once the fighting died down, however, Krynn found herself with little to do. She asked for a transfer to the CID, where she discovered a natural affinity for investigative work.

◆ Military Record

Having steadily risen through the ranks since the CEF's arrival on Caprice, Krynn is now the top investigator in the Commonwealth Integrity Directorate on the planet. A methodical worker, she patiently explores every line of inquiry before closing in for the kill. This has led to the capture or death of several Liberati agents but has not uncovered the workings of the movement at large, something that only drives Krynn further on. She is part of a small faction within the CID that believe that the Caprician resistance still exist as an organized force. Her superior, Colonel Housam Amiel, is pleased with her success but is concerned that she might burn out and is considering ordering her to take leave.

◆ Attitudes

Krynn considers herself a true patriot, dedicating her life to the promotion of the ideals of the NEC and has little time for those that see service in the CEF as a road to personal advancement. She pays almost no interest to the average Caprician citizen, regarding them as little different to Earth citizens, by and large doing as they are told by whoever is in charge. However, she holds a fanatical hatred for those that actively oppose the CEF, believing them to be nothing more than terrorists and she will not let herself rest until they have been destroyed.

◆ Combat Reactions

Krynn has seen combat many times as an infantry officer and is almost completely inured to it. When leading raids by CID security troops she prefers quick and overwhelming force to bring the situation to rapid conclusion, deeming keeping the situation under control and preventing the enemy from escaping worth any extra casualties. Although rarely encountered without subordinates to defend her, Krynn has no difficulty with entering combat herself if necessary and is a crack shot with the large caliber pistol she carries with her at all times.

□ Vital Statistics

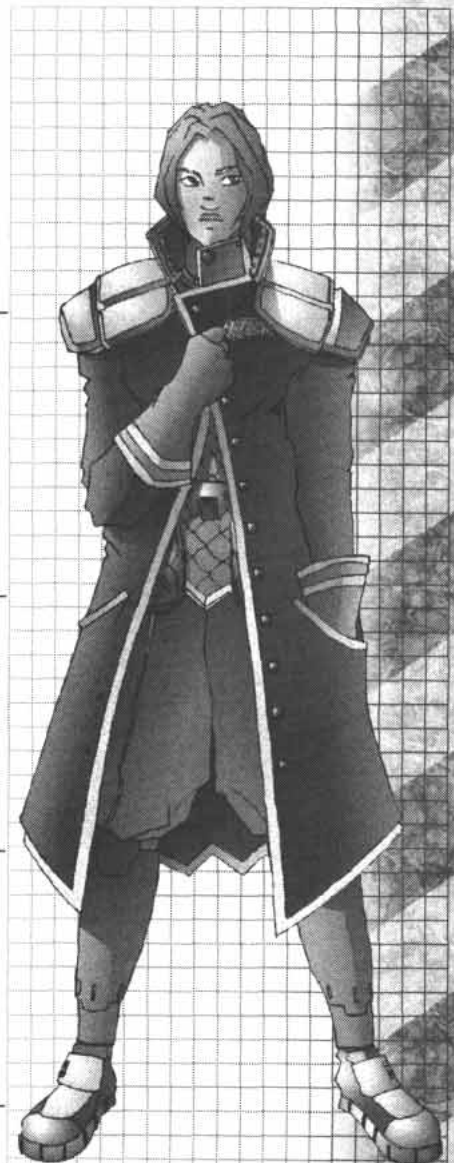
Age:	42 years	Height:	172 cm	Weight:	65 kg	Hair:	light brown	Eyes:	brown
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□ Attributes

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

□ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	+2	Interrogation	2	0	Notice	3	2	Streetwise	2	0
Dodge	2	+1	Investigation	3	+2	Security	2	0	Tactics	2	0
Drive	1	0	Law	1	0	Small Arms*	2	+1	• (Pistols)		
Hand-to-Hand	2	0	Leadership	2	0						



NOTABLE BATTLE GROUPS

4



VICE ADMIRAL ISOROKU JAY KENICHI



Born in 6072, Isoroku Jay Kenichi grew up on the war-torn island of Okinawa, the son of a prominent naval commander within the now former armed forces of the Imperial Asiatic-Pacific Nations (IAPN). While still in his mid-teens, Isoroku was enrolled in the IAPN's naval academy with the help of his father's influence. During his time in school, he distinguished himself as a talented young officer and strategist. Many years later, toward the end of the WWII, he served within the IAPN's High Command as a lieutenant general over all Pacific Operations. When the NEC finally gained the upper hand in the war, Isoroku served as a vice-negotiator for the terms of surrender and alliance. In political fair play, the NEC granted Isoroku the responsibility of Vice Admiral, in charge of the CEF 5th fleet, for his experience with unified military operations and political fortitude.

Military Record

Isoroku is considered to be an expressive and inspirational commander. His admiralty has been praised for his good judgment and reliability, largely attributed to his years of experience and his personal dedication to the cause of Earth. A man of considerable vision, Isoroku is recognized as adept at combining accepted military doctrine with innovative thinking. He has spent his life in military service, fulfilling the strategic and political roles that he is assigned with dignity and resolve.

Attitudes

The machinations among CEF High Command regarding former Vice Admiral Angela Mubatu's failures to seize Terra Nova have concerned Isoroku greatly. He is a clever-minded political leader with good tactical judgement and years of experience, and is not inclined to make light of his command in even the smallest manner. While he is satisfied with the strategic victories attained in space around Atlantis and on the planet's few and scattered landmasses, he is worried that the current stalemate could swing open the political doors of repercussion against his career. As such, he has suffered from occasional moods of depression and restlessness. Exerting experienced discipline against these feelings of doubt, he has started an extensive cross-analysis of the stalemate on Atlantis.

Combat Reactions

Isoroku is accustomed to being a commanding officer with an extensive patrol of guards surrounding him at all times. Thus, he is more prone to rely on the path of the political and persuasion rather than violent combat if confronted personally. He is, however, a kendo master and enjoys the sport of combat with wooden swords for exercise and mental discipline whenever he returns to Caprice for meetings with Admiral Winthrop. He actually carries his family's ancestral sword at his side for stately appearances and military pride.

Vital Statistics

Age:	67	Height:	179 cm	Weight:	71.6 kg	Hair:	grey	Eyes:	brown
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Attributes

AGI	0	APP	0	BLD	-1	CRE	+1	FIT	+1
INF	+1	KNO	+2	PER	+1	PSY	-1	WIL	+1
STR	0	HEA	0	STA	20	UD	4	AD	5

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	3	+2	Intimidate	1	-1	Leadership	3	+1	Social Sciences	2	+2
Combat Sense	2	+2	Investigation	1	+1	Melee (Kendo)*	3	0	Tactics (Naval)*	3	+2
Dodge	2	0	Hand-to-Hand	2	0	Notice	3	+2	Teaching	2	+2
Drive	1	0	Human Perception	2	-1	Small Arms	2	0	Zero-G	1	0
Etiquette	2	+1	• (Specialization)								





NOTABLE BATTLE GROUPS

4



MAJOR ELKE HILDEGARD

Elke Hildegard was born in New Moscow in 6102 AD, her parents being loyal medical doctors for the NEC. A patriot like her parents, Elke volunteered from medical school and was granted the rank of Junior Lieutenant. Thrust under the command of a battle-savvy major, Harman Lei, Elke found herself preparing to lead a GREL infantry troop. What she discovered on the front lines was a shock to her sensibilities and medical ethics: the persistent attitude that GRELS were only renewable military resources, similar to hover tanks and other CEF equipment. As such, medicine for GRELS was minimal, the forces instead relying only on triage surgery and the GRELS' natural healing abilities. Despite this ethical setback, Elke has served with distinction and received multiple promotions, all the while promoting the idea of GRELS as humans in need of the same egalitarian support as any other soldier.

◆ Military Record

To her own surprise, Elke's career has flourished as an officer in the CEF. She is serious-minded, responsible and very stable, proving herself capable of commanding an infantry battle group. At the same time she has a very friendly, sociable and charming nature that helps her to relate well to both her soldiers and senior officers. These two sides of her personality have allowed her to move up in rank quickly, a perk that she has enjoyed. A humanitarian by nature, her current rank has also helped her to promote better respect for GREL soldiers outside her command. Seeing the result of high morale and associated combat effectiveness, many of her peer officers have attempted to adopt her command values within their ranks as well. Her immediate supervisor, Colonel Jan Valanski, views her command role as vital to maintaining troop morale during the current standoff on Atlantis' surface.

◆ Attitudes

At heart, Elke is a humanitarian, driven by her own sensibilities and insights into medicine and genetics. Her patriotism and valor are products of her appreciation for the people that she works with, including GRELS. She has crusaded for the human attributes of the GRELS by practicing greater equality between them and natural-born within her own ranks. As a result, her troops maintain some of the highest morale among the CEF. There is not a single one of her men or women that Elke will tolerate losing to bigotry and foolishness.

◆ Combat Reactions

Elke is not a natural-born fighter; rather it is a learned behavior. She is incredibly loyal and patriotic to the CEF and to her battle group, and will defend their honor and lives with her own if need be. In the same way, her troops and officers would do the same for her. Being currently stationed on the surface of Atlantis, it is very rare for her not to be accompanied by protective guards.

□ Vital Statistics

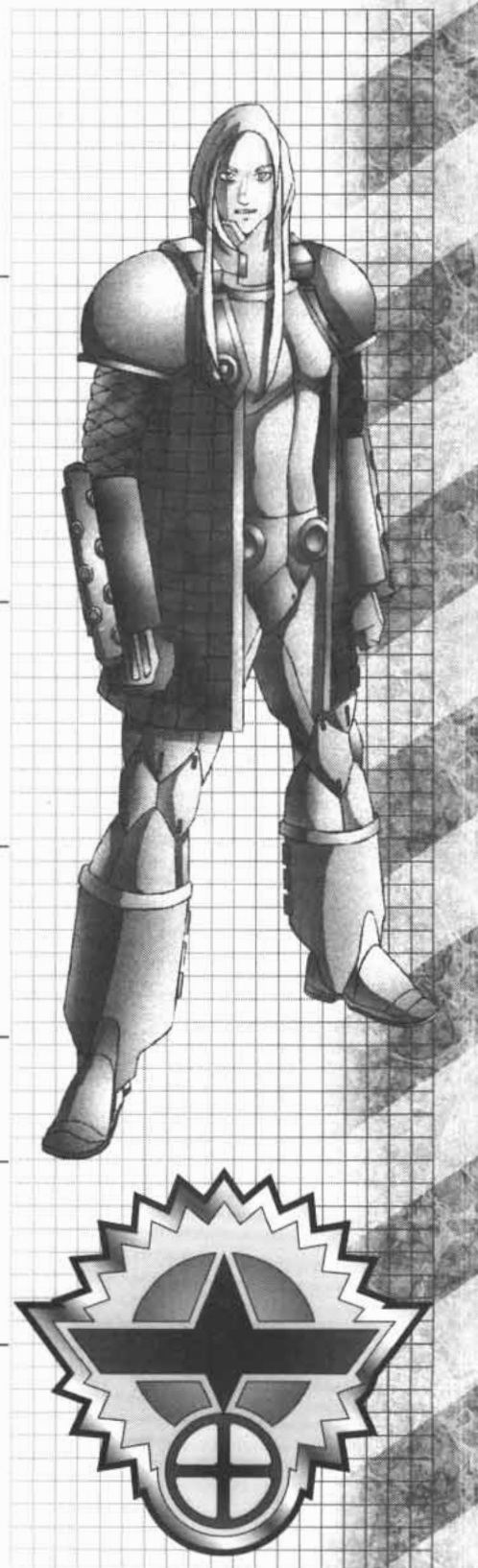
Age:	37	Height:	183 cm	Weight:	69.5 kg	Hair:	blonde	Eyes:	blue
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□ Attributes

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

□ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	0	Hand-to-Hand	2	0	Melee	2	0	Swimming	2	0
Combat Sense	2	+1	Human Percep.*	3	+1	Notice	2	+1	Tactics	2	0
Dodge	1	0	Leadership	2	+1	Psychology	1	0	Zero-G	1	0
Drive	1	0	Life Sciences	2	0	Small Arms	2	0	• (Body Language)		
First Aid	2	0	Medicine**	1	0	Social Sciences	2	+2	** (Surgery)		

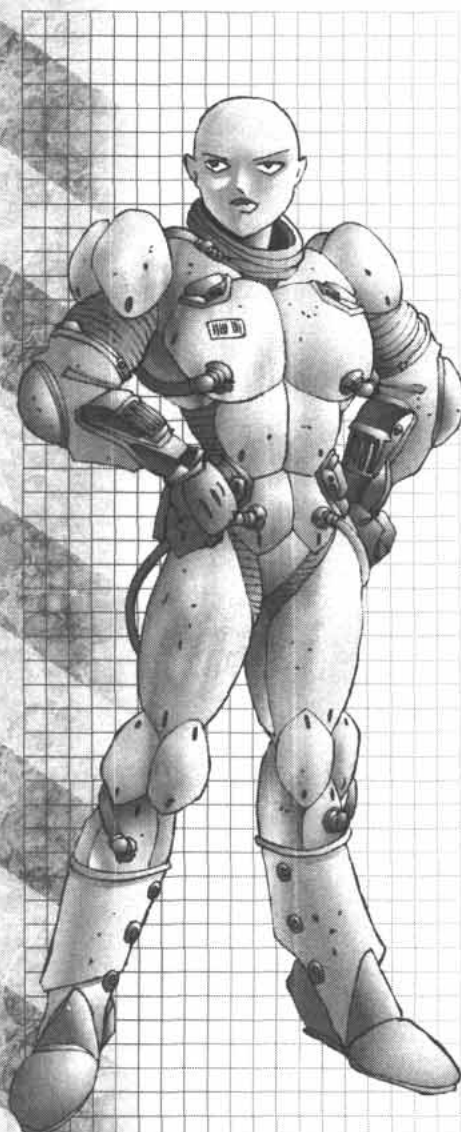


NOTABLE BATTLE GROUPS

4



SOLDIER ELIZA



Soldier Eliza was decanted aboard a Nova-class carrier in Earth orbit and participated in the Caprician invasion's first wave. Trained with what were at the time the latest advances in hypno-programming, Eliza quickly amassed a staggering number of kills against the largely disorganized freedom fighters. After the occupation was complete, her CEF commanders dispassionately and without any semblance of gratitude for her Herculean effort shipped her to Bastille Alpha, where she and her comrades were warehoused in preparation for their termination. Ironically, the CEF's bloodthirsty expansionism was the only reason her life was spared. She was assigned to the 5th fleet, tasked to re-take Atlantis and Eden. Although many of her genetic siblings were killed in the Atlantis naval debacle, Eliza has survived every trial.

Military Record

While combat attrition and bureaucratic shuffling tends to ensure that GRELS do not form close attachments among one another, Eliza has been fortunate enough to have spent her entire military career with Soldier Dalby, a Maxwell-class GREL. With Eliza at the controls and Dalby manning the turret, they have led their HT-68 hovertank through countless victorious combat missions. The Atlantis missions, although costly for the CEF, have been the most satisfying times for Eliza and Dalby. Skimming across the water at top speed hunting down merchant craft and patrol ships has inspired a fierce happiness in the pair.

Attitudes

Like most other GRELS, Soldier Eliza is not very prone to forming her own opinions. In fact, any indication of such individuality would be regarded as a manufacturing defect worthy of factory recall. Despite lacking independent thoughts, Soldier Eliza does possess certain programmed drives that push her to excel. Apart from the periodic training required of all GRELS, Eliza has begun to study chess after discovering a discarded electronic set. Because chess relies on outmaneuvering an opponent, something she knows well, Eliza is well on her way to mastering the game.

Combat Reactions

Soldier Eliza and her Minerva-class sisters have a connection to hovertanks that no human driver can ever hope to match. Their technical knowledge, quicksilver reflexes, and "compatibility" with the hardware under their control combine to mold the Minerva-class GREL into one of the deadliest creatures known to humanity. Throughout her military career, Soldier Eliza has relied on her inborn and programmed talents to lead her through and even thrive in the most brutal conflicts. What Eliza and other GRELS lack, however, is the creativity and non-linear cognitive ability possessed by true humans, and this is her greatest tactical weakness.

Vital Statistics

Age:	23 years	Height:	200 cm	Weight:	134 kg	Hair:	none	Eyes:	violet
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Attributes

AGI	+2	APP	0	BLD	+2	CRE	0	FIT	+3
INF	0	KNO	0	PER	+2	PSY	0	WIL	+1
STR	+3	HEA	+1	STA	50	UD	11	AD	10

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+3	Drive	2	+2	Hand-to-Hand	1	+2	Survival	1	0
Combat Sense	1	+1	Electronic Warfare	1	0	Notice	1	+1	Swimming	1	+3
Communications	1	0	First Aid	1	0	Small Arms	2	+2	Tactics (Chess*)	1	0
Dodge	1	+2	Gunnery (Grnd)	1	+1	• (Specialization)					





NOTABLE BATTLE GROUPS

4



VICE ADMIRAL EDITH MUBATU

Growing up in the shadow of a world-class hero can crush all but the strongest personalities, or leave them with deep feelings of inadequacy and a driving need to prove themselves. Such is the case with Edith Mubatu: the daughter of Vice Admiral Angela Mubatu, she spent her childhood in an extremely strict environment, groomed for the military lifestyle from a very early age. She idolized her mother and was devastated at her defeat and subsequent disgraceful discharge after the Terranovan campaign. Edith was 16 years old when her mother returned from what the Terranovans called the "War of the Alliance," and she was at the top of her class in the Fleet's accelerated training courses. She was appalled at the way her mother's name was dragged through the muck; with her own recent promotion to Vice Admiral and command of the 8th Fleet, she looks forward to restoring the Mubatu name by crushing Terra Nova at the helm of the dreadnought *Napoleon*, her mother's old flagship.

◆ Military Record

Edith Mubatu is a consummate professional. She expects nothing short of perfection from both herself and her subordinates, and she is harshly critical of any shortcoming. This fastidiousness helped her to rise quickly through the ranks of the CEF, and while most Fleet officers begin their careers on escort-sized vessels, Edith's first command was a cruiser. Her exceedingly high expectations have made her unpopular with many of the lower echelon — 'martinet' is a term frequently bandied about — but she has gained the undying loyalty of her bridge officers, who understand her motivation and realize that she has the same rigorous standards for her own behavior as well as for her crew.

◆ Attitudes

The dishonor that Angela Mubatu faced and her death weigh heavily upon Edith's mind. She refuses to accept that any fault lies with her mother's tactical misjudgment. Instead of turning her anger towards the fickle CEF commanders who disposed of her mother after a single failure, Mubatu has focused her rage entirely on Terra Nova. Now with the 8th Fleet at her command and Operation Icarus looming on the horizon, Edith is champing at the bit to return and succeed where her mother failed.

◆ Combat Reactions

In combat Mubatu is brutally efficient. She manages to keep her omnipresent rage in the background, where it will not interfere with her clinically tactical mindset. Her goal is to win at all costs, and this pragmatism has led her to use tactics that others would find heavy-handed. Although she did not initiate the operation that resulted in the bombing of Peace River, once she became aware of the plan she was its staunchest supporter. Indeed, she advocates the use of orbital strikes as a further measure to "soften up" Terra Nova for her return.

□□ Vital Statistics

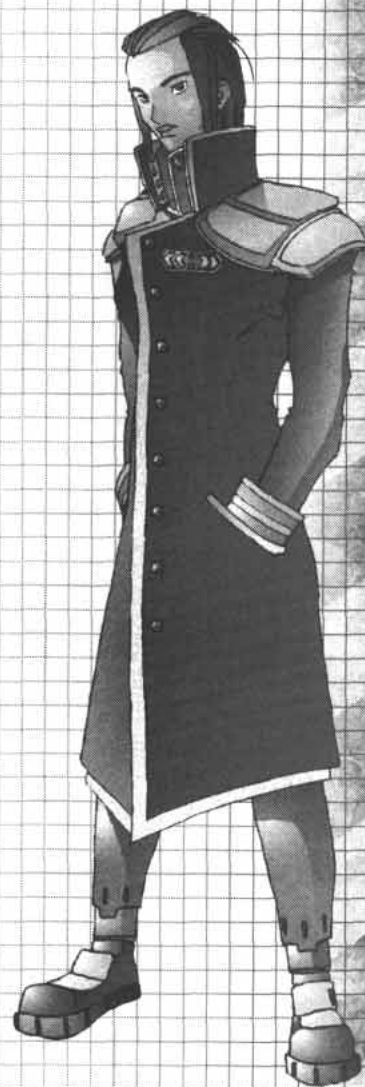
Age:	35 years	Height:	160 cm	Weight:	50 kg	Hair:	red	Eyes:	green
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□□ Attributes

AGI	0	APP	+2	BLD	-1	CRE	+2	FIT	+1
INF	0	KNO	0	PER	+1	PSY	-1	WIL	+1
STR	0	HEA	0	STA	20	UD	4	AD	4

□□ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	0	Computer	1	0	Hand-to-Hand	2	0	Small Arms	2	0
Bureaucracy	1	0	Dodge	1	0	Leadership	3	0	Space Pilot	2	+2
Combat Sense	1	+1	G-Handling	1	+1	Melee (Fencing*)	2	0	Tactics	3	+2
Communications	1	0	Gunnery (Space)	2	+1	Nav.(Space)	2	0	Zero-G	2	+0
▼ (Specialization)											



NOTABLE BATTLE GROUPS

4



MAJOR SERGE DANSEREAU



An experienced infantry and cavalry officer, Serge Dansereau achieved some notoriety in the CEF even before the events of TN 1917 (6120 AD). His build, along with his penchant for shaving his head and carrying a standard GREL anti-armor rifle into battle, lead him to be known as "Mordred's ugly brother" by his troops. When it became apparent in early TN 1917 that the defeat of the CEF was imminent, several CEF commanders, including Serge, refused to believe surrender was an acceptable option. The Death Watch was formed to continue the fight — with Serge in command and a few more senior officers acting as 'advisors.'

The Death Watch was active through Winter and Spring of TN 1917, conducting guerilla attacks on Terranovan forces. Their failure to break out of the Barrington Basin, however, meant it was merely a matter of time until they were surrounded and destroyed by the numerically superior Terranovan forces. Although more than one senior officer slunk back to the Western Basin Base after the defeat of the Death Watch, Serge was not among them. He died fighting the enemies of the CEF, surrounded by the remains of the five Gears he had personally destroyed after his vehicle had been disabled.

Military Record ◆

Serge was a consummate soldier, steadily rising through the ranks, eagerly absorbing everything his instructors had to teach him and flawlessly carrying out his duties at each posting. Fellow junior officers regarded him with a degree of awe and assumed he was headed right for the top. However, Serge lacked either the ability for strategic thought or political maneuvering that would have propelled him into the senior ranks and had likely found his natural level at the rank of Major.

Attitudes ◆

As a career soldier, the CEF was everything to Serge and a source of considerable pride. The imminent surrender of the CEF forces on Terra Nova came as crushing blow to Serge. Although he had developed a certain degree of respect for the abilities of the Terranovan defenders he simply refused to believe they were capable of defeating the might of the CEF and could not contemplate anything other than continuing to fight. Major Serge Dansereau considered being given command of the Death Watch the finest moment of his military career.

Combat Reactions ◆

Serge followed CEF hovertank combat doctrine to the letter, striking hard against the enemy's weak points and fading fast when the enemy brought their own strength to bear. Yet in spite of his command ability Serge preferred to get up close and personal with the enemy to being in control of the troops. His frequent decisions to lead from the front generated a great deal of respect from his troops and charges of recklessness from fellow officers.

Vital Statistics □

Age:	36	Height:	196 cm	Weight:	120 kg	Hair:	bald	Eyes:	brown
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Attributes □

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

Skills □

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	2	+2	Etq. (Military)*	1	0	Leadership	3	0	Small Arms	2	0
Combat Sense	2	+1	Gunnery (Ground)	3	+1	Melee	2	0	Survival	2	0
Dodge	2	0	Hand-to-Hand	2	0	Navigation (Land)	2	0	Tactics	3	0
Drive(Hovertank)*	2	0	H. Wpn (Anti-HG)*	2	0	Notice	2	+1	• (Specialization)		





NOTABLE BATTLE GROUPS

4



"SCORPIO"

For years CEF command has been receiving information passed on to it by an agent known only as Scorpio. This agent was recruited towards the end of the invasion of Terra Nova. His exact identity is unknown but he is assumed to have deep connections to a planet-wide information source. Contact with Scorpio was lost when the CEF 8th Fleet pulled out of the Helios system. As covert operations started up on Terra Nova to pave the way for a return invasion, Scorpio's former caseworker was able to re-establish contact. After several tests and evaluations, Scorpio returned as a viable information source for the CEF. Information from Scorpio led to the additional placement of agents in sensitive areas and data on the movements of the Terranovan military forces.

◆ Military Record

Scorpio's exact profession is unknown but he appears to be an accomplished espionage agent. His training was not given to him by the CEF and must have originated from one of the polar leagues. He is extremely cautious and methodical. Given time there is no doubt that he would be able to acquire any information that the CEF desires.

◆ Attitudes

Scorpio is a very careful information gatherer as is evidenced by the fact that no one — not even his caseworker — knows his identity. It is known that he is a skilled actor although he has had no formal training. His motivations are cloudy. Other than some transfers of funds, Scorpio has asked for little in return. He occasionally requests payment in the form of favors or black ops missions, such as assassination, terrorism, or espionage, organized and performed by a third party. Scorpio seems to acquire information from both electronic and analog sources. Exact methods are unknown but his effectiveness speaks highly of his skill.

◆ Combat Reactions

Scorpio would appear to be exceptionally skilled at both combat and evasion. It has been confirmed that Scorpio has killed at close range. This would seem to indicate some skill in armed and unarmed combat. In general it is assumed that he avoids combat since that can draw attention to his presence on the scene.

□ Vital Statistics

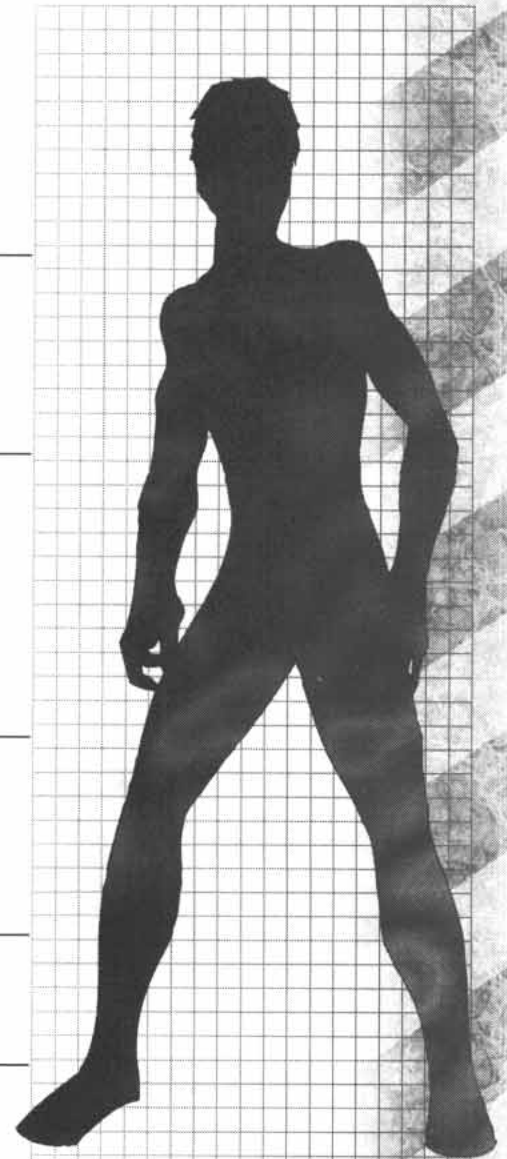
Age:	unknown	Height:	unknown	Weight:	unknown	Hair Color:	unknown	Eye Color:	unknown
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□ Attributes

AGI	+1	APP	0	BLD	0	CRE	+2	FIT	+1
INF	+1	KNO	+1	PER	+1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	5	AD	4

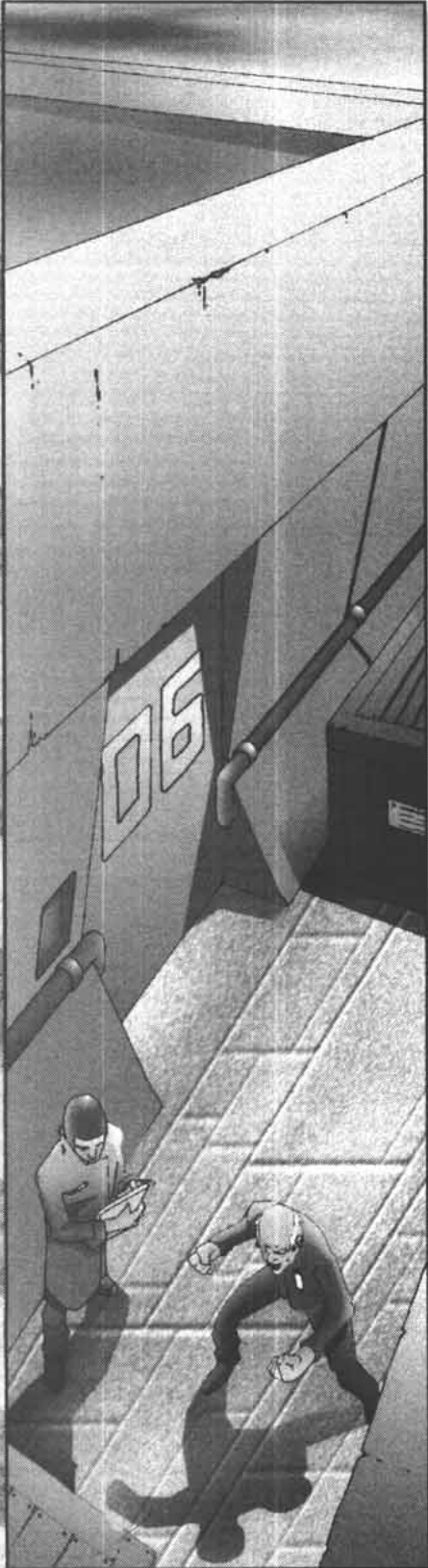
◆ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	+1	Dodge	1	+1	Human Perception	2	+1	Small Arms	2	+1
Combat Sense	1	+1	Electronics	2	+1	Investigation	3	+1	Stealth	2	+1
Computer	3	+1	Etiquette	2	+2	Melee	1	+1	Streetwise	3	+1
Disguise	2	+2	Hand-to-Hand	2	+1	Security	2	+1	Theatrics	2	+1





BETTING THE UNDERDOG



Yarett waited until Lieutenant Tolver's echoing footsteps got close enough to drown out the sound of his keyboard.

"Good morning, sir," Yarett said, not looking up from his supply manifest. "Such as it is," Tolver allowed. "Not as if you could tell, locking yourself away in here." Tolver gestured around at the cavernous warehouse. "Supply clerks are allowed to go outside, you know."

Yarett didn't answer. Tolver sighed and looked over the clerk's shoulder. "What sort of precognitive magic are you working this time, Yarett?"

Yarett pointed to a few items amid the morass of data on his screen. "Morrow's platoon is getting extra fuel. For the last month, they've been squeezing fuel down to the last drops. The extra will let them range a bit more. That means they'll have to survey more ground. Since enemy resistance has dropped steadily over the past weeks, they'll be able to do a lot of their surveying and plotting on foot, using the tanks as a home base. So, I figured they'd need some extra outdoor suits, warming pads, respirators, and maybe a couple of folding motor scooters."

Tolver shook his head in wonder. "I'm impressed, Yarett. Again. You're wasting your youth in this cave, though." The Lieutenant smiled. "Take the night off, Yarett. Go have fun in the city."

Yarett cocked an eyebrow. "Thank you sir," he said. "I most certainly will."

* * *

The hotel room was dingy, damp, and best of all, private. Through the dirty window, the lights of Gomorrah bathed the room in a bleak ochre glow. "You said you'd get us an undamaged hovortank," Bek said. "I don't see it in here." The unkempt little Terranovan didn't quite sneer.

Yarett maintained perfect sangfroid. "Actually, I'm getting you four of them," he said. "They'll be right here," handing Bek a datapad, "in about ninety-six hours. Just do what I've written there. You'll lose a garage and some remote-controlled vehicles, but I'd say it's worth it, yes?"

Bek peered at the datapad, then shook his head. "Explain."

"That platoon is being sent extra environmental gear as a high priority. Unfortunately, this week's scheduled drop containers are already full. When the warehouse clerks see this, they'll remove the lowest-priority items to make room for the enviro-gear. Because the platoon is listed as having extra pack-meals, food is bottom priority for them. Thing is, the platoon's actually out of meals, and running low on ration bars. Normally, the platoon would just get a double supply next week and scrounge for a day or two, but in this case, they'll be scrounging for..." He trailed off as Bek's eyes widened.

"Our ration bars?" Bek studied the datapad carefully. "Noctrazine in the rations?" The Terranovan snorted. "They wouldn't be that stupid."

"A hungry soldier is, by definition, a stupid soldier. Trust me. They'll find them, they'll eat them, and all you have to do is put handcuffs on them. Believe me, Bek, I wouldn't be helping you people if I hadn't already figured out whose troops were smarter."





SUPPORT AND DOCTRINES

5

SUPPLY SIDE DUTY - 5.1

No job role in the CEF more desperately needs talented individuals than the supporting arms, which ensure that supplies are available and ready for the soldiers and troops on the front lines. Without experienced quartermasters and loadmasters, everything from the fleets on down to the troopers and soldiers of the CEF would not only be without spares, ammunition and fuel but also food, power, water and in many cases even life support. As nearly every veteran supply officer is fond of quoting, amateurs study tactics while the professionals learn logistics.

The almost absurdly byzantine nature of the CEF's Support Command however is either a petty bureaucrat's dream or a sane thinking man's nightmare. Unlike some of the colonial militaries that they have encountered, the CEF not only has to have everything on hand, right now, but they also need to bring everything with them over interstellar distances. While some degrees of forecasting future supply demands are made and evaluated, they are at best a rough guess simply because the operational tempo of forces in the field is incredibly high relative to the shipping time from "rear areas" that in some cases may be several months travel and a Gate jump away if not on the ground or in orbit.

Many of the CEF's supply problems would be completely insurmountable were it not for the widespread use of Caprician autofacs, advanced automated machine shops that take in the appropriate raw materials in one end and churn out the desired components through the other, given the correct file templates. Most CEF autofacs are either the size of a small building, and can be delivered in a few shipments to a static base, or are of the portable variety and can be carried on the back of a supply truck into forward areas. While the use of autofacs does simplify many of the CEF's supply problems for machined parts and tools, it does nothing to help keep track of the nearly infinite web and variety of raw materials that need to be shipped around to various locations, either on planet or off planet, in order to keep entire fleets operating at peak efficiency.

Most troopers and practically all soldiers have no idea of just how demanding a job it is to work under Support Command. Usually all they see is a store clerk who just happens to have whatever they need on hand whenever they need it. CEF officers however usually have a better inkling of the scope and magnitude of Support Command's contributions and tend to ignore calls for giving the non-combatant quartermasters something to do (besides juggle inventory) in their combat zone.



Support Company Organization - 5.1.1

In the CEF, Support Command is the one arm of the military almost entirely focused upon getting combatants into a war zone. During WWII back on Earth it was discovered that supplies ran smoother if the logistical personnel were not expected to contribute directly to the fighting but rather focused their time and energies on enabling the soldiers and troopers who actually were in combat to execute their missions with greater support. This then led to the development of an entire military arm and a career of service for conscript troopers who couldn't handle the stress and strain of actual combat conditions.

Support companies operate under their own command and report to both the battle group commander they are associated with as well as their "higher ups" who usually are literally higher up (in orbit and sometimes beyond). Their job is primarily concerned with moving supplies around and seeing that they get to where they are actually needed, on time. This often requires the services of a half dozen quartermasters headed by a senior quartermaster who oversees the centralized administration of supplies, budget, communications and other duties of a battle group. The remaining quartermasters oversee the distribution of supplies to the support auxiliaries (mechanics, medics, cooks, military police, etc.) who actually are assigned to particular battle groups and are a part of the command and organizational structure but are usually managed by Support Command personnel so as to relieve the battle group's commander of many non-combat related administrative duties.

Special Circumstances - 5.1.2

The standard CEF deployment doctrine calls for ground units to (if possible) make lightning advances, secure the area and await the arrival of fresh supplies before the next offensive advance. There have been circumstances under which frontline ground forces have found themselves cut off from their supplies, which can force one of three possible outcomes. If the unit has sufficient reserves it will attempt to retreat and rejoin with friendly forces in a secure rear area. In the absence of sufficient reserves the unit will either require rescue by other friendly forces in the area, including orbital re-supply drops, or it will immediately attack and attempt to capture any source of supplies in the area, military or civilian, in order to extend its operational life.





5.2 - TROOP MOVEMENTS

In spite of the CEF's remarkable level of technology, it does not advance across continents at incredible speed. This is because supply lines must be established as the frontline units move forward lest they become cut off, immobilized and starve for lack of supplies. Although capable of making lightning fast blitzkrieg strikes, units in forward areas must always operate with sufficient reserves to draw back without overextending themselves. Because of this simple fact, the CEF can realistically only move as fast as its supply lines. Furthermore, these supply lines must be defended from hostile forces lest they be cut and the forces that should be supported left with insufficient reserves to break out of an entrapped position.

Support Command is responsible for maintaining the assets of the CEF's supply lines, but it is the duty of Ground Command, Sea Command or Aerospace Command to defend those lines in their respective areas. Most supplies are delivered from rear areas by an organized network of trucks, although aerospace assets can make emergency drops. Aerospace re-supply is considered a rather extreme option due to the vulnerability of orbital transports to enemy air defenses and/or hostile environmental conditions (a lesson learned the hard way on Terra Nova).

Even with all of the experience of WWII and its technological advances for the NECAF, the CEF's ground forces cannot realistically advance much more than 100-150 kilometers per day, with the lower number being a much more reliable figure and the higher more dependent on terrain and opposition. Although capable of unbelievably fast sprints while advancing, the CEF's hover tanks are very short-range machines with an operational deployment radius of approximately fifty to eighty kilometers. Most armor battle groups will attempt to make at least two such advances per day.

5.2.1 - Portable Suns

The CEF faces one problem that no other standing planetary army has to deal with: how to supply energy to combat forces in a theater in which they have no energy supply infrastructure to begin with. Whatever fuel demands are made by vehicles and equipment simply must be supplied locally since interstellar fuel supply lines are completely unworkable, not only due to timing considerations but also volume and mass constraints. These factors alone rule out the sort of hydrocarbon combustion used in most colonial vehicular powertrains. The CEF simply hasn't got the time or the resources to dedicate towards prospecting for hydrocarbon sources, mining and refining them and then transporting said fuels, all the while trying to engage in world conquest. It simply won't work. Fortunately the CEF is a space-based army and consequently was designed and built with invasion from space particularly in mind. This means that practically all CEF equipment is powered using a hydrogen fuel economy rather than a hydrocarbon based one.

The first order of business when invading a new world is to set up a secure base camp in a largely undisputed area of the planet. A "portable" fusion reactor — portable in the sense that its components can be transported in multiple sections by several AC-56 assault landers — is brought down from orbit and reassembled on the surface. More transport shipments are required to bring down the fuel cells, hydrogen fuel storage tanks, superconductor banks and drilling equipment needed to reach the water table and secure a reliable source of water and fusion fuel for the building-sized reactor. Once the reactor is brought on-line it is used to electrolytically crack water (H₂O) for hydrogen (H₂) and oxygen (O₂) using fuel cells and also to power the base camp's defense grid. Hydrogen is primarily stockpiled for groundside operations although oxygen is either released back into the planetary atmosphere or liquefied and transported back to the fleet aboard returning shuttles.

5.2.2 - Water Power

The other major problem facing the CEF is the delivery of potable water to personnel in the field, but it has been largely solved through the use of the hydrogen fuel economy. The process begins at the central base camp where hydrogen is produced and loaded into supply trucks headed for the frontlines. Once reaching a supply dump or forward firebase, the hydrogen fuel is transferred to local storage facilities that can convert it back into electrical power and distilled water through the use of fuel cells and superconductor battery banks.

The use of a hydrogen fuel economy has therefore solved some logistical headaches in that fuel and water supplies can all be delivered to the frontlines through the use of a single commodity. This in effect streamlines the CEF's delivery systems and greatly reduces the necessary transported mass since the heaviest component, water, is manufactured at a place local to the end user. The high demand for hydrogen fuel placed on supply lines through the widespread use of energy weapons, both personal and vehicular, ensures that there is sufficient "waste" water being produced to meet the needs of frontline fighting personnel regardless of the environment.





FOOD AND EQUIPMENT - 5.3

Food, water, fuel, ammunition as well as spares and equipment are absolutely vital to the CEF, just as they are with any other military force. Any unit that runs out of these necessities will be unable to perform its duties and perhaps even be unable to engage in combat. Fortunately water, fuel and ammunition share a somewhat common supply, fresh drinking water being a particularly valuable resource for personnel operating in a hostile and uncharted planetary environment. Food, physical ammunition, medical supplies and equipment spares therefore form the rest of the bulk cargo shipped to frontline units.

Every trooper requires at least three meals a day and soldiers typically require a minimum of four meals per day to keep their supercharged metabolisms properly fed with sufficient calories. Support Command does make an attempt to supply the best food it can to frontline fighters, a policy adopted by the NECAF during WWII, the rationale being that well fed war fighters will be in better physical shape than their opponents (and less likely to feel resentment towards the state). This stands in stark contrast to the lot of People under NEC governance, both during and after WWII.



Food Supply - 5.3.1

The CEF has three reliable sources for food supplies: local, packaged and emergency combat rations. Local food sources are essentially whatever is within easy reach and includes both friendly (purchase) and hostile (confiscation) means of acquisition. Battle group commanders prefer to rely upon local food sources whenever practical since it can free up transport assets for the delivery of other needed supplies depending on the situation, without disrupting Support Command's careful planning schemes. Supply hoarding by unit commanders usually begins with finding a local food source.

Packaged food supplies are often complete meals delivered in a single package. A semblance of variety can be achieved through the mixing and matching of various packs. One of the more common food packs is a combination of nutritionally fortified corn flakes and dehydrated milk, the later being easy to reconstitute using a portion of the daily water ration (it is interesting to note that cornflake packages were a war prize for the defenders during the Terranovan campaign, since corn does not grow well on Terra Nova). Packaged food is meant to be simple enough that any common trooper or soldier can prepare his own meals without the need for a centralized cooking service. Many food packs are meant to be eaten cold while some are designed to be prepared hot and have small one-use sealed exothermic chemical packs for heating.

Emergency combat rations, known among troopers by various unflattering Siberian expressions involving excrement, are essentially dehydrated nutrition bricks. Rich in fats, calories as well as essential vitamins and minerals, emergency rations contain everything that a human body needs (except for flavor, texture or an appetizing smell) to keep going while fighting in a warzone. Soldiers have actually been known to gain weight while eating nothing but combat rations for weeks during heavy combat.

The last food source is known as the "primitive appetite" option and involves stealing supplies from the enemy, be they military or civilian. This is often the last resort of individual troopers and soldiers who have been cut off from their units and find themselves behind enemy lines, although it is sometimes necessary for entire battle groups after their supply lines have been cut.

Fuel and Ammunition - 5.3.2

For the CEF fuel and ammunition come from largely the same source, hydrogen, and the demand for it is always high. An armor battle group consumes nearly a million liters of fuel per week while on standby status and that amount can be expected to double or triple easily during active duty, more if extremely heavy fighting is expected. Physical ammunition demands can also be heavy with demands starting at approximately ten tons per hour of combat (or training) and going up from there.

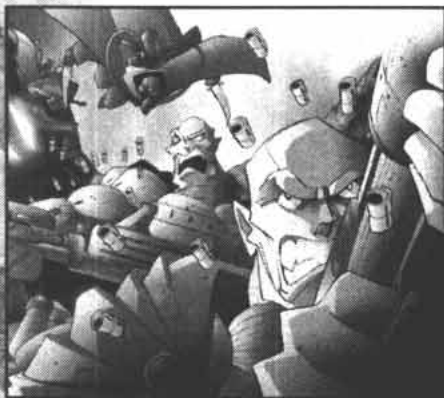
Infantry battle groups require less support in some ways and substantially more in others. So while their demand for equipment spares and fuel costs may be less than those of armor, their need for food, physical ammunition and medical supplies is much greater. Battle groups with a substantial mechanized infantry component combine the challenges of vehicular and personnel supply together, further increasing demands on support.

The monumental task of keeping everything in order falls onto the chief quartermaster, who has several subordinate quartermasters working under him. Quartermasters operating at the brigade level are only answerable to the dictates of Support Command while at the battle group level they are under the nominal authority of the battle group commander. In practice, however, even the battle group's quartermasters are more receptive to the dictates of their higher ups in Support Command, a lesson that some commanding officers have learned at some cost to their careers after learning that their supplies can't just be ordered into existence.





5.4 - SPECIALIZED PERSONNEL



Like many armed forces before it, the CEF has its share of specialized military personnel. Their contributions to victory may not be as loudly heralded as those of the frontline fighting units, but the missions they undertake are not meant for the ordinary rank-and-file trooper or soldier either.

Field specialists may be either troopers or soldiers, although the latter group is effectively limited to particular genotypes specifically designed for the job (Isaac, Isabella and Cassandra). During their time spent as recruits, troopers undergo extensive mental and physical aptitude and ability testing. These batteries of standardized tests are designed to locate the more promising individuals from the current crop of recruits. Guidance counselors (typically junior staff officers) interview these troopers and encourage those who are truly fit for specialist duty to enroll in one of the many specialist programs. The length of each program depends on the particular field, and the program may have prerequisites the CEF cannot provide, such as medical or law school — although in rare cases, neural programming similar to that received by GRELs may be employed. Enrollment in a specialist program generally guarantees that a trooper will draw a slightly higher salary than another of a comparable rank, and those who retire from the CEF often find jobs as independent practitioners.

5.4.1 - Medical Staff

All soldiers and troopers receive minimal training in first aid, but only medics can perform surgery and other life-saving medical acts in the field. Typically deployed in hover APCs that have been converted into MASH units (mobile army surgical hospitals), most field medics are Isabella-class GRELs placed under the command of human surgeons. The majority of the medical corps' efforts and training is centered on preserving human life in the field. GREL physiology is (deliberately) similar enough to that of a standard human that the medics can treat wounded soldiers as well. However, CEF doctrine demands that humans receive priority and that gravely wounded GRELs receive treatment only if there is a manpower shortage or if the group is isolated from the supply chains. In order to euthanize non-recoverable GRELs, human medics are issued small quantities of Shinine-X, a potent neurotoxin capable of humanely killing even a Mordred in a matter of minutes.

5.4.2 - Field Engineers and Mechanics

Field engineers are responsible for the design and construction of all earthworks, shelters, roads, runways and fortifications that the CEF requires, whether it be on land, beneath the water or on the surface of an airless moon or asteroid. Field mechanics service and repair the CEF's delicate and complex equipment. Both specialists tend to be tough, rugged individuals who can handle such jobs under the intense pressure of battlefield conditions without being overwhelmed. Like most support personnel within the CEF, human field engineers and mechanics generally have few problems working side-by-side with their GREL counterparts and vice-versa. Not only is there very little friction between the human personnel and the Isaac-class GRELs, the two groups often form a strange camaraderie based on their ironic observations that they're rarely appreciated until a cocky infantry patrol has to take cover behind one of their earthworks or the drive coil power booster of a hovertank's particle cannon cracks in half.

5.4.3 - Political Officers

Every CEF battle group has at least one political officer. His primary duty is to keep the troops in top mental and psychological condition. His role is thus similar to that of a chaplain as a counselor, although the political officer's methodology is founded largely in psychology rather than in faith. In addition, the political officer serves as a mechanism for information control, seeking to keep the troops as best informed about their duties and current missions as the NEC government will allow and restricting their access to potentially confusing outside dissent. A political officer's secondary duty is to ferret-out subversive troops or officers within his own unit; he generally will make the effort to counsel the individual before reluctantly summoning the military police for a full evaluation and probable court martial.

5.4.4 - GREL Field Service Personnel

Occasionally, a military force must employ civilian contractors to perform tasks in which the military cannot afford to specialize. Such is the case with Elite Genome Labs' GREL field service personnel, one of the few categories of non-military personnel to accompany the CEF in the field. These men and women are trained to ensure that EGL's primary product lines are performing satisfactorily, and they are thus highly trained individuals possessing advanced medical degrees specializing in GREL physiology and psychology. They are assigned at the brigade level, from which they conduct routine evaluations on a rotational schedule amongst the brigade's battle groups during the administrative period of the duty cycle. They may also be called upon for ad hoc work during a battle group's period of active duty, although this situation is rare and may place the personnel in immediate danger.





SURFACE-TO-ORBIT SUPPLY - 5.5

Logistics is more important than fancy weapons and equipment, and it is the lifeblood of a military force. It involves elements as diverse as food, water, ammunition, medical supplies, mail, medical treatment, communication, transportation, information, rest and recuperation, replacements, and more. All these things are needed on a daily basis by units on the forward line.

The Colonial Expeditionary Force is faced with a difficult problem: its supply lines essentially stretch from the ground to orbit and beyond, past the Tannhauser Gates and into the Sol system. For this reason, the fleet has been designed as a mostly self-contained unit capable of using local resources to replenish itself — provided, of course, that the initial assault is decisive enough to acquire control of said resources.

The remoteness of the main supply dumps (in this case, a series of fleet tenders) is both an advantage and a disadvantage. It means that the supplies are safer, and in many cases that they can be slowly reconstituted over time (such as when the 3rd fleet hid in the Helios system's Oort Cloud to prepare for a second landing). Supply craft, such as the fusion-powered AC-56 assault lander, can drop directly to any location on the target planet, enabling them to re-supply even far-ranging armored trusts.

The downsides are more numerous and problematic, however. Beyond the additional delays imposed by the distance, re-entering shuttles must also face a gauntlet of surface-to-orbit defenses ranging from emplaced laser cannons to shoulder-launched hypervelocity missiles that track their glowing heat shield. Limited space in the cargo holds forces quartermasters to make difficult (and sometimes disastrous) decisions, with little means of correction should they be proven wrong in their choices.

Field Camps - 5.5.1

It is not always possible (or practical) to rotate vehicles back to their unit's base for repair and check-ups during extended campaigns, so a series of portable maintenance facilities has been designed. Each firebase is a self-contained field maintenance workshop that can be broken down into a series of standardized packages that can fit the cargo holds of all the orbital transport assets of the CEF. The various plates are assembled into a sturdy boxy structure that is then filled with equipment in prepared positions inside the shell. An experienced team can assemble a firebase in little less than a day.

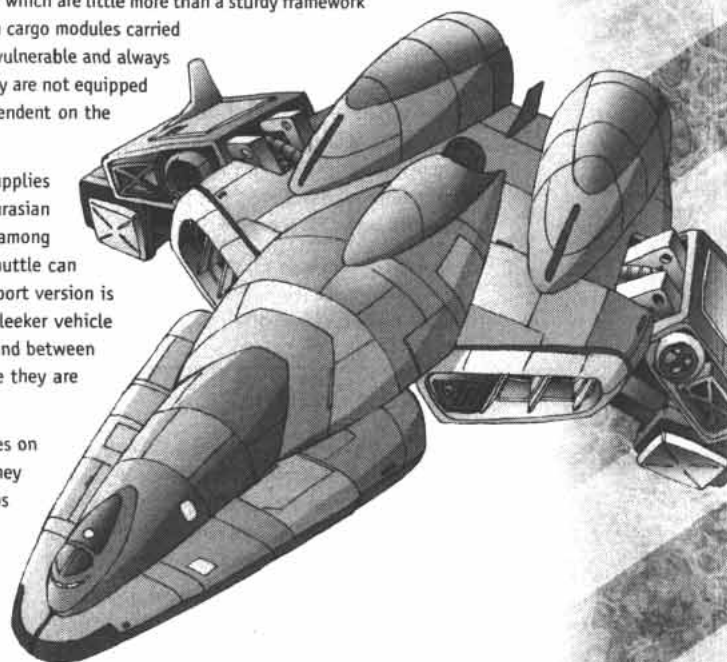
A CEF firebase is a series of square bunkers made up of bland ferroplastic plates and surrounded by a low wall. Everything is painted a dull army gray, which is sometimes covered with whatever local paint color is available. A distinct module stores explosive material such as ammunition. It is separated from the rest of the firebase by sturdy blast walls designed to deflect any explosion away. Likewise, hydrogen fuel is stored in armored fireproof sponge cylinder outside the hangars.

Transport Assets - 5.5.2

The bulk of the CEF supplies is carried into the invaded system by fleet tenders, which are little more than a sturdy framework mated to a cluster of powerful fusion tubes. The entire design is modular, with cargo modules carried piggy-back styles using Gateship-like mounting clamps. The tenders are very vulnerable and always kept well out of harm's way, even if doing so lengthens the supplies lines. They are not equipped with weapons other than comm lasers or a Gatedrive, and such are very dependent on the rest of the fleet for both travel and protection.

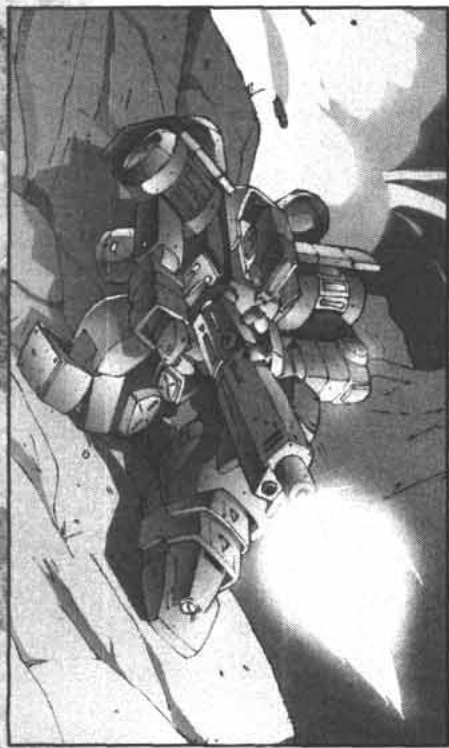
CEF forces use a large variety of ground-to-orbit spacecraft to move both supplies and troops. Most of the aerospace transport assets used by the CEF are New Eurasian Commonwealth designs that were first fielded during World War III. Foremost among them is the AC-56 assault lander, code-named "Tarantula." This versatile shuttle can be fitted with a variety of mission specific modules, though only the transport version is widely distributed. It is backed up by the AT-33 Fast Deployment Craft, a sleeker vehicle used mostly to ferry important personnel and supplies down to the surface and between base camps. They are few in number and generally kept out of battle, since they are poor assault vehicles.

The CEF fields a number of utilitarian designs for the more menial cargo duties on the ground, though these are never seen unless a beachhead is established. They are fairly unremarkable designs similar in performance to the trucks and jeeps that have been in service with other armies for centuries.





5.6 - OFFENSIVE DOCTRINE



The CEF as a military force is almost entirely focused upon offensive operations and this singular focus is thoroughly enshrined in its military doctrine. The purpose of military force is therefore always to press the enemy on his own ground and to take advantage of any weakness. Defensive operations have historically been few and far between, although now that the CEF is evolving into more of an occupation force with the capture of a few colony worlds this lack is becoming more and more apparent.

CEF Ground Command is composed of mixed forces of armor, infantry and in many cases mechanized infantry. All are vital to success and when used properly can ensure victory, particularly when combined with aerospace and artillery support. The Battle Frame is a relatively recent development and CEF commanders are still in the process of experimentation with using this new weapon system that promises to bridge the narrow operational gap between infantry and armor. Air support is provided by aerospace assets that can be based either in orbit or on the ground. Aerospace fighters based planetside fall under the jurisdiction of Ground Command and as such are tasked with missions at the discretion of warfighters on the ground and with maintaining local air superiority. Aerospace fighters based aboard ships in orbit and beyond are the responsibility of Aerospace Command and are correspondingly tasked with global space superiority and reconnaissance in addition to fleet patrol duties. Strategic level fire support is provided by artillery.

By its very nature the CEF is a blitzkrieg type force that cannot undertake long drawn out meat-grinder attrition campaigns without risking total disaster. With limited supplies and personnel as well as no established infrastructure on the worlds it invades, every campaign is a race against time to capture a colony world once the landings begin. In this regard the CEF faces numerous challenges and obstacles in its task to retake the colonies of mankind. Its first major setback came at the end of the Terranovan campaign and the second arrived in the open seas of Atlantis. Presently there is a sense of unease with renewed terrorist activity in and around Caprice, and a slowly building sense of frustration is growing back on Earth because the CEF has not delivered on its promises of colonial paradise worlds.

5.6.1 - Command Structure

The relative density of combat units to battlefield area is incredibly sparse by historical standards, mainly because combat is extremely lethal through the use of high-energy weaponry, precision munitions, advanced communications technologies and superior battle commanders. In many respects there simply aren't the sort of clashes between massed rank-and-file forces that has characterized so many previous conflicts. Instead the successful commander must now be able to concentrate firepower rapidly on select targets in critical places and times in order to weaken an enemy force in such a way as to cripple its ability to fight without having to destroy the entire force.

The principle of unified leadership is deeply ingrained in the way the CEF moves and fights. At the higher levels the commanders specify the objectives and it is up to their subordinates to carry out the necessary steps to achieve those objectives. It is precisely through this steady delegation of duty that mission commands reach the lower levels, although by this time the orders are specifically tailored for each and every unit by its immediate superior who is well familiar with the strengths, weaknesses and capabilities of everyone under his command.

A select few people do the planning, usually the commanding officer (CO) plus a few operational staff officers. The CO knows very well what he wants and he makes the decision alone. He then tells staff what is to be done and the staff carries it out. CEF command staffs are thus much smaller than other, more democratic armies, since their job is to carry out orders (and hone them), not formulate their own.

5.6.2 - Fire Policy

CEF fire policy essentially boils down to a simple dictum of using the right tool for the job at hand. Targets must therefore be attacked using the most suitable weapon system for destroying, disabling or dispersing the enemy. The use of expensive anti-tank missiles is thus limited to the engagement of main battle tanks and other hardened targets because of limited supplies. Lighter armored vehicles are supposed to be engaged using energy weaponry as a means of conserving non-reusable ammunition stocks. Area saturation attacks, such as artillery, are intended to break up dense enemy formations, and so on.

Because of the need to conserve its expendable firepower, particularly when faced with numerically superior yet qualitatively inferior opposition, the CEF has trained its personnel to direct their fire as effectively as possible. This includes flanking enemy positions and where possible attempting to make one-shot kills against particularly valuable enemy assets. When dealing with close formations an attempt often is made to scatter or break the enemy in order to prevent them from massing fire against friendly CEF units.





Deployment - 5.6.3

The CEF's basic offensive doctrine is one of overwhelming force being brought against key elements of an enemy's formation. What makes the operational tactics of the CEF unique is that its personnel are so well trained that sometimes entire companies and battle groups will respond to changing situations even before command personnel have been notified of the current situation. In this respect operational field units may seem to be slightly amorphous in their response to contact with enemy forces since they will seem to support each other automatically as the battle progresses. This is largely an evolved response to the fact that the operational tempo at which CEF units are capable of may require intervention faster than command decisions can be made at the highest levels. It is therefore the duty and responsibility of commanders at the most immediate and lower levels is to act first and report back up the command food chain second.

It has been repeatedly said that no battle plan survives contact with the enemy, but for the CEF this is only partially true since it does not fight following an explicit pre-formulated plan of attack per se. Instead the CEF tends to seize upon opportunities wherever they may be found, exploiting those opportunities before an opponent can react.

Given the opportunity to spearhead an attack against a defender, the CEF will usually employ one of two basic tactical methods. The first involves making a quick sprint past any enemy positions at high speed while undertaking evasive maneuvers to get past any potential ambush or kill zones. Once behind the enemy's lines the CEF units will wheel about and attack the enemy's unprepared rear. The second basic maneuver involves units breaking into pairs to flank and pincer an enemy position such that opposing forces have no choice but to expose their rear or flank to one of the attacking pincers. Hovertank assault patrols will usually employ this latter tactic against heavy armor since the hovertanks in the defender's forward arc can employ their target designators to the benefit of their pair-mates attacking from the defender's less well protected flank or rear, resulting in a high probability one-shot kill.

Battlefield Support - 5.6.4

Battlefield support units are tasked with eliminating enemy indirect fire systems along with air defenses and tactical air capabilities. In the CEF, this task falls mainly on their aerospace fighters and the more mobile artillery batteries, with orbital support brought in as needed. During the Terranovan campaign, this proved to be a major shortcoming as air assets could not be brought to bear on entrenched Terranovan defenders. The battle of Notehill, near Baja, typifies this: a single artillery battery and its squad of Gears held up a sizable CEF patrol for nearly a week when a tempest grounded all the CEF fighters.

The exact use of the support assets depends mainly upon three factors: the speed of the enemy movement, the presence of enemy counter-battery units and the lay of the land. The guns batteries have to be given enough time to do their work properly and are thus placed far back in the formation when the enemy is advancing rapidly. Friendly batteries keep on the move as a matter of policies to keep up with the assault and armor units, and are thus relatively safe from enemy counter-battery measures.

CEF on Offense in Tactical Play ☐

Being a highly mobile and offensive fighting force, the CEF prefers to attack an enemy's weak points. The usual method for balancing Threat Values in tactical scenarios (where quantity can make up for quality) does not correctly reflect the nature of how the CEF operates. When on the offensive, unit commanders will tend to engage in a series of running battles that take them progressively towards their objective and will therefore tend to engage opposing forces with numbers roughly equal to their own in a sequential manner rather than all at once.

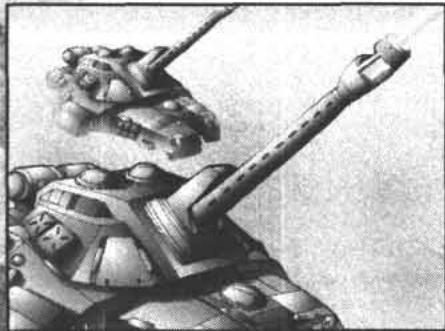
For example, although a patrol of hovertanks far exceeds the Threat Value of a single squadron of Terranovan Gears the CEF patrol would offensively engage a series of Gear squadrons in separate sequential battles, each on slightly different terrain and with unique objectives, until the combined Threat Values of the Terranovan squadrons encountered roughly equals that of the CEF patrol (or the patrol is destroyed). A CEF armor troop would sequentially engage Terranovan vehicle sections in the same fashion, and so on.

CEF unit(s) may not repair any damage, rearm any weapons or reload ammunition between these running battles. Furthermore the defender need not be limited to a single unit type (Gears, tanks, infantry, etc.) so long as the total Threat Values of all opposing forces in the scenario combined are roughly equal to one another. This forces the CEF Player to make careful choices as to how the limited resources at his disposal are spent.





5.7 - DEFENSIVE DOCTRINE



The CEF's defensive doctrine is, when viewed in contrast with its offensive doctrine, poorly developed. It relies mostly on Standard Operating Procedures (SOPs) laid down well in advance. The planning factors that are used are guidelines, not actual orders. Nevertheless, the SOPs and giant battle formation maneuvers mean that the CEF can move relatively large troop formations very quickly once the order has been given. GREs in particular are quite versed in the 'immediate action drills' (IAD) that infantry uses. A single word from the CO can get the entire force moving immediately without hesitation (and probably overrunning the enemy force if given half a chance).

The CEF cannot afford to throw away units in combat; each and every vehicle and trooper is a vital asset to the invasion force. The entire defensive doctrine of the CEF is based around this principle, and it includes several strategies that slowly grind down the enemy's strength in order to reduce the final friendly casualties. Most of the tactics are based on the assumption that long range fire and air assets will take care of most of the enemy's strength before it comes within range of any important objectives.

5.7.1 - Command Structure

Command and control assets are critical in defensive actions. Standard Operating Procedures (SOPs) and Immediate Action Drills (IAD) form the core of the command procedures for retreat and defense. Though they are not as flexible as actual, detailed orders, they do present the advantage of getting units to react quickly. Following Siberian traditions, the command units are often located with the main force, sometimes within engagement range, which helps react faster but also makes it a necessity to protect the chain of command from harm. This does not mean that the commander takes unnecessary risks. If the terrain and defended objective allow it, the command staff is often found aboard a vehicle to avoid being pinned down by enemy support fire. In all cases, the use of electronic equipment is strictly controlled to avoid detection and destruction at the hands of enemy "headhunter" units.

5.7.2 - Deployment

When deploying for a defensive action, the CEF uses a skirmishing approach to break down the enemy thrust. Its armored assets continually probe the enemy line, looking to drag individual units out of the main force to destroy it piecemeal. The purpose of this tactic is to grind down the enemy forces progressively as they come toward their objectives, exploiting the hover tanks' mobility advantage. 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. This "staggered" approach is the only realistic means to deal with a numerically superior force, which is the case of most of the battles the CEF finds itself in.

The mobile artillery pieces are normally tasked to reduce enemy fortifications and counter-battery; in this case, they are used to wear down the enemy force while always remaining out of reach. Like their front line companions, they will make a staggered retreat if need be, and progress along an ambush/claw encirclement position if possible. Aerospace assets provide precision strikes and aerial/orbital recon in support of the ground forces. Use of orbital support is problematic during fast retreats, since the shots often do not have time to make it to the coordinates! The entire CEF army must always get back on the offensive rapidly since its supply lines often cannot be retracted as fast as the rest of the forces.

5.7.3 - Fire Policy

The defensive fire policy has two main objectives: one, break up the enemy's coordination and momentum by luring away selected units to deal with them separately, and two, eradicate dangerous enemy assets before they come 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 high mobility units which might flank the CEF defenders and cut their supply lines.

If both an assault force and some possible flankers 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 left to the individual patrol commander, though all vehicles in the patrol will fire at the same target.

☐ CEF on Defense in Tactical Play

The CEF fares poorly on defense since it is not able to bring its superior mobility to bear before the battle begins. In these situations, the CEF will most often be defending a static position or otherwise low mobility asset that has allowed the attacker to bring sufficient force to bear upon its objective. Under these circumstances, the usual method for balancing Threat Values in tactical scenarios, in which quantity can make up for discrepancies in quality, is highly appropriate. Given the fairly high Threat Values of most of its units, the CEF defenders will typically find themselves seriously outnumbered by lower quality hostile forces in defensive situations.





FLEET ENGAGEMENT DOCTRINE - 5.8

The CEF is an "amphibious" army except that it crosses space instead of oceans. This means that it needs to establish space superiority before landing on a planetary surface. Once on the ground, it will continue to need air and space support/dominance to give ground forces reliable intelligence concerning enemy movements and to allow a larger freedom of movement for friendly forces. Strategic assets are pretty much entirely space based while tactical assets are confined to the use of trans-atmospheric fighter craft.

Back on Earth during WWII, the "major powers" of the world all had access to space. There were brush wars raging all over the planet for most of the century, but all of the major powers that emerged from the collapse of the New Earth Concordat in 6007 did so in part because they had access to space based resources. This access also meant that the conflicts were not limited to the surface of Earth but also spread out across the Solar System. In response to this change in the situation, space became militarized although many of the same strictures seen in Terranovan spacers also apply in the Sol system.

It was the development of the trans-atmospheric fighter, however, that tipped the (military) balance in favor of the New Eurasian Commonwealth. First deployed in 6054, these fighters were military attack craft capable of repeated suborbital flights, allowing the NEC military to base their fighters safely in Siberia and yet still strike any target on the planet within an hour of going wheels up. The transatmospheric fighters saw action everywhere from the orbits of Mercury to Saturn and were called upon to strike targets on Earth, on the near and far sides of Luna and on Mars. It was the "Go Anywhere, Hit Anything" machine for the NEC and provided vital support for the war effort.



Command Structure - 5.8.1

Fighters based in space (on carrier ships) answer to their respective carrier command structure and hence back to the fleet. Their role is primarily space control and superiority and as such they do a lot of the "legwork" of patrolling the volume of space around the fleet and are the first to detect and engage potential threats. This is the classic naval carrier scheme and is primarily a defensive posture. Manned fighter craft are not incredibly dangerous to opposing large capital ships (especially if they are well supplied with combat drones), but they are capable of inflicting serious damage and therefore cannot be dismissed out of hand.

Fighters based on the ground, however, answer to their respective ground commander and are used primarily in close attack and air dominance roles. Consequently they are moved from the space command structure into supporting roles for the ground forces. Ground-based aerospace assets are tasked primarily with missions that concern the mud movers in gaining and holding ground.

Deployment and Fire Policy - 5.8.2

Aerospace has a curious swing-role in CEF deployments since it is used in a primarily offensive capacity when supporting ground forces but is mainly a defensive asset when performing space patrols. In the eyes of the CEF, Aerospace Command is a necessary "force enabler," meaning that aerospace assets enable friendly forces to do many things that they wouldn't otherwise be able to. It is primarily used in an attack role in the CEF since most doctrine is focused on attack but it also has important defensive aspects and can be used to harass and pin down an enemy in order to allow the CEF to bring its biggest advantage to bear: mobility.

CEF Fleet fire policy follows similar procedures to its ground-based counterparts, especially in regard to ordnance. Targets must be attacked using the most suitable weapon system for destroying, disabling or dispersing the enemy. Drones are carefully hoarded and kept in reserve to defend the core of the fleet along with the supply vessels, leaving only a handful to fly on the wing of the more versatile manned fighters. These fulfill most of the offensive missions using energy weaponry as a means of conserving non-reusable ammunition stocks.

Drones in Space Combat - 5.8.3

The use of manned aerospace fighter craft has in no way completely displaced the automated combat drone as a weapon system among the fleets. Instead, manned aerospace fighters are seen as an adjunct to and extension of the CEF's ability to control the space around its fleets. Though unmanned fighter craft can withstand more demanding maneuvers than manned ones and do not need life support or a cockpit, they are not as adaptable tactically and can fall prey to countermeasures for electronics such as a sufficiently powerful electromagnetic pulse. While electronics are hardened against EMP and HERF (high energy radiation fields), it is not an easy process and can be circumvented. This is fine for expendable drones, such as those deployed by the Terranovans, but it becomes problematic during extended campaigns where drones are expected to return to their mothership for rearming and refueling.



5.8.4 - Ortilletry

The advantages of an orbiting weapon platform, such as the various ships of the fleet, are enormous. A powerful attack can be launched from anywhere, on any front on the planet below, given that the orbital mechanics are worked out. The incoming attack can destroy pinpoint targets or devastate large tracts of land. Massive area-saturation attacks can break up dense enemy formations and destroy expansive fortifications that hold little or no capture value for the fleet (such as the Baja firebase on Terra Nova). When dealing with the former, an attempt often is made to scatter or break the enemy in order to prevent it from massing fire against friendly CEF units, while the latter are simply pounded into submission as fast as the waste heat from the weapon batteries can be radiated away from the hull.

Because orbital fire support must punch through the atmosphere and face severe targeting difficulties, fire support missions will force ships into lower orbits. This, however, means that the spacecraft will only fly over the battlefield for a short time before going over the horizon. It also makes the weapon platform highly susceptible to return fire from the surface (see the sidebar below). Ortilletry also has other limitations. It is much too slow to react to the changes of direction of a mobile unit, and can thus only reasonably target ground features. It may not function well under cloud cover or during sandstorms when the launching vehicle cannot see its target or communicate reliably with the forward observer. Ortilletry requires a ground targeting system or it will fire so blindly as to be equally dangerous to its own side and the enemy (especially with the fluid battlefields preferred by the ground forces).

This means that orbital fire support can only be reasonably expected when the fleet has complete control of the airspace around the target world, a harsh task under the best of conditions and one that is often impossible (as demonstrated by the Terranovan campaign).

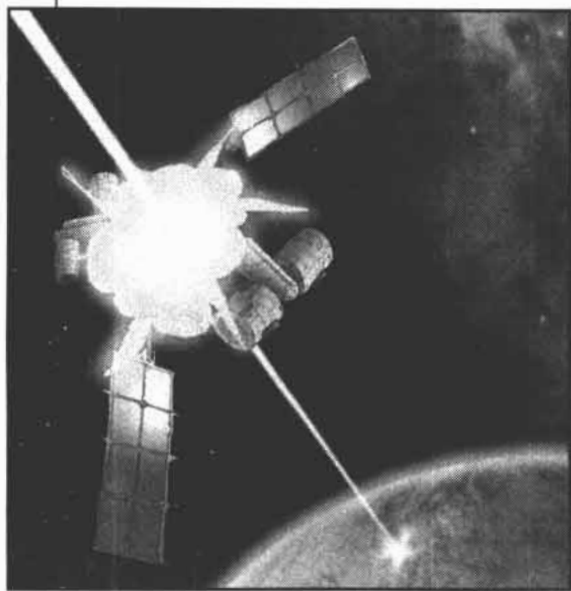
5.8.5 - Tannhauser Security

Tannhauser Gates, despite being natural choke points in space, represent a constant source of tactical headaches. Controlling traffic passing through them presents a number of difficulties, most of which are related to the speed and distances involved.

Static mines are the most obvious response, but mining a Gate presents its own set of problems. Mines are single use, so anything that detonates them, such as a decoy, clears a path. If the decoy (or first enemy vessel) emerges at high velocity, it need not be sophisticated. Since the bomb has to explode before the invading ship has gone past, a few microseconds at best, there is little time for IFF (Identification Friend/Foe) procedures. Safety needs dictate a long reaction time, which in turn requires an ever-expanding field of mines. Before long, economic and maintenance factors make it impossible. The alternate solution is to deploy self-propelled drones and ships, both of which can cover a large volume of space and thus more emergence vectors. Before long, though, the same factors that crippled the minefield idea come into play, and most modern military forces must content themselves with the most likely approach routes.

The one good tactical element is that it is impossible to sneak through a Gate. The spectacular energy display makes it plain that a local wormhole has been opened, leaving plenty of time for the defender to muster its fleet or dig in. The discovery of the lower energy level "micro-Gates," however, brings a new set of variables in the equation. While they cannot handle a fleet like a normal Gate would, they allow the stealthy insertion of small ships that can carry raiding forces, leading to a new kind of interstellar warfare.

Trouble at Atlantis ☐☐



To: Vice-Admiral Isoroku, 5th Fleet
Cc: CEF Aerospace Command
From: Commodore Rengei, 5th Fleet
Re: Repeated satellite deployment failures

We finally captured an image of what has been destroying our satellites, Admiral. It appears to be some sort of high-energy anti-satellite weapon fired from the ocean surface, presumably from a submarine. Most distressing, Admiral, is that our electronic fighters have detected no active scanning of the EM bands prior to the event shown here, meaning that we must be dealing with an entirely passive target acquisition system. This supposition is borne out by the fact that none of our transport shuttles or aerospace fighters have been attacked yet, probably because they do not remain on station long enough to be tracked.

I therefore strongly recommend that we relocate all Fleet assets to well above low orbit as a protective precautionary measure. We are still not sure how the colonials were able to detect our stealthed communications and ortilletry satellites, but it is clear that they have the capability to do so and the means to counter any long-term deployments in those orbits.





BATTLEFIELD CONTINGENCIES - 5.9

Thanks to its experience during World War III, the CEF high command is well aware that anything that can go wrong into combat, will. The army has prepared a number of set responses to the most common emergency battlefield situations such as supply reduction or elimination, and loss of command and control. Basic CEF strategies almost always require constant movement to avoid giving the enemy anything to shoot at. This is not always possible, however, either because of supply problems or impassable ground.

A certain amount of 'Cossack tradition', such as leading from the front, is appreciated from CEF officers. Personal example is also valued. The officers are not expected to be the first man in the enemy trenches but should lead by putting the HQ in the center of the battlefield. This raises troop morale and also makes sure that the fluid, fast-moving battles preferred by the CEF go according to plan. A major downside to this is that it tends to make the lives of commanders short.

Chain of Command - 5.9.1

The CEF command system is quite fast but fuzzy on the details (these are often improvised on the spot). The obvious weakness of this system is its dependability to very good commanders. If the CO goes, so goes the leadership and the unit is then really stopped. If the CO is bad, then unrealistic orders may be carried out fruitlessly. Protection from this is built-in by naming deputy commanders who take over when CO is killed/out of picture. This system gives room to ambitious officers to rise to high positions very rapidly. The leader-based command system makes staffs smaller and units move faster. This is both an asset (it improves army aggressiveness) and an Achilles heel (take out the CO and the unit needs to regroup or retreat).

A strong chain of command is vital to ensure the continued efficiency of the troops. When a patrol enters battle, the commander has already assigned a second in command that will automatically take over should he be incapacitated (defined here as the loss of one or more of the following: crew's ability to function, mobility or communications). The second in command will automatically take over and guide the patrol 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, the patrol is instructed to join the nearest friendly unit and place itself under its leader's command.

Morale and the Supersoldier - 5.9.2

One of the most disconcerting aspects of the Genetically Recombined Experimental Legionnaires (GRELs) is their seeming immunity to and all aspects of morale. As products of genetic manipulation and extensive hypnotraining, soldiers are programmed with the belief that all missions are critical and that their individual lives are expendable in the larger picture. In many ways they are all fanatics.

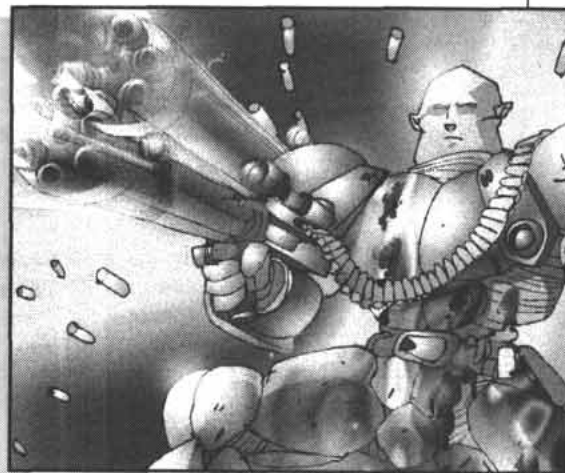
This has been proven to be a great asset on the battlefields of WWII on Earth and out amongst the colonies. The psychological advantage of having soldiers physically designed for warfare combined with a willingness to charge into enemy fire without batting an eye is extremely disconcerting. Given their already impressive stature and stamina, soldiers can easily appear to be indestructible automatons to the uninitiated. Unfortunately, this fanatical loyalty does have a tendency to wear off in the absence of repeated "refresher" sessions with the hypnotrainers. Furthermore, the hypnotraining that GRELs receive does not teach them how to survive, only how to keep on fighting. This has created a race of suicidal and, for the most part, unimaginative warriors. The SLEDGE program is attempting to rectify these deficiencies without undermining the requisite loyalty base of the soldiers.

Poker-Face

"There was this massive Mordred from the neighboring barrack, see. One of the guys taught the damn thing to play poker so we would have a full table during downtime. It wasn't easy to do, but once we pointed out the military parallels it took to the game. I mean, how do you read that purple noggin of his?"

"Things went a bit too far, I think. We were assigned to take this hill in the middle of nowhere, and we hit this nest of supply dumps that wasn't anywhere on the intel map. Well, people start to go down left and right, and suddenly, through the smoke, I see the Mordred. It just stood its ground, firing like a madman, mowing down Novies. Damnest thing I ever saw!"

"Believe it or not, but it made it through pretty much okay. I asked the obvious later, and he carefully explained the tactical concept of 'bluff' — you believe it?! Guess it never crossed its single-track mind that it could get killed. But hey, it worked, so who am I to complain?"





ROBOT CREWS



Ryan walked through the corridors of the ship, barely glancing at the people he passed. He'd seen them all before and they had seen him before, although some did snap off a quick salute as he passed. Ryan waved those off with a half-hearted return salute that was more like what some of the groundpounders would call "batting at flies" rather than a proper return response.

It was weird though.

There had once been a time when this old ship had simply teemed with activity, every face fresh, every mission a new call to duty. That time was now long gone, along with most of the fresh faces. Ryan tried to remember what it had been like back then but the memories were only vague and hazy, kind of like trying to remember what he'd eaten for breakfast today. Probably soggy cornflakes again.

Ryan stepped off into the ladder access alcove and started climbing. He used to enjoy these climbs from the centrifugal gravity of the habitat wheel "up" to the zero-gee transfer in the center. It had once been so fun to feel the gravity slowly slip away until you climb the last few meters with your fingertips and float through the revolving door to get to the z-gee portion of the ship, which was everything except the habitat wheels. Ryan lazily cruised on through, just like he had hundreds of times before.

Grabbing onto the nearest handrail, Ryan reoriented and pushed off towards the briefing room. He didn't even need to look at the labels on the walls anymore; he knew where he was going simply by the shapes of the walls and the spacings on the hatches. An Isaac was tethered to the floor, working on something or other underneath the panels, hopefully nothing important. At least here in z-gee troopers and soldiers didn't feel obliged to snap off a quick salute.

Finally reaching his destination Ryan snagged a convenient handhold and waited for his inertia to comply with the new situation. This was always the part he disliked the most. Oh sure he'd been happy to report for duty down here in the old days, but now he could open this door and see all those ghosts of those who'd been shot down. Fortunately soldiers didn't have ghosts, they didn't believe in that sort of thing, but plenty of the troopers did and they certainly weren't all that shy when it came to consorting with the likes of him.

Oh well, might as well get it over with...

On the other side of the door the room was nearly full. Every head turned at his entrance and a couple dozen slate grey eyes looked at him with amusement, although there were a few pairs of blue eyes here and there and maybe one set of greens. Wonderful, he was going to be the only guy in here from now on. Even worse, he was the only one without a lovely purple skin tone. A couple of the soldiers poked each other and pointedly stopped glancing his way. Perfect, now he was really going to get it. Ryan maneuvered self-consciously into the seat beside his pilot.

"Ignore them," whispered Athena, the older type-b Minerva who had been assigned to him when Victor turned in his wings, "they didn't believe me when I said you were riding in my backseat."

Oh joy.

"Alright, ladies, settle down. Now that you've all met Ryan..." the Sergeant Major, a Cassandra class GREL, paused significantly to look at Ryan, "I hope we can get on with the business of flying this electric fighter wing."





TECHNOLOGY IN THE CEF - 6.1

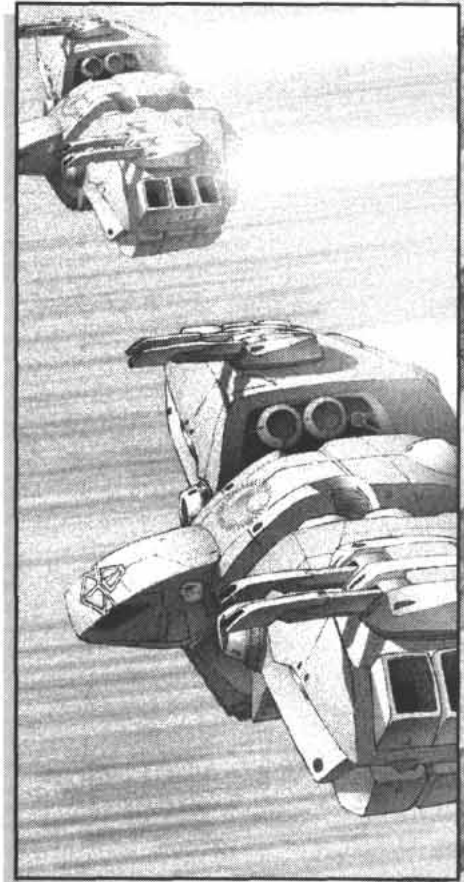
The Colonial Expeditionary Force is a military machine unparalleled in human history. It must navigate the most hostile environment ever to face any army, the vast empty reaches of space, and it must do so on a routine daily basis. No other military force has ever attempted to achieve what the CEF's High Command was ordered to do, conquer worlds from beyond the stars.

The troopers and soldiers of the CEF are the most technologically advanced that humanity has ever produced, and they are the most technologically dependent. High tech pervades the lives of the CEF's personnel so completely that there is almost nothing "low tech" left. Advanced closed cycle life support systems, zero-gee manufacturing, nuclear fusion reactors, personal energy weapons, hydrogen cycle energy economy, superconductors, mass drivers, holographic displays, genetically engineered soldiers, tissue regeneration by cloning, centrifugal gravity, advanced metallurgy and neural network computing systems are all everyday sights for the average trooper or soldier. Even the lowly infantryman is wrapped in a cocoon of high tech armor, weapons, tools and food supplies.

Being a space-based army brings its own problems too. Everything a trooper needs in the field has to be brought from literally light-years away. The entire supply "food chain" simply could not exist without the sort of high technology that would seem absolutely extravagant to a planet-bound army supply sergeant. Without its technology the CEF would be worse than immobilized: in many cases it would simply be dead.

The major constraint on any CEF activity then is the "Getting There" part of the equation. Since there is only a finite amount of volume/mass payload space available aboard the transport ships in their fleets, the CEF's equipment and supplies must perform to very high standards to be worth the investment. It therefore needs the maximum amount of capability from any given embarked unit, regardless of its type, be it infantry, armor, artillery or aerospace support. Given that the common mantra is "Get There With More" the CEF has to settle for a compromise of "Get There With Better" since it will almost never be able to fulfill the "More" requirement.

The CEF is therefore an army focused upon Quality rather than Quantity, simply because it can't transport assets across interstellar distances the way a planetary army can ship troops and equipment across a hemisphere. This has brought about a focus on Force Multiplier type weapons and systems, leading to a "Lighter Yet Harder" philosophy of deploying personnel and equipment. All of this in turn increases the dependence on high performance tools and equipment to service and manufacture the high tech supplies needed to maintain combat readiness.



STANDARD-ISSUE WEAPONS - 6.2

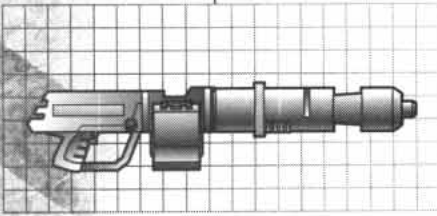
Most standard issue weapons that equip the CEF forces have been chosen for one overriding reason: mass. Where a terrestrial army might select its weapons based on the primary criteria of cost, reliability and/or durability, the fleets of the CEF have to contend with mass transport constraints first and foremost. Adding as little as a single kilogram to the weight of a common and widely fielded infantry weapon can increase the transport weight of a single infantry division by over three tons. Those are three tons of transported mass that cannot otherwise be allocated to food rations, spare parts and equipment or medical supplies for use in keeping the division combat ready.

To solve its mass transport problems, the CEF has been forced to rely more heavily on advanced weapon systems such as energy weapons, both personal and vehicular, massdrivers and precision guided missile technologies. These weapons place lower demands on the space transport infrastructure, although at the price of more frequent field maintenance and an increased focus on the training regimen for proper care of equipment by personnel. An added benefit for the energy weapons in particular is that they can be recharged using power reserves manufactured and stockpiled planetside rather than depending upon a supply line that could potentially stretch all the way back to Earth for ammunition stocks.

In addition, the CEF cannot support the myriad numbers of specialized weapon systems that tend to proliferate within most terrestrial armies. Instead it has become dependent on a few multi-purpose systems that can perform more than one mission role so as to streamline the logistical "food chain" between the war fighters and the suppliers as much as possible. So where a planetary army might field multiple calibers of rifle ammunition, the CEF has only a single caliber available to its forces.



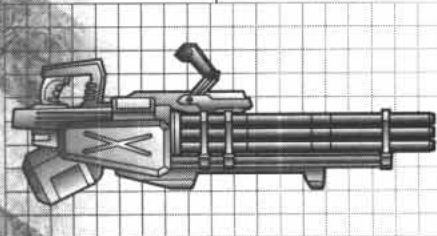
Battlefield Infantry Laser



The Battlefield Infantry Laser is the standard weapon carried by CEF infantry troopers and soldiers alike. The adoption of the "BIL" by CEF Ground Command solved numerous logistical headaches by giving the infantry forces a weapon that merely needs its backpack of superconductor batteries to be recharged rather than physically reloaded. This allows troopers and soldiers in the field to replenish their "ammo stocks" from the same central energy sources that refuel their vehicles.

Battlefield Infantry Laser	+1 accuracy	x40 DMG	200/400/800/1600 meters	+0 ROF	3 kg
Superconductor Battery Backpack		15 shots			4 kg

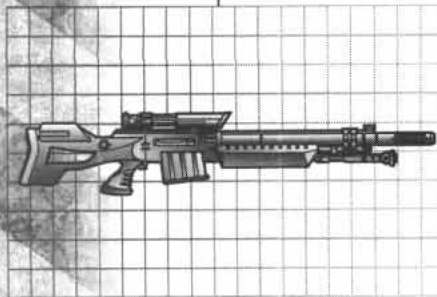
10mm DS Caseless Machinegun



Surplus warstock left over from WWII, the 10mm Machinegun is still valued by troopers and soldiers who recognize the need for a weapon that can't be defeated by adverse environmental conditions. With its discarding sabot projectiles, caseless ammo design and advanced materials construction a single trooper or soldier can carry enough ammunition to lay down a sustained curtain of covering fire for an incredible amount of time. The only real drawback to the weapon is the problem of securing fresh ammunition supplies.

10mm DS Caseless Machinegun	+0 accuracy	x30 DMG	100/200/400/800 meters	+2 ROF	8 kg
(100 shot clip)					3 kg

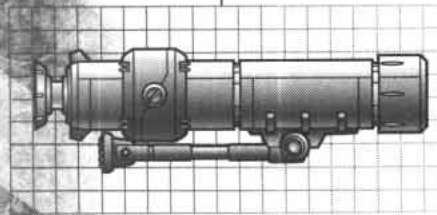
23mm anti-Material Rifle



In a class by itself, the CEF's anti-Material Rifle is a man-portable railgun capable of delivering a punishing amount of kinetic energy with a single armor piercing slug projectile, to both the target and the gunner. Although constructed with ultralight high performance materials the rifle still requires a strong infantry trooper (BLD and STR at +1 or better) or soldier trained in its use to prevent self-inflicted injuries, and even then the weapon is most often fired from a stationary braced position. The anti-Material Rifle is energized by the same superconductor battery backpack used by the Battlefield Infantry Laser.

23mm anti-Material Rifle	+1 accuracy	x70 DMG	150/300/600/1200 meters	+0 ROF	12 kg
(5 projectile clip)					1.5 kg
Superconductor Battery Backpack		15 shots			4 kg

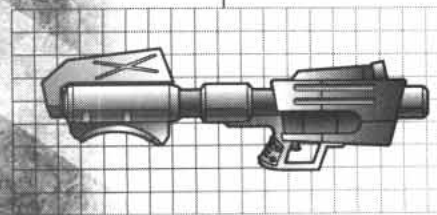
55mm Infantry Mortar



Another relic of WWII, the venerable Infantry Mortar has received another new lease on life with its deployment on Frames. Already light and portable enough to be carried and deployed in seconds by a single trooper or soldier, this simple mortar weapon undergoes an impressive transformation when tied into a Battle Frame's sensor arrays and fire control computers. There are several types of mortar shells to choose from including concussion, flash, fragmentation, gas and incendiary.

55mm Inf. Mortar	-1 accuracy	x120 DMG	100-150/300/600/1200 m.	+0 ROF 10 meter AE	2 kg
(1 shell)					1 kg

45mm Rocket Launcher



Essentially a lightweight, shoulder-fired recoilless rifle tube, the Rocket Launcher is still the main weapon the CEF's infantry forces use to deal with enemy light tanks and other armored fighting vehicles. Troopers and soldiers need to be judicious in the use of this weapon, however, as ammunition stocks of its armor piercing explosive rockets are jealously guarded and distributed in a somewhat miserly fashion by Support Command.

45mm Rocket Launcher	+0 accuracy	x140 DMG	50/100/200/400 meters	+0 ROF 5 meter AE	0.5 kg
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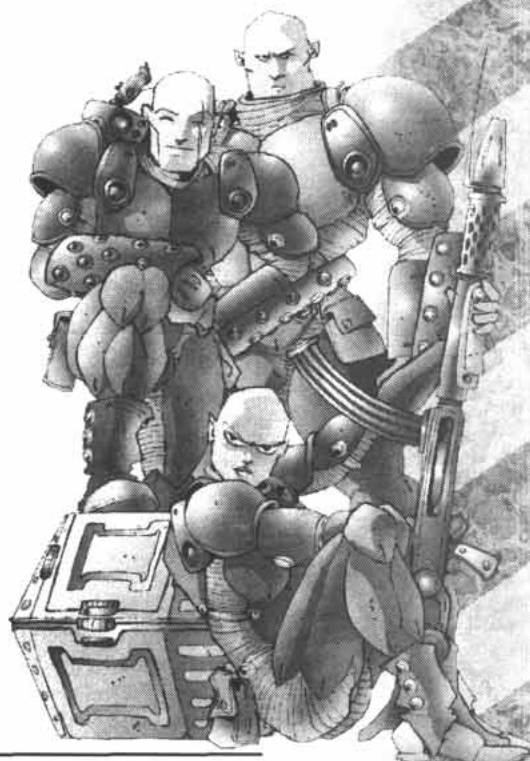
ARMOR - 6.3

For millennia there has been a constant battle going on between weapons and armor. Each new development in armor demands a response in firepower and vice-versa. In this never ending struggle between measure and counter-measure, stopping the weapons of the 62nd century requires no less protection than that afforded by the most advanced composites of Earth's materials sciences. The problem is that as the layers and levels of armor increase, mobility and therefore freedom of movement decreases, potentially to the point of being life threatening. Armor composites are also very costly, particularly some of the zero-gravity-manufactured ones, which can lead to problem issues when the armor inevitably gets damaged. Something as simple as a tiny hairline fracture or a minute separation of sandwiched composite layers can cause the catastrophic failure of an armored plate, necessitating its removal and replacement.

The basic rule of armor used by the CEF is not to have personnel wear (or use) anything that isn't actually helping keep them alive. This philosophy has far-ranging effects: although heavier and more protective armors could be worn by troopers (and soldiers especially), the extra mass spent on armor could easily be applied to other equipment and supplies more useful in keeping forces alive and fighting, such as food supplies, spare parts and equipment or even additional weapons and ammunition.

Personal Armor - 6.3.1

Despite the CEF's access to space manufacturing facilities, most personal armor is not constructed from the sort of advanced composite materials that go into hover tanks and other extremely high tech weapon systems. Instead CEF personal armor is designed for simplicity and ease of maintenance in an attempt to "soldier-proof" it against the casual mistreatment and neglect that was common among Siberian NECAF troops during the early years of WWII. Most CEF armor types can be classified along the same lines as Terranovan armor, with Light Flak and Heavy Flak equivalents. "Turtleshell" type armor does exist but is exceedingly rare in the CEF since it is considered "too heavy" logistically speaking to support in wide distribution.



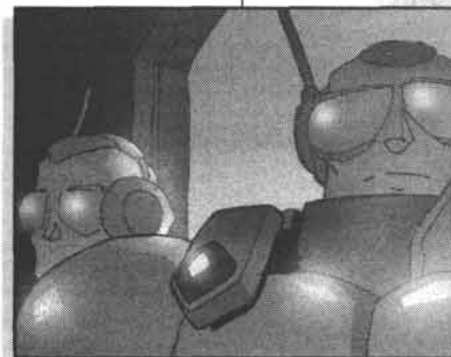
Vehicular Armor - 6.3.2

Vehicular grade armor in the CEF is somewhat more diversified, although special attention is still paid to strength-to-weight ratios. At the low end, ballistic plastics tend to be the norm with many featuring composite fiber reinforcement. The CEF's minesweeper drone is actually built entirely from disposable memory plastics with almost no reinforcements whatsoever since it is entirely possible for the machines to be destroyed by the very minefields they seek to neutralize. On the high end, frontline fighting vehicles in the inventory require the maximum of protection for minimum weight. Machines such as the CEF's hover tanks and aerospace fighters, however, are armored with the best advanced-composite materials that modern zero gravity manufacturing has to offer. Some of these advanced armor types can achieve a strength-to-weight ratio eight times better than that of armor-grade steel, allowing for very strong yet lightweight protection. Spacecraft armor features additional composite layers of very specialized foamed materials rich in fullerenes designed to prevent cascading radiation effects and absorb micrometeorite impacts. Most aerospace armor has more types of ceramics and polymer layers than that used for other applications.

Life in the Army

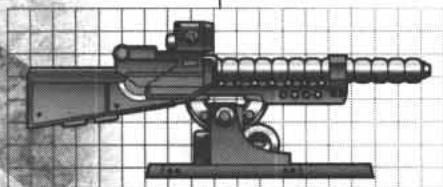
"Welcome to the Halberds, soldiers!" Soldier Ingres-9037 addressed the twenty new transfers into the 25th from a podium in the briefing room of the battle group's headquarters in the heart of Hauser Trench. The Jan-class GREL smiled briefly at the transfers and then proceeded. "I have the honor of presenting your new commanding officer, Major Garth Traut. Sir!" He backed away from the podium and saluted as the grizzled and somewhat harried-looking commander stepped forward.

"Soldiers," Traut began, "this is your new home, your new family. These—" He gestured at the 25th's standard. "These are your new colors. Here in Hauser Trench, you will do the Force proud by protecting her strategic interests. You will do me proud. Before we get into the particulars of your assignments, I want to tell you a little story about a GREL, such as yourselves, who put everything on the line during the early occupation of this city. Soldier Kunst-1316, a Mordred, big and tough, like Horst-9971 over there, though not quite as ugly..."





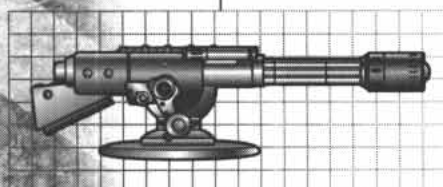
Heavy Particle Accelerator ☐



Purpose:	Anti-Vehicle
Effective Range:	1200 meters
Average Penetration:	225 mm at 150 m
Accuracy:	good
Usual Energy Charge:	60 shots (180,000 EP)
Standard Maintenance (per week):	375 man-minutes

Kadellie Weapon Systems' 60 MW Particle Cannon is the CEF's mainstay anti-vehicular weapon and is carried by its hoverships and aerospace fighters alike. Capable of producing a powerful stream of relativistic charged ions, the discharge from these weapons breaks chemical bonds at the molecular level and induces massive thermal disruptions in solid structures. Additional secondary radiation effects and electrostatic discharges can still propagate well past any armor plating not penetrated by the initial surface vaporization and resulting plasma splash damage, sometimes burning out everything aboard the target vehicle — including the crew.

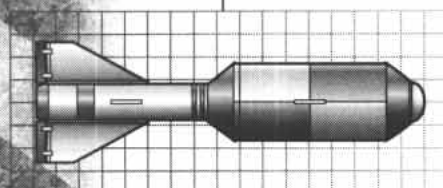
Gatling Laser Cannon ☐



Purpose:	Anti-Vehicle, Area Suppression
Effective Range:	800 meters
Average Penetration:	255 mm at 100 m
Accuracy:	good
Usual Energy Charge:	150 shots (540,000 EP)
Standard Maintenance (per week):	425 man-minutes

First developed as a global point defense and ground-strafing weapon for its aerospace fighters, Kadellie Weapon Systems continues to manufacture its battle proven gatling laser arrays for the CEF's fleet of hover armored personnel carriers and Type 55 Frames. Built with six laser chambers and redundant cooling systems for rapid cycling and a "deep magazine" capacity, this weapon can create a veritable curtain of laser fire with which to saturate a target area for sustained periods of time. The laser is also safer to use in proximity to friendly forces than particle accelerators due to the lack of secondary radiation effects.

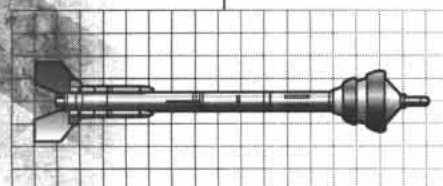
Airburst Missile ☐



Purpose:	Area Saturation
Effective Range:	1200 meters (Area Effect: 45 meters)
Average Penetration:	100 mm
Accuracy:	average
Usual Ammo Magazine:	3 missiles
Standard Maintenance (per week):	50 man-minutes

Little more than a cluster munition with a rocket motor and guidance fins, the Airburst Missile is a devastating weapon that both Aerospace Command and Ground Command deploy for use as an area-saturation weapon. Alexander Defense, Ltd., currently manufactures most of the CEF's stock of these weapons in its facilities back on Earth and has a venture corporation set to begin producing them on Caprice in the near future.

Anti-Tank Missile ☐



Purpose:	Anti-Armor
Effective Range:	1200 meters (Area Effect: 15 meters)
Average Penetration:	625 mm
Accuracy:	good
Usual Ammo Magazine:	4, 6 or 8 missiles
Standard Maintenance (per week):	250 man-minutes

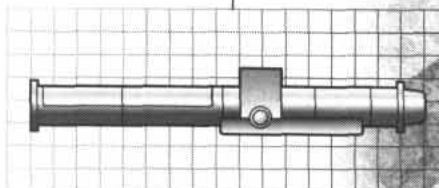
Reserved exclusively for use against main battle tanks and other "hard" targets, Kadellie Weapon Systems' anti-tank missiles are extremely effective weapons that are hoarded by vehicle crews and Support Command alike. The missiles use a laser guidance system with a redundant fiber optic system that allows gunners to make mid-course corrections if necessary in the event of a sensor malfunction. Although these weapons can be fired ballistically without a target lock, their relative scarcity and potential resupply problems tend to discourage the practice. Hovership crews affectionately refer to these missiles as "Tenny," their unofficial Siberian slang name.





55mm Infantry Mortar

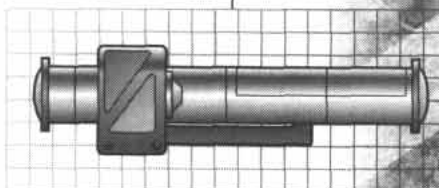
Purpose:	Anti-Infantry
Effective Range:	800 meters (Area Effect: 15 meters)
Average Penetration:	15 mm
Accuracy:	average
Usual Ammo Magazine:	12 shells
Standard Maintenance (per week):	20 man-minutes



Adapted for vehicular use from the nearly ubiquitous infantry mortar, this weapon provides excellent fire support to besieged infantry units. Nearly unchanged from its humble origins, this weapon system uses the same mortar shells as its man-portable counterpart, although the addition of computerized fire control has improved the airburst coverage at the expense of direct explosive impact damage. This change in performance was found particularly desirable for eliminating enemy infantry units sheltering in cover.

Heavy Field Mortar

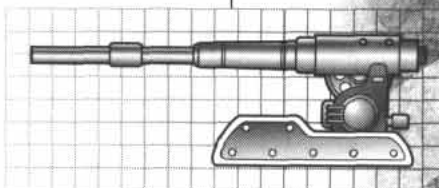
Purpose:	Bombardment
Effective Range:	2400 meters (Area Effect: 15 meters)
Average Penetration:	625 mm
Accuracy:	poor
Usual Ammo Magazine:	8 shells
Standard Maintenance (per week):	125 man-minutes



Brought out of retirement to equip the Type 2-07 Frames, the Moscow Heavy Industries' 152mm Heavy Mortar is a massive weapon system known to older veteran troopers and soldiers simply as "The Thump." Capable of delivering a variety of warhead payloads farther than 2000 meters with enough accuracy to hit a moving tank, the 152mm mortar shares more in common with tube artillery than most other weapons in the CEF inventory. At present, new mortar systems are being manufactured on Caprice with old surplus warstocks of ammunition from Earth meeting demand until a new munitions production facility can be built on the Gateworld.

Light Artillery Gun

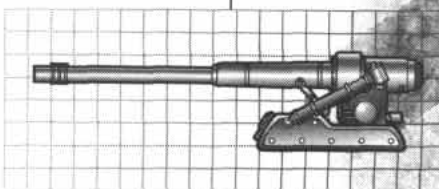
Purpose:	Artillery/Fire Support
Effective Range:	10,000 meters (Area Effect: 15 meters)
Average Penetration:	145 mm
Accuracy:	average
Usual Ammo Magazine:	60 salvos (3,240,000 EP)
Standard Maintenance (per week):	325 man-minutes



Something of a compromise of necessities, the 90mm Massdriver Artillery Gun has served the armored forces of CEF Ground Command well in many theaters. Its use by the HRT-68 is especially critical as the torque forces applied by the exhaust gas blowback and recoil of a conventional or electrothermal cannon system would undoubtedly cause severe stability and control challenges when combined with a "frictionless" hover suspension system, particularly if fired while moving. Additionally, the massdriver cannon merely needs projectiles and power supplies, reducing the transport mass requirements relative to other forms of tube artillery.

Medium Artillery Gun

Purpose:	Artillery/Fire Support
Effective Range:	12,000 meters (Area Effect: 45 meters)
Average Penetration:	325 mm
Accuracy:	average
Usual Ammo Magazine:	9 salvos (1,575,000 EP)
Standard Maintenance (per week):	475 man-minutes



Moscow Heavy Industries builds the CEF's largest mobile tube artillery piece, the 152mm Massdriver. The shells fired from this weapon are actually densely packed clusters of smaller projectiles fused to airburst over the target for better area saturation. Rapid cycle firing times and computer controlled variable ballistics ensure the Time-On-Target simultaneous arrival of an entire salvo at the target area with little to no warning. As with its smaller sibling, the 90mm Massdriver, the 152mm Massdriver was chosen by the CEF for its reduced transported mass requirements in relation to other comparable cannon technologies.



HT-68 HOVERTANK

Still a mainstay for most of the Colonial Expeditionary Force, the HT-68 is a tank chassis mounted on two powerful electrically driven turbofans similar to those used in VTOL-capable jets. Brief bursts from its engines allow it to jump over obstacles it cannot cross using the air-cushion ground effect alone. This gives unprecedented mobility over all types of terrain, a definite plus for the invading Earth army. The hovetank is designed to strike hard and strike fast, exploiting weaknesses in the enemy's defense at a moment's notice.

Despite its imposing size, being slightly larger than a conventional main battle tank, the HT-68 is relatively light to save as much wear and tear as possible on the lift fans. It is built out of ultra-light alloys, ceramites and other costly space manufactured materials. Only the NEC can viably afford an army of such machines. The thrust generated by the vehicle's turbofans is channeled through articulated nozzles placed around the hull of the tank, making it more maneuverable than standard ground-effect vehicles. The control surfaces and exhausts are prominently placed and somewhat exposed to hostile fire, especially the two large airflow controllers, and constitute the hovetank's primary weakness.

The turret-mounted particle accelerator is the main armament and is used to defeat light tanks and other lightly armored vehicles. Guided missile racks for engaging main battle tanks and other hardened targets designated by forward observers, Frames, other hovetanks or aerospace assets can be mounted on the sides of the turret.

◆ Service Record

In reclaiming the colonies, the HT-68's performance has been mixed. At Caprice and Atlantis it has practically never been used in a warfare capacity due to a lack of combatants. On Utopia it is a tremendous asset to maintaining the CEF's treaty agreements, and at Home it was decisive in securing the planet's surrender and capture. In the Terranovan campaign, it proved invaluable in the equatorial desert regions.

Game Statistics ☐

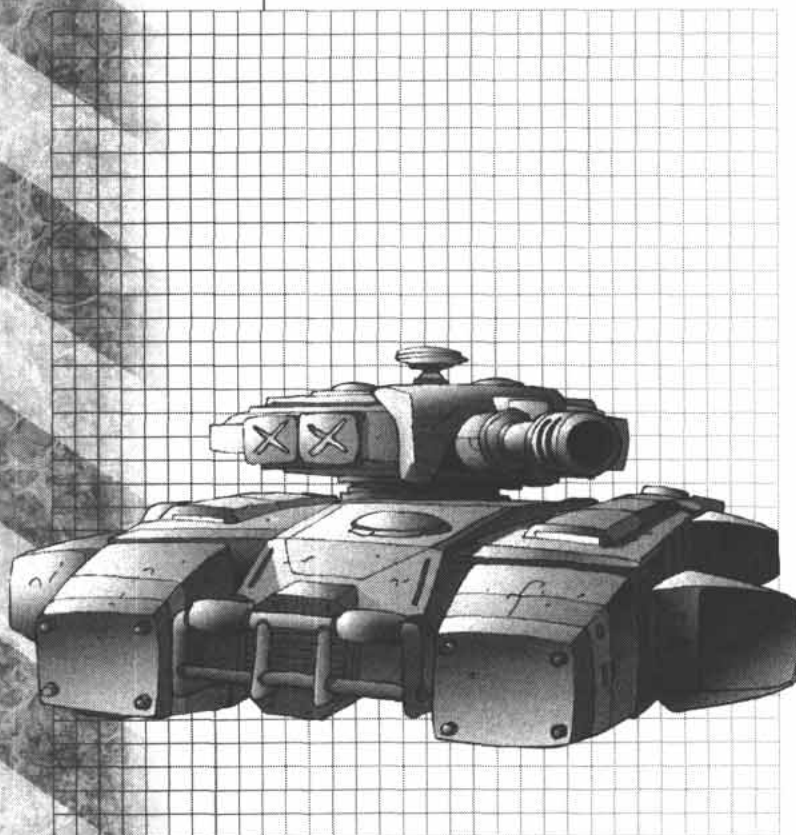
Threat Value:	3418	Offensive:	7294	Defensive:	736	Miscellaneous:	2222	Lemon Dice:	3
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Vehicle Specifications ☐

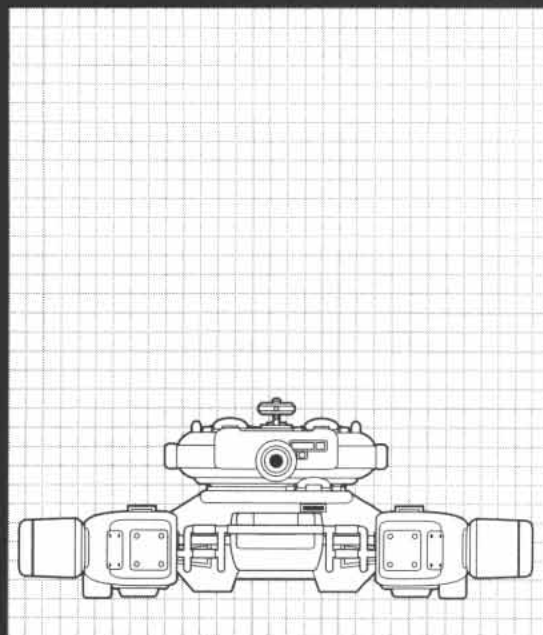
Code Name:	HT-68 Hovetank
Production Code:	HT-68
Production Type:	Mass Production
Cost:	213,625,000 CEE
Manufacturer:	Moscow Heavy Industries
Use:	Heavy Assault Hovetank
Height:	3.4 meters
Length:	10.2 meters (11.1 m w/HPA)
Width:	8.0 meters
Average Armor Thickness:	162 mm
Armor Material:	advanced zero-g alloy/ceramide composites
Standard Operational Weight:	41,650 kg
Primary Movement Mode:	Hover (140 kph)
Secondary Movement Mode:	Jump Jets (100 x 50 m)
Deployment Range:	200 km
Sensor Range:	80 hexes/4 km
Communication Range:	600 hexes/30 km
Powerplant:	2 x Turbofans w/Superconductors and Fuel Cells
Engine Output:	2 x 2000 hp

Weapon Payload

Name	Ammunition Payload
60 MW Particle Cannon	60 shots
Guided Missile Delivery System	8 missiles



HT-68 HOVERTANK



GENERAL SPECIFICATIONS

• THREAT VALUE: **3418** • SIZE: **12** • COST: **213,625,000 CEE**

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
Particle Cannon	HPA	T	3	6	12	24	+1	x15	1	0	-1 DM/RB, Haywire
Guided Missiles	ATM	F	3	6	12	24	+1	x25	1	0	Guided, IF
Crash Guard	CR	FF	0	0	0	0	0	+1	1	0	Physical Attack

PERKS

NAME	RATING	GAME EFFECT	AUX
Advanced Controls	-	+1 Action (already factored into stats)	
Advanced Neural Net	-	Add +1 to Maneuver for entire turn at a cost of 1 Action	
Airdroppable	-	Can be Airdropped	
Backup Sensors	-	Absorbs first Sensor hit	
Hostile Environment Protection	-	Desert	
Jump Jets	2	Allows jumps of up to 100 meters length and 50 meters height	YES
Life Support	-	Limited	YES
Sniper System	-	+1 to attack at Long and Extreme ranges with HPA	
Target Designator	3	+2 to attack for Guided weapons	YES
Urban Friendly	-	Hydrogen fuel cells, superconductor batteries, electric drive powertrain	

FLAWS

NAME	RATING	GAME EFFECT
Difficult to Modify	-	-2 to repair and modify rolls
Large Sensor Profile	3	Reduce Concealment versus sensors
Sensor Dependent	-	Must have Sensors to operate
Weak Point	8	Reduce Base Armor for Movement hits before applying damage
Weak Point	8	Reduce Base Armor for AUX hits before applying damage

DEFECTS

NAME	RATING	GAME EFFECT

CREW INFORMATION

• PILOT NAME: _____
 • RANK: _____
 • SQUADRON: _____
 • AFFILIATION: _____
 PILOT (LV/AT): ☐ ☐ GUNNERY (LV/AT): ☐ ☐ ELEC. WAR. (LV/AT): ☐ ☐

CREW DATA

VEHICLE CREW
 • CREW: **3**
 • BONUS ACTIONS: **2**

CREW DAMAGE

VEHICLE CREW
 CREW
 BONUS ACTIONS

SYSTEMS DATA

MOVEMENT
 • PRIMARY COMBAT SPD: **H 12**
 • PRIMARY TOP SPD: **H 23**
 • SECONDARY COMBAT SPD: **- -**
 • SECONDARY TOP SPD: **- -**
 • MANEUVER: **-2**
 • DEPLOYMENT RANGE: **200**

ELECTRONICS
 • SENSORS: **0 4**
 • COMMUNICATION: **+2 30**
 • FIRE CONTROL: **+1**

ARMOR
 • LIGHT DAMAGE: **36**
 • HEAVY DAMAGE: **72**
 • OVERKILL: **108**

SYSTEMS DAMAGE

MOVEMENT
 COMBAT SPD
 TOP SPD
 COMBAT SPD
 TOP SPD
 MANEUVER
 FUEL SPENT

ELECTRONICS
 SENSORS
 COMM
 FIRE CONTROL

ARMOR
 LIGHT DAMAGE
 HEAVY DAMAGE
 OVERKILL

AMMO

FULL	LEFT
60	
8	
-	

WEAPONS

WEAPON 01
 WEAPON 02
 WEAPON 03
 WEAPON 04
 WEAPON 05
 WEAPON 06
 WEAPON 07
 WEAPON 08
 WEAPON 09
 WEAPON 10

PERKS

PERK 01
 PERK 02
 PERK 03
 PERK 04
 PERK 05
 PERK 06
 PERK 07
 PERK 08
 PERK 09
 PERK 10
 PERK 11





HT-72 HOVERTANK

The HT-72 is in the process of replacing the HT-68 in the ranks of the Colonial Expeditionary Force. During the Terranovan campaign, the 8th Fleet fielded a few of these vehicles in very limited numbers for field-testing. Although using the same basic technology as the HT-68, the HT-72 is strikingly different both visually and in terms of engineering. The hull is more compact and streamlined while the turret is longer and thinner.

The HT-72 is a much more advanced combat vehicle than the older HT-68 model, the entire fleet of which was produced back on Earth. The HT-72's turbines are more powerful, allowing the vehicle to lift additional armor mass, make better controlled jumps and attain higher speeds overall. The exhaust is distributed through six main articulated vents located around the lower hull. The HT-72 suffers the same problems as its predecessor however, although not to the same degree. It also has smaller airflow controllers that make it even more dependent on precise computer control at high speeds.

The HT-72 is based around the same type of armament layout as its older sibling although with minor improvements. The turret-mounted particle accelerator remains the primary offensive weapon, capable of disabling targets by impact or electrical surges generated by the charged particle stream. The missile racks are now internal to the turret and open up only briefly for vertical launch.

◆ Service Record

The Colonial Expeditionary Force is in the slow process of phasing out its older HT-68 models and replacing them with the HT-72. Unfortunately production rates have been abysmal due to acts of industrial espionage, sabotage, terrorist action and a quagmire of other security and quality control concerns on Caprice. So far only the 3rd Fleet has completely upgraded to the HT-72 and the 8th Fleet is still years away from completion of rebuilding their armored forces.

Game Statistics ☐

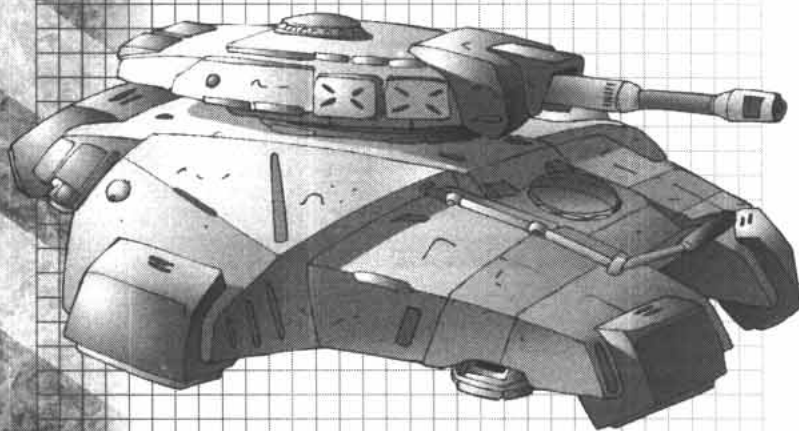
Threat Value:	3720	Offensive:	7417	Defensive:	756	Miscellaneous:	2986	Lemon Dice:	3
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Vehicle Specifications ☐

Code Name:	HT-72 Hovertank
Production Code:	HT-72
Production Type:	Mass Production
Cost:	232,500,000 CEE
Manufacturer:	Moscow Heavy Industries
Use:	Heavy Assault Hovertank
Height:	3.0 meters
Length:	10.7 meters
Width:	8.0 meters
Average Armor Thickness:	162 mm
Armor Material:	advanced zero-g alloy/ceramite composites
Standard Operational Weight:	49,450 kg
Primary Movement Mode:	Hover (150 kph)
Secondary Movement Mode:	Jump Jets (100 m x 50 m)
Deployment Range:	200 km
Sensor Range:	80 hexes/4 km
Communication Range:	600 hexes/30 km
Powerplant:	2 x Turbofans w/Superconductors and Fuel Cells
Engine Output:	2 x 2200 hp

Weapon Payload ☐

Name	Ammunition Payload
60 MW Particle Cannon	60 shots
Guided Missile Delivery System	6 missiles
Airburst Missile Delivery System	4 missiles
Option - Add Sensor Homing to ABMs	Modified TV: 3875



A line drawing of a vehicle chassis, showing the engine, transmission, and rear axle assembly. The drawing is a technical illustration of the rear portion of a vehicle, specifically the powertrain and chassis components. It features a central engine block with a circular air filter or intake at the top. Below the engine is the transmission. The rear axle is shown with two wheels, each having a hub and spokes. The entire assembly is mounted on a frame. The drawing is a black and white line art, suitable for technical documentation or educational purposes.

* PILOT NAME: _____
 • RANK: _____
 • SQUADRON: _____
 • AFFILIATION: _____
 PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

VEHICLE CREW	
• CREW:	2
• BONUS ACTIONS:	2

VEHICLE CREW
 CREW •
 BONUS ACTIONS •

MOVEMENT	
• PRIMARY COMBAT SPD:	H 13
• PRIMARY TOP SPD:	H 25
• SECONDARY COMBAT SPD:	- -
• SECONDARY TOP SPD:	- -
• MANEUVER:	-2
• DEPLOYMENT RANGE:	200
ELECTRONICS	
• SENSORS:	0 4
• COMMUNICATION:	+2 30
• FIRE CONTROL:	+1
ARMOR	
• LIGHT DAMAGE:	36
• HEAVY DAMAGE:	72
• OVERKILL:	108

MOVEMENT

- COMBAT SPD •
- TOP SPD •
- COMBAT SPD •
- TOP SPD •
- MANEUVER •
- FUEL SPENT •

ELECTRONICS

- SENSORS •
- COMM •
- FIRE CONTROL •

ARMOR

- LIGHT DAMAGE •
- HEAVY DAMAGE •
- OVERKILL •

• THREAT VALUE:	3720	• SIZE:	12	• COST:	232,500,000 CEE
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[illegible][illegible]

	WEAPON 01 +
	WEAPON 02 +
	WEAPON 03 +
	WEAPON 04 +
	WEAPON 05 +
	WEAPON 06 +
	WEAPON 07 +
	WEAPON 08 +
	WEAPON 09 +
	WEAPON 10 +

NAME	RATING	GAME EFFECT	AUX
Advanced Controls	-	+1 Action (already factored into stats)	
Advanced Neural Net	-	Add +1 to Maneuver for entire turn at a cost of 1 Action	
Airdroppable	-	Can be Airdropped	
Anti-Personnel Charges	1	30 shots	AUX
Backup Sensors	-	Absorbs first Sensor hit	
Hostile Environment Protection	-	Desert	
Jump Jets	2	Allows jumps of up to 100 meters length and 50 meters height	YES
Life Support	-	Limited	YES
Sniper System	-	+1 to attack at Long and Extreme ranges with HPA	
Target Designator	3	+2 to attack for Guided weapons	YES
Urban Friendly	-	Hydrogen fuel cells, superconductor batteries, electric drive powertrain	

	PERK 01 *
	PERK 02 *
	PERK 03 *
	PERK 04 *
	PERK 05 *
	PERK 06 *
	PERK 07 *
	PERK 08 *
	PERK 09 *
	PERK 10 *
	PERK 11 *

NAME	RATING	GAME EFFECT
Difficult to Modify	-	-2 to repair and modify rolls
Large Sensor Profile	2	Reduce Concealment versus sensors.
Sensor Dependent	-	Must have Sensors to operate
Weak Point	6	Reduce Base Armor for Movement hits before applying damage
Weak Point	6	Reduce Base Armor for AUX hits before applying damage

NAME	RATING	GAME EFFECT





HRT-68 SELF-PROPELLED ARTILLERY

Built to overcome a critical shortfall in capability, the HRT-68 is an artillery system completely unlike any other. Designed as an extremely mobile fire support, it is primarily tasked with counter-battery duty in addition to softening up static defenses and breaking up enemy formations.

The principle objective of the HRT-68's design is to work in close concert with other high-mobility friendly forces without itself becoming a liability. To this end the successful HT-68 chassis was used as a basis for what would prove to be one of the few light artillery systems capable of firing while moving. The firing sequence itself is almost completely automated, with the entire vehicle first entering a computer-controlled jump maneuver that brings the massdriver around to the correct bearing. While temporarily airborne the fire control system rapidly cycles the gun repeatedly as the front end of the vehicle pitches up and down through the necessary ballistic declinations under automatic computer control. Once the entire salvo is away, the turbofans wind up to full power for a controlled "landing" back on the ground, after which pilot authority is restored to the crew who can then resume maneuvering. Individual shells in a salvo are programmed to arrive automatically on target simultaneously through slight variation in ballistic trajectories for best area saturation despite having been fired sequentially.

◆ Service Record

By far the most common form of artillery in the Colonial Expeditionary Force, the HRT-68 can provide rapid fire support in situations that would be impossible for conventional artillery. Quite often HRT-68 batteries are positioned as close to a battle as possible rather than as far away as possible to improve responsiveness and tasking flexibility.

Game Statistics ☐

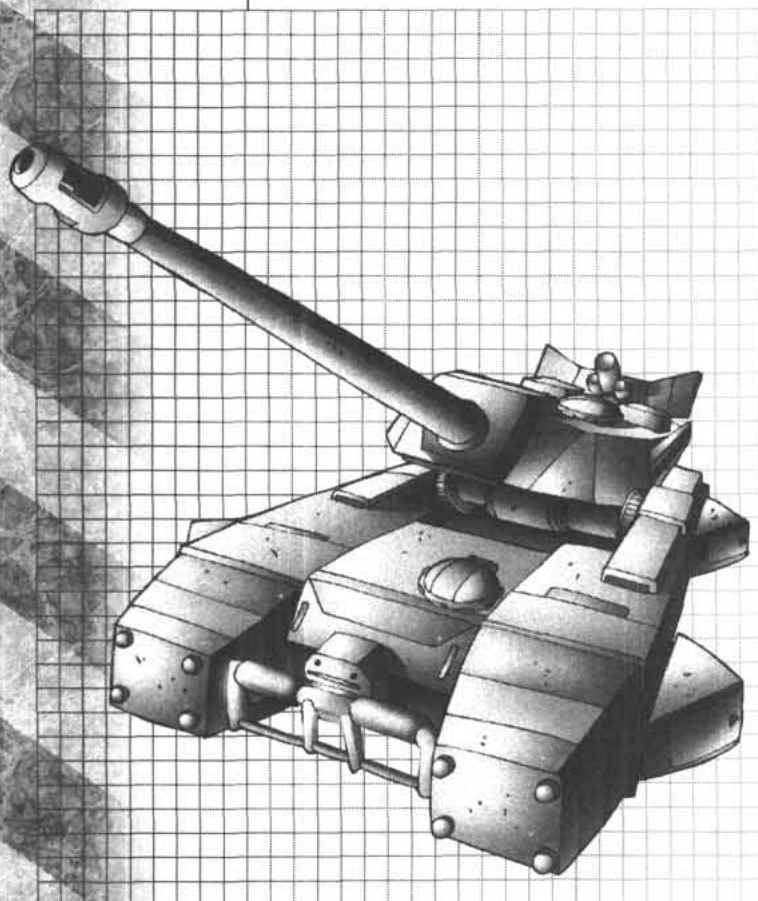
Threat Value:	2889	Offensive:	5613	Defensive:	736	Miscellaneous:	2316	Lemon Dice:	3
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Vehicle Specifications ☐

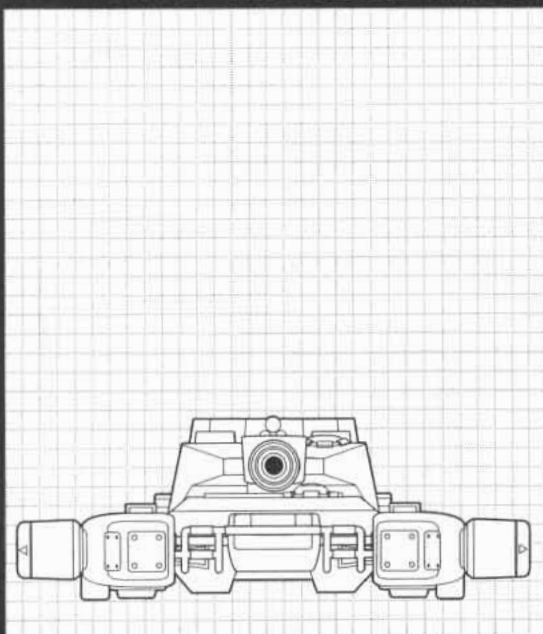
Code Name:	HRT-68 Self-Propelled Artillery
Production Code:	HRT-68
Production Type:	Mass Production
Cost:	168,525,000 CEE
Manufacturer:	Moscow Heavy Industries
Use:	light self-propelled gun
Height:	3.4 meters
Length:	10.2 meters (11.1 m w/LAG)
Width:	8.0 meters
Average Armor Thickness:	162 mm
Armor Material:	advanced zero-g alloy/ceramide composites
Standard Operational Weight:	41,650 kg
Primary Movement Mode:	Hover (140 kph)
Secondary Movement Mode:	Jump Jets (100 x 50 m)
Deployment Range:	200 km
Sensor Range:	80 hexes/4 km
Communication Range:	600 hexes/30 km
Powerplant:	2 x Turbofans w/Superconductors and Fuel Cells
Engine Output:	2 x 2000 hp

Weapon Payload ☐

Name	Ammunition Payload
90mm Massdriver Artillery Gun	60 salvos
Counter Battery Sensor	n/a



HAT-68 SELF-PROPELLED ARTILLERY



ARMOR DAMAGE

0

10

20

30

40

CREW INFORMATION

PILOT NAME: _____

RANK: _____

SQUADRON: _____

AFFILIATION: _____

PILOT (LV/AT): ☐ ☐ GUNNERY (LV/AT): ☐ ☐ ELEC. WAR. (LV/AT): ☐ ☐

CREW DATA

VEHICLE CREW

CREW: ☐ 3

BONUS ACTIONS: ☐ 2

CREW DAMAGE

VEHICLE CREW

CREW: ☐

BONUS ACTIONS: ☐

SYSTEMS DATA

MOVEMENT

PRIMARY COMBAT SPD: ☐ H 12

PRIMARY TOP SPD: ☐ H 23

SECONDARY COMBAT SPD: ☐ - -

SECONDARY TOP SPD: ☐ - -

MANEUVER: ☐ -2

DEPLOYMENT RANGE: ☐ 200

ELECTRONICS

SENSORS: ☐ 0 4

COMMUNICATION: ☐ +2 30

FIRE CONTROL: ☐ +2

ARMOR

LIGHT DAMAGE: ☐ 36

HEAVY DAMAGE: ☐ 72

OVERKILL: ☐ 108

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD: ☐

TOP SPD: ☐

COMBAT SPD: ☐

TOP SPD: ☐

MANEUVER: ☐

FUEL SPENT: ☐

ELECTRONICS

SENSORS: ☐

COMM: ☐

FIRE CONTROL: ☐

ARMOR

LIGHT DAMAGE: ☐

HEAVY DAMAGE: ☐

OVERKILL: ☐

GENERAL SPECIFICATIONS

THREAT VALUE: 2889 • SIZE: 12 • COST: 168,525,000 CEE

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
90mm Massdriver Artillery Gun	LAG	FF	25	50	100	200	-2	x12	1	+1	AE=0, IF, Min Rng
Crash Guard	CR	FF	0	0	0	0	0	+1	1	0	Physical Attack

AMMO

FULL LEFT

10

-

WEAPONS

WEAPON 01 •

WEAPON 02 •

WEAPON 03 •

WEAPON 04 •

WEAPON 05 •

WEAPON 06 •

WEAPON 07 •

WEAPON 08 •

WEAPON 09 •

WEAPON 10 •

PERKS

NAME	RATING	GAME EFFECT	AUX
Advanced Neural Net	-	Add +1 to Maneuver for entire turn at a cost of 1 Action	
Airdroppable	-	Can be Airdropped	
Automation	1	Autoloader acts as 1 additional crew (already factored into stats)	
Backup Communications	-	Absorbs first Communications hit	
Backup Sensors	-	Absorbs first Sensor hit	
Counter Battery Sensor	2	Determines last known firing position for IF attacks landing within 2 km	YES
Hostile Environment Protection	-	Desert	
Jump Jets	2	Allows jumps of up to 100 meters length and 50 meters height	YES
Life Support	-	Limited	YES
Sniper System	-	+1 to attack at Long and Extreme ranges with LAG	
Urban Friendly	-	Hydrogen fuel cells, superconductor batteries, electric drive powertrain	

FLAWS

NAME	RATING	GAME EFFECT
Difficult to Modify	-	-2 to repair and modify rolls
Large Sensor Profile	3	Reduce Concealment versus sensors
Sensor Dependent	-	Must have Sensors to operate
Weak Point	8	Reduce Base Armor for Movement hits before applying damage
Weak Point	8	Reduce Base Armor for AUX hits before applying damage

DEFECTS

NAME	RATING	GAME EFFECT





HRT-72 SELF-PROPELLED ARTILLERY

Developed experimentally as a heavier adjunct to the older HRT-68 model, the HRT-72 is a fearsome weapon system. Yet despite the improvements made in the HT-72 chassis, the HRT-72 lacks many of the advantages of its lighter predecessor.

Armed with a massive 152mm massdriver, the HRT-72 is much closer to being a conventional artillery platform in that it must deploy stabilizers and fire from a prepared position. In this respect it is extremely different from its counterpart in that deployment too close to a battlefield may be extremely hazardous. Fortunately overrun situations are relatively rare due to the high mobility potential of the basic chassis, a necessary consideration since a formation of hovertanks can easily move beyond the reach of a HRT-72 within only a few minutes.

Although the HRT-72 is able to engage in counter-battery fire, the lighter, faster and almost invariably closer HRT-68 patrols most often handle the task. The primary role for the HRT-72 tends to be in reducing static defenses in addition to breaking up close formations of troops and heavier armor.

◆ Service Record

Available only in extremely limited numbers before AD 6120, the HRT-72 proved itself as a decisive asset when it could be deployed. At present only the 3rd and 8th Fleets possess any in significant quantities, although 2nd Fleet has requisitioned a substantial number for use on Utopia.

Game Statistics ☐

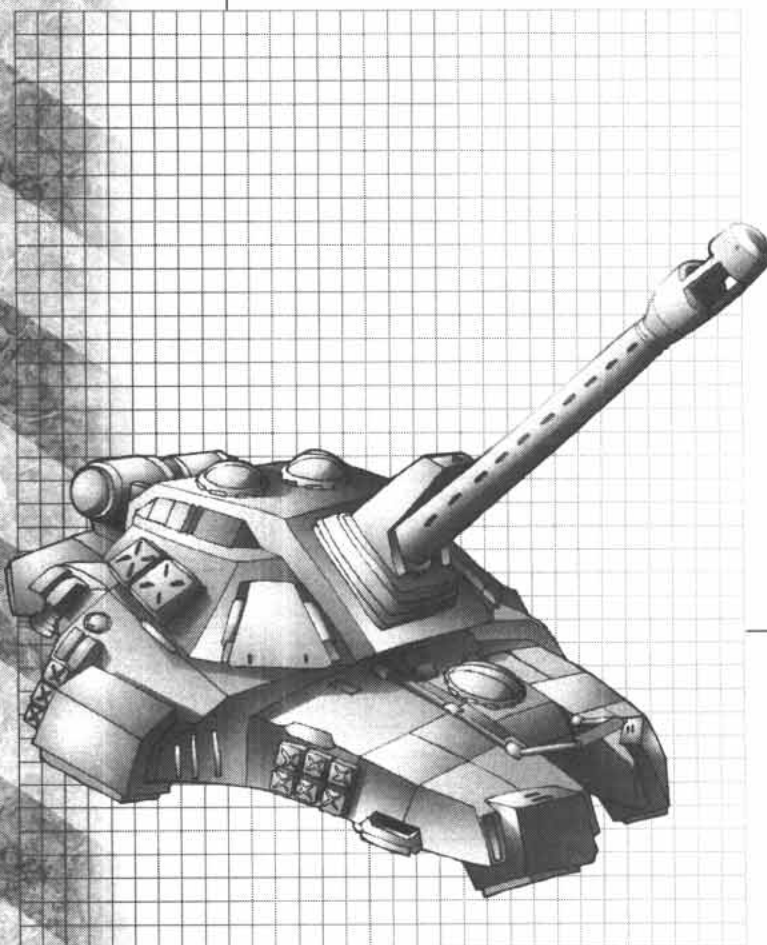
Threat Value:	2881	Offensive:	4451	Defensive:	756	Miscellaneous:	2881	Lemon Dice:	3
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Vehicle Specifications ☐

Code Name:	HRT-72 Self-Propelled Artillery
Production Code:	HRT-72
Production Type:	Mass Production
Cost:	168,058,000 CEE
Manufacturer:	Moscow Heavy Industries
Use:	medium self-propelled gun
Height:	3.0 meters
Length:	10.7 meters (12 meters w/ MAG)
Width:	8.0 meters
Average Armor Thickness:	162 mm
Armor Material:	advanced zero-g alloy/ceramide composites
Standard Operational Weight:	49,450 kg
Primary Movement Mode:	Hover (150 kph)
Secondary Movement Mode:	Jump Jets (100 x 50 m)
Deployment Range:	200 km
Sensor Range:	80 hexes/4 km
Communication Range:	600 hexes/30 km
Powerplant:	2 x Turbofans w/Superconductors and Fuel Cells
Engine Output:	2 x 2200 hp

Weapon Payload ☐

Name	Ammunition Payload
152mm Massdriver Artillery Gun	9 salvos
Counter Battery Sensor	n/a



A line drawing of a mechanical device, possibly a camera or sensor, mounted on a base with four legs. The device has a central lens or sensor unit and two side panels.

• PILOT NAME: _____
 • RANK: _____
 • SQUADRON: _____
 • AFFILIATION: _____
 PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

VEHICLE CREW	
• CREW:	2
• BONUS ACTIONS:	2

VEHICLE CREW
 CREW •
 BONUS ACTIONS •

MOVEMENT	
• PRIMARY COMBAT SPD:	H 13
• PRIMARY TOP SPD:	H 25
• SECONDARY COMBAT SPD:	- -
• SECONDARY TOP SPD:	- -
• MANEUVER:	-2
• DEPLOYMENT RANGE:	200

ELECTRONICS	
• SENSORS:	0 4
• COMMUNICATION:	+2 30
• FIRE CONTROL:	+1

ARMOR	
• LIGHT DAMAGE:	36
• HEAVY DAMAGE:	72
• OVERKILL:	108

MOVEMENT

- COMBAT SPD •
- TOP SPD •
- COMBAT SPD •
- TOP SPD •
- MANEUVER •
- FUEL SPENT •

ELECTRONICS

- SENSORS •
- COMM •
- FIRE CONTROL •

ARMOR

- LIGHT DAMAGE •
- HEAVY DAMAGE •
- OVERKILL •

• THREAT VALUE:	2881	• SIZE:	12	• COST:	168,058,000 CEE
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[illegible][illegible]

WEAPON 01 •
WEAPON 02 •
WEAPON 03 •
WEAPON 04 •
WEAPON 05 •
WEAPON 06 •
WEAPON 07 •
WEAPON 08 •
WEAPON 09 •
WEAPON 10 •

NAME	RATING	GAME EFFECT	AUX
Advanced Neural Net	-	Add +1 to Maneuver for entire turn at a cost of 1 Action	
Airdroppable	-	Can be Airdropped	
Anti-Personnel Charges	1	30 shots	AUX
Automation	2	Autoloader acts as 2 additional crew (already factored into stats)	
Backup Communications/ Backup Sensors	-	Absorbs first Communications hit/ Absorbs first Sensor hit	
Counter Battery Sensor	2	Determines last known firing position for IF attacks landing within 2 km	YES
Hostile Environment Protection/ Life Support	-	Desert/ Limited	~/YES
Jump Jets	2	Allows jumps of up to 100 meters length and 50 meters height	YES
Sniper System	-	+1 to attack at Long and Extreme ranges with MAG	
Stabilizer	-	Must spend 1 Action while stationary preparing position before firing MAG	
Urban Friendly	-	Hydrogen fuel cells, superconductor batteries, electric drive powertrain	

	PERK 01 •
	PERK 02 •
	PERK 03 •
	PERK 04 •
	PERK 05 •
	PERK 06 •
	PERK 07 •
	PERK 08 •
	PERK 09 •
	PERK 10 •
	PERK 11 •

NAME	RATING	GAME EFFECT
Difficult to Modify	-	-2 to repair and modify rolls
Large Sensor Profile	2	Reduce Concealment versus sensors
Sensor Dependent	-	Must have Sensors to operate
Weak Point	6	Reduce Base Armor for Movement hits before applying damage
Weak Point	6	Reduce Base Armor for AUX hits before applying damage

NAME	RATING	GAME EFFECT





HPC-64 HOVER APC

There is no point in having armored forces capable of making blitzkrieg strikes into an enemy's weak points if the soldiers and troopers aren't able to move in and take possession of the ground. With the potential lightning speed of hovern tanks about to arrive in its arsenal of weapons the New Eurasian Commonwealth needed an armored personnel carrier capable of keeping pace and going anywhere its hovern tanks could.

Developed concurrently with the HT-68 hovern tank, the HPC-64 draws heavily upon the same technological base that made the hovern tanks possible. The most obvious difference lies in the turret armament, which comprises a gatling laser system essentially transplanted from the NEC's transatmospheric aerospace fighters. Using the laser's rapid-fire capability, the vehicle's crew could saturate an area with sustained suppression fire before driving up and rapidly unloading the troopers (and later, soldiers) within who could quickly deploy and mop up with their own firepower.

Prior to the development of the HPC-64, most armored personnel carriers carried essentially defensive armament meant to protect the vehicle. When acting in concert with hovern tanks however, the HPC-64 rapidly evolved into a highly offensive weapon system capable of delivering surprise attacks right into an enemy formation with devastating speed.

◆ Service Record

The standard armored personnel carrier in every Fleet, the HPC-64 has proven to be a very enduring. From the battlefields of WWII on Earth to the remote firezones among the colonies, the HPC-64 has a sustained record that few other machines can match, particularly considering that it doesn't demand anywhere near the amount of tender loving care required by the CEF's hovern tanks.

Game Statistics ☐

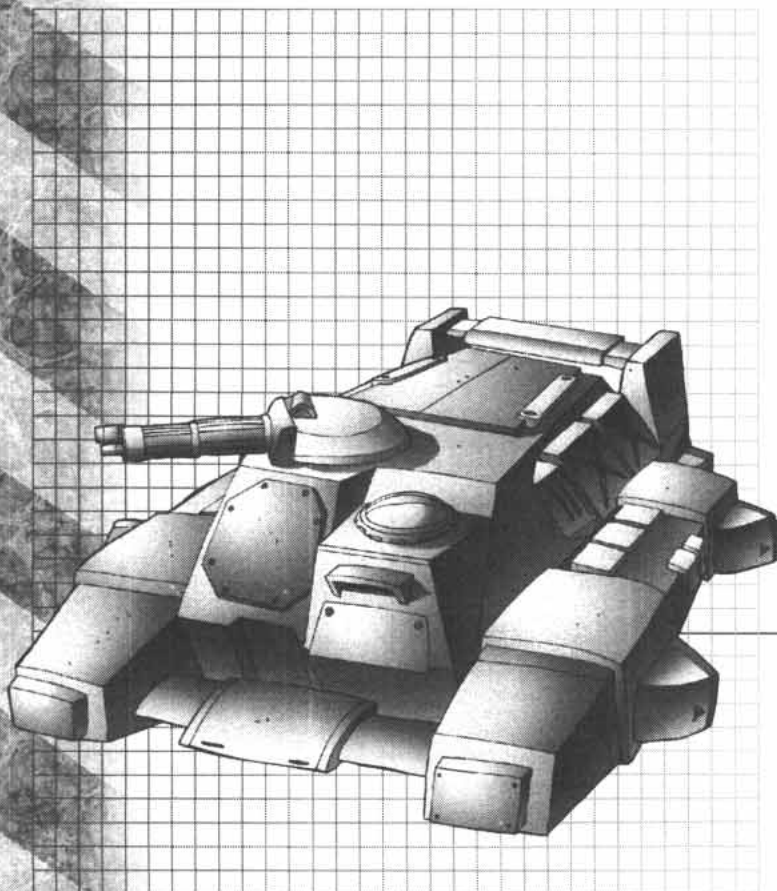
Threat Value:	420	Offensive:	789	Defensive:	173	Miscellaneous:	296	Lemon Dice:	3
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Vehicle Specifications ☐

Code Name:	HPC-64 Hover APC
Production Code:	HPC-64
Production Type:	Mass Production
Cost:	21,000,000 CEE
Manufacturer:	Moscow Heavy Industries
Use:	hover armored personnel carrier
Height:	3.4 meters
Length:	10.2 meters
Width:	8.0 meters
Average Armor Thickness:	34 mm
Armor Material:	alloy/ceramite
Standard Operational Weight:	9921 kg
Primary Movement Mode:	Hover (140 kph)
Secondary Movement Mode:	Jump Jets (50 x 25 meters)
Deployment Range:	300 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	2 x Turbofans w/Superconductors and Fuel Cells
Engine Output:	2 x 800 hp

Weapon Payload ☐

Name	Ammunition Payload
Gatling Laser Turret	150 shots



A detailed line drawing of a vehicle chassis, viewed from the front. The drawing shows the front and rear axles, suspension components, steering knuckles, and a central drive shaft. The chassis is symmetrical and appears to be a front-wheel-drive or four-wheel-drive configuration. The drawing is a technical illustration, likely for a repair manual or a parts catalog.

* PILOT NAME: _____
 * RANK: _____
 * SQUADRON: _____
 * AFFILIATION: _____
 PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

VEHICLE CREW	
• CREW:	2
• BONUS ACTIONS:	1

 VEHICLE CREW
 CREW •
 BONUS ACTIONS •

MOVEMENT		
• PRIMARY COMBAT SPD:	H	12
• PRIMARY TOP SPD:	H	23
• SECONDARY COMBAT SPD:	-	-
• SECONDARY TOP SPD:	-	-
• MANEUVER:		-2
• DEPLOYMENT RANGE:		300
ELECTRONICS		
• SENSORS:	+1	2
• COMMUNICATION:	+1	10
• FIRE CONTROL:		0
ARMOR		
• LIGHT DAMAGE:		13
• HEAVY DAMAGE:		26
• OVERKILL:		39

• THREAT VALUE: 420 • SIZE: 7 • COST: 21,000,000 CEE

[illegible][illegible]

WEAPON 01 •

WEAPON 02 •

WEAPON 03 •

WEAPON 04 •

WEAPON 05 •

WEAPON 06 •

WEAPON 07 •

WEAPON 08 •

WEAPON 09 •

WEAPON 10 •

NAME	RATING	GAME EFFECT	AUX
Airdroppable	-	Can be Airdropped	
Emergency Medical	-	Absorbs first Crew Stunned hit	
Hostile Environment Protection	-	Desert	
Jump Jets	1	Allows jumps of up to 50 meters length and 25 meters height	YES
Large Doors	-	All crew may enter/exit at a cost of 1 Action, all passengers may enter/exit at no Action cost	
Life Support	-	Limited	YES
Passenger Seating	-	12 troopers (or 10 GREs)	
Reinforced Crew Compartment	-	Absorbs first Crew hit	
Urban Friendly	-	Hydrogen fuel cells, superconductor batteries, electric drive powertrain	

PERK 01 •
 PERK 02 •
 PERK 03 •
 PERK 04 •
 PERK 05 •
 PERK 06 •
 PERK 07 •
 PERK 08 •
 PERK 09 •
 PERK 10 •
 PERK 11 •

NAME	RATING	GAME EFFECT
Large Sensor Profile	1	Reduce Concealment versus sensors
Weak Point	5	Reduce Base Armor for Movement hits before applying damage
Weak Point	5	Reduce Base Armor for AUX hits before applying damage

NAME	RATING	GAME EFFECT



HEAVY GEAR



HC-3 HOVER COMMAND CAR

Artillery batteries without command, control and communications (C3) are worse than useless, they are a potential liability. To combat potential problems with answering requests for fire support from frontline units each CEF artillery battery has its own local C3 node for coordinating fire missions.

The HC-3 comes equipped with a satellite uplink for reporting field conditions to HQ and directing Ortilery strikes. A powerful electronic warfare suite ensures that a battery's guns can send and receive communications while remaining relatively safe from enemy forward observers. A defensive laser cannon is mounted for self-protection, although HC-3 crews are strongly discouraged from taking offensive action. Time spent engaging an enemy with weaponry is time not spent on keeping the EM spectrum clear for friendlies and jammed for enemies. Most often the HC-3 will freely range somewhere between the frontline fighters and its artillery battery so as to provide EW support forward.

HC-3 crews can be made up of either troopers or soldiers, the latter most often being a Jan and Kassandra GREL team, and are often the most battlefield-experienced personnel in the entire battery.

◆ Service Record

The HC-3 is a crucial link in the CEF's ability to coordinate its forces during an engagement. Usually once an enemy has located a command car it will become a priority target for a hostile force. On Terra Nova, Gear pilots were reportedly paid bounties for the destruction of command cars in the later stages campaign.

Game Statistics ☐

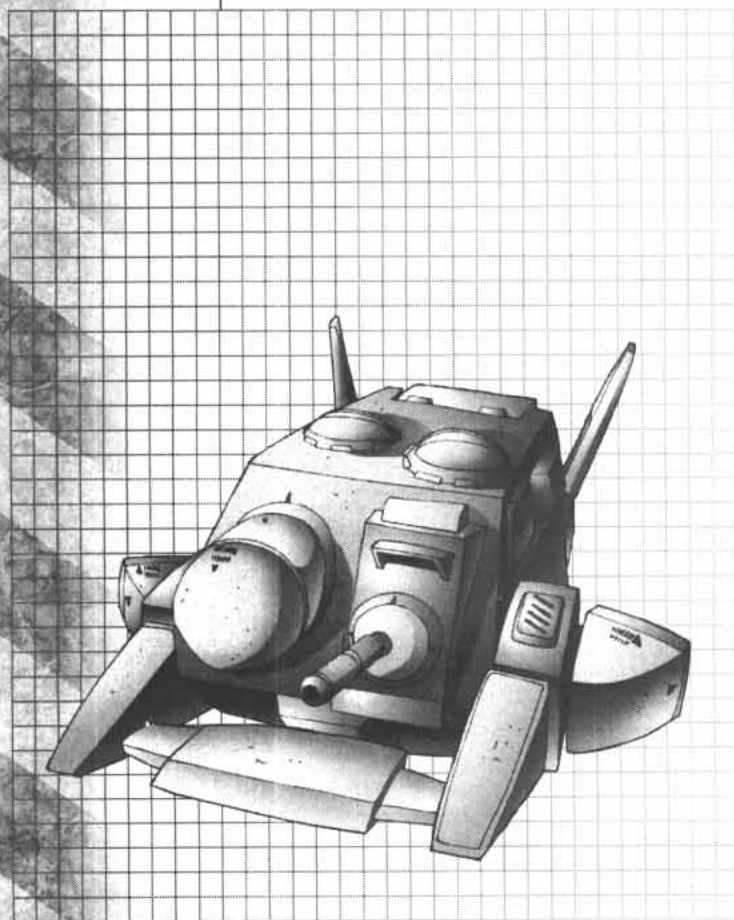
Threat Value:	420	Offensive:	238	Defensive:	297	Miscellaneous:	723	Lemon Dice:	3
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Vehicle Specifications ☐

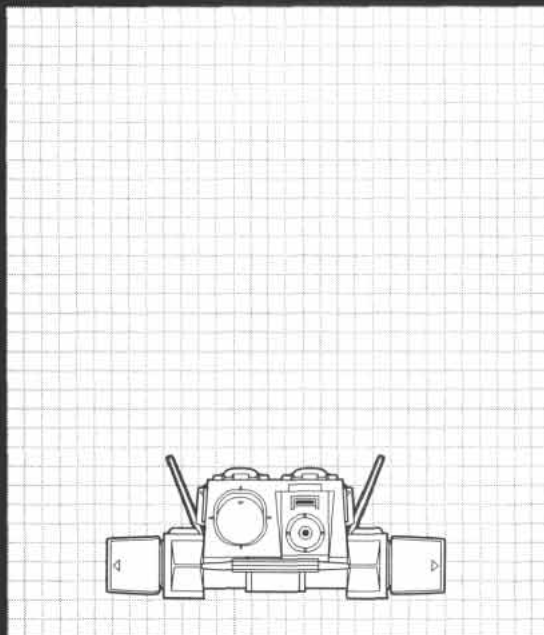
Code Name:	HC-3 Hover Command Car
Production Code:	HC-3
Production Type:	Mass Production
Cost:	36,750,000 CEE
Manufacturer:	Kadellie Weapon Systems
Use:	mobile artillery command and control
Height:	2 meters
Length:	3.5 meters
Width:	2.8 meters
Average Armor Thickness:	16 mm
Armor Material:	alloy/ceramite
Standard Operational Weight:	1980 kg
Primary Movement Mode:	Hover (150 kph)
Secondary Movement Mode:	Jump Jets (50 x 25 meters)
Deployment Range:	300 km
Sensor Range:	120 hexes/6 km
Communication Range:	600 hexes/30 km
Powerplant:	2 x Turbofans w/Superconductors and Fuel Cells
Engine Output:	2 x 100 hp

Weapon Payload ☐

Name	Ammunition Payload
Defensive Laser Cannon	10 shots



HC-3 HOVER COMMAND CAR



ARMOR DAMAGE

0

10

20

30

40

CREW INFORMATION

PILOT NAME: _____

RANK: _____

SQUADRON: _____

AFFILIATION: _____

PILOT (LV/AT): ☐ ☐ GUNNERY (LV/AT): ☐ ☐ ELEC. WAR. (LV/AT): ☐ ☐

CREW DATA

VEHICLE CREW

CREW: ☐ 2

BONUS ACTIONS: ☐ 1

CREW DAMAGE

VEHICLE CREW

CREW: ☐

BONUS ACTIONS: ☐

SYSTEMS DATA

MOVEMENT

PRIMARY COMBAT SPD: ☐ H 13

PRIMARY TOP SPD: ☐ H 25

SECONDARY COMBAT SPD: ☐ - -

SECONDARY TOP SPD: ☐ - -

MANEUVER: ☐ +1

DEPLOYMENT RANGE: ☐ 250

ELECTRONICS

SENSORS: ☐ +1 6

COMMUNICATION: ☐ +2 30

FIRE CONTROL: ☐ 0

ARMOR

LIGHT DAMAGE: ☐ 9

HEAVY DAMAGE: ☐ 18

OVERKILL: ☐ 27

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD: ☐

TOP SPD: ☐

COMBAT SPD: ☐

TOP SPD: ☐

MANEUVER: ☐

FUEL SPENT: ☐

ELECTRONICS

SENSORS: ☐

COMM: ☐

FIRE CONTROL: ☐

ARMOR

LIGHT DAMAGE: ☐

HEAVY DAMAGE: ☐

OVERKILL: ☐

GENERAL SPECIFICATIONS

THREAT VALUE: ☐ 420 • SIZE: ☐ 4 • COST: ☐ 36,750,000 CEE

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
Defensive Laser Cannon	SLC	FF	5	10	20	40	+1	x12	1	0	-1 DM/RB

AMMO

FULL LEFT

10

WEAPONS

WEAPON 01 • ☐

WEAPON 02 • ☐

WEAPON 03 • ☐

WEAPON 04 • ☐

WEAPON 05 • ☐

WEAPON 06 • ☐

WEAPON 07 • ☐

WEAPON 08 • ☐

WEAPON 09 • ☐

WEAPON 10 • ☐

PERKS

NAME	RATING	GAME EFFECT	AUX
Airdroppable	-	Can be Airdropped	
ECM	3	Offensive Electronic Warfare equipment	YES
ECCM	3	Defensive Electronic Warfare equipment	YES
Hostile Environment Protection	-	Desert	
Jump Jets	1	Allows jumps of up to 50 meters length and 25 meters height	YES
Life Support	-	Limited	YES
Satellite Uplink	-	Allows Orbital Communications when moving at half-combat speed	YES
Urban Friendly	-	Hydrogen fuel, superconductor batteries	

PERKS

PERK 01 • ☐

PERK 02 • ☐

PERK 03 • ☐

PERK 04 • ☐

PERK 05 • ☐

PERK 06 • ☐

PERK 07 • ☐

PERK 08 • ☐

PERK 09 • ☐

PERK 10 • ☐

PERK 11 • ☐

FLAWS

NAME	RATING	GAME EFFECT
Weak Point	2	Reduce Base Armor for Movement hits before applying damage
Weak Point	3	Reduce Base Armor for AUX hits before applying damage
Vulnerable to Haywire	-	Haywire causes three damage rolls

DEFECTS

NAME	RATING	GAME EFFECT





TYPE 11-22 FRAME

Built as an alternative to the heavier Frames developed by Moscow Heavy Industries, the Type 11-22 proved too fragile for the sort of frontline assault duties that Ground Command had in mind. Unwilling to accept failure, KWS executives decided to pursue an independent schedule for the development of something the Colonial Expeditionary Force needed but hadn't asked for, a scout.

Beginning with the lighter frame and chassis, the project eventually evolved into a multipurpose forward observer/minesweeper machine. Lightly armed and armored, the 11-22 is capable of being inserted into a firezone by airdrop from an AC-56 or AT-33 transport. Once on the ground, any potential resistance can be rapidly identified and designated for attack by aerospace assets such as the TAAF-54. In this capacity, the 11-22 can act as a pathfinder for securing drop zones for following troopers, soldiers and equipment. A standard CEF minesweeper drone is also often carried as standard equipment for neutralizing any minefield that may be discovered during a search.

Kadellie Weapons Systems arranged for a surprise demonstration of their specialist Frame for Ground Command. Following the event, the CEF placed an order for mass production to begin immediately.

◆ Service Record

The Type 11-22 is definitely not a frontline fighting Frame, although it is armed for self-protection. KWS has also notably subcontracted significant portions of the Frame's systems to native Caprician corporations in an effort to gain better leverage in the Caprician financial markets. Unfortunately the program's image has been tarnished by numerous minuscule errors of management and engineering, leading to a poor reputation among troopers and soldiers assigned to work with the Frame.

Game Statistics ☐

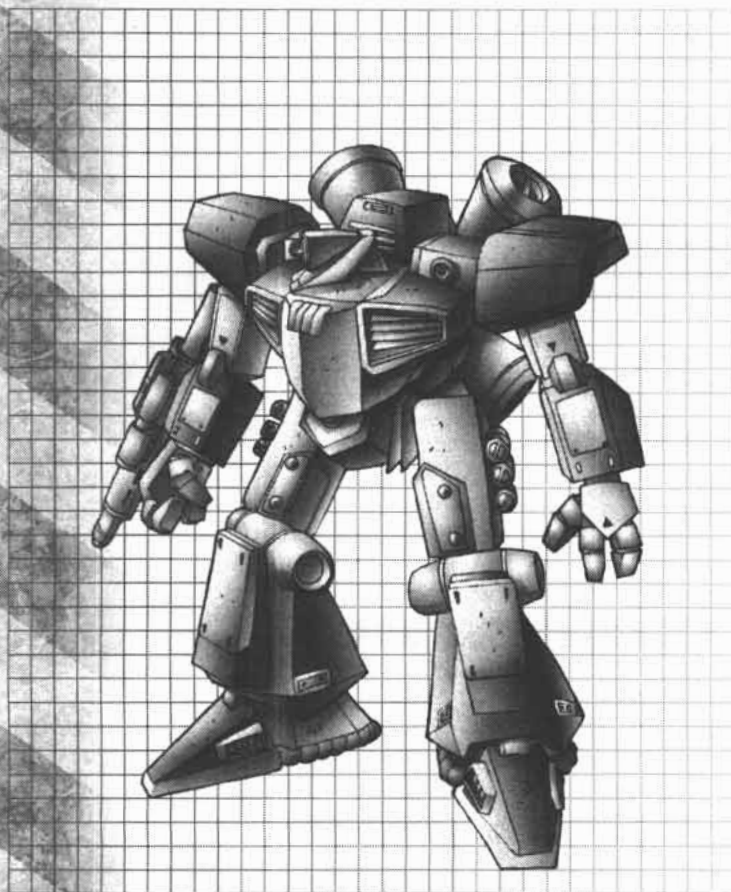
Threat Value:	660	Offensive:	462	Defensive:	596	Miscellaneous:	921	Lemon Dice:	3
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Vehicle Specifications ☐

Code Name:	Type 11-22 Frame
Production Code:	Type 11-22
Production Type:	Mass Production
Cost:	60,150,000 CEE
Manufacturer:	Kadellie Weapon Systems
Use:	Forward Observer/minesweeper Battle Frame
Height:	4.0 meters
Width:	3.4 meters
Average Armor Thickness:	10 mm
Armor Material:	advanced zero-g alloy/ceramide composites
Standard Operational Weight:	4395 kg
Primary Movement Mode:	Walk (60 kph)
Secondary Movement Mode:	Hover (150 kph)
Deployment Range:	300 km
Sensor Range:	120 hexes/6 km
Communication Range:	600 hexes/30 km
Powerplant:	2 x V-Engine
Engine Output:	2 x 500 hp

Weapon Payload ☐

Name	Ammunition Payload
Defensive Laser Cannon	10 shots
Hand Grenades	3 grenades
Haywire Grenades	3 grenades
Minesweeper Drone	1 (+1 TV)
Option - Add Utility Octopus	Modified TV: 749
Option - Add Support Octopus	Modified TV: 1018



• PILOT NAME: _____
 • RANK: _____
 • SQUADRON: _____
 • AFFILIATION: _____
 PILOT (LV/AT): ☐ ☐ GUNNERY (LV/AT): ☐ ☐ ELEC. WAR. (LV/AT): ☐ ☐

VEHICLE CREW	
• CREW:	1
• BONUS ACTIONS:	1

 VEHICLE CREW
 CREW •
 BONUS ACTIONS •

MOVEMENT	
• PRIMARY COMBAT SPD:	W 5
• PRIMARY TOP SPD:	W 10
• SECONDARY COMBAT SPD:	H 13
• SECONDARY TOP SPD:	H 25
• MANEUVER:	+1
• DEPLOYMENT RANGE:	300

• SENSORS:	+1	6
• COMMUNICATION:	+2	30
• FIRE CONTROL:		0

	SENSORS •
	COMM •
	FIRE CONTROL •

• LIGHT DAMAGE:	9
• HEAVY DAMAGE:	18
• OVERKILL:	27

☐ LIGHT DAMAGE •
☐ HEAVY DAMAGE •
☐ OVERKILL •

• THREAT VALUE: 660 • SIZE: 5 • COST: 60,150,000 CEE

[illegible][illegible]

WEAPON 01 •

WEAPON 02 •

WEAPON 03 •

WEAPON 04 •

WEAPON 05 •

WEAPON 06 •

WEAPON 07 •

WEAPON 08 •

WEAPON 09 •

WEAPON 10 •

NAME	RATING	GAME EFFECT	AUX
Advanced Controls	-	+1 Action (already factored into stats)	
Airdroppable	-	Can be Airdropped	
Hostile Environment Protection	-	Desert	
2x Manipulator Arm	5	Can punch	
Mine Detectors	-	Can detect minefields within AE=2 at a cost of 1 Action	
Reinforced Armor	3	Front	YES
Satellite Uplink	-	Allows Orbital Communications when moving at half-combat speed	
Target Designator	3	+2 to attack for Guided weapons	YES
Trideo Link-up	-	Communication system can transmit trideo images	YES
Urban Friendly	-	Hydrogen fuel, superconductor batteries	
Vehicle Bay	1	One minesweeper drone	

	PERK 01 •
	PERK 02 •
	PERK 03 •
	PERK 04 •
	PERK 05 •
	PERK 06 •
	PERK 07 •
	PERK 08 •
	PERK 09 •
	PERK 10 •
	PERK 11 •

NAME	RATING	GAME EFFECT
Difficult to Modify	-	-2 to repair and modify rolls
Inefficient Combat Computer	-	-1 to each attack after the first
Reduced Maneuver	2	Hover mode
Vulnerable to Haywire	-	Haywire causes three damage rolls

NAME	RATING	GAME EFFECT





TYPE 55 FRAME

The Type 55 has been developed as a general all purpose Battle Frame. Its primary duties include area suppression and anti-infantry support and in these roles it is seen as bridging the gap between traditional CEF armor and infantry forces. It is also designed to be airdropped in theater to extend its operational range and increase strategic flexibility.

While all the other Frames developed for the CEF have been designed to counter a particular mission threat, the Type 55 has been deliberately generalized. Of all the machines derived from captured Terranovan designs the Type 55 most closely matches the Hunter/Jäger Gears from which it was derived, albeit with significant differences. The primary weapon is a deep magazine gatling laser, the same type as is used by the HPC-64, mounted on a forearm hardpoint. The opposing forearm hardpoint mounts a quick-change triple tube disposable missile rack loaded with airburst missiles. Two extra sets of missile tubes are carried in an armored pack fitted with a dedicated internal storage compartment located below the V-Engine. When used together, these two weapon systems can quickly disperse concentrated opposition through repeated area saturation or inflict severe damage on static defenses.

Secondary weapons include a standard CEF infantry 55mm anti-personnel mortar mounted vertically behind one shoulder and an assortment of anti-personnel and anti-vehicular grenades. A stock Caprician vibroblade is standard issue for close combat situations. The Type 55 can also make use of any Octopus Pack currently in production.

◆ Service Record

In simulated combat situations the Type 55 has excelled, particularly when used in conjunction with hoverships. A few live fire exercises have been conducted against known terrorist cells operating in the Caprician Highlands, but without contacting any Black Talon opposition as of yet. A decision for full-scale mass production has already been made, however, with most of the first machines to roll off the line earmarked for rebuilding the 8th Fleet.

Game Statistics ☐

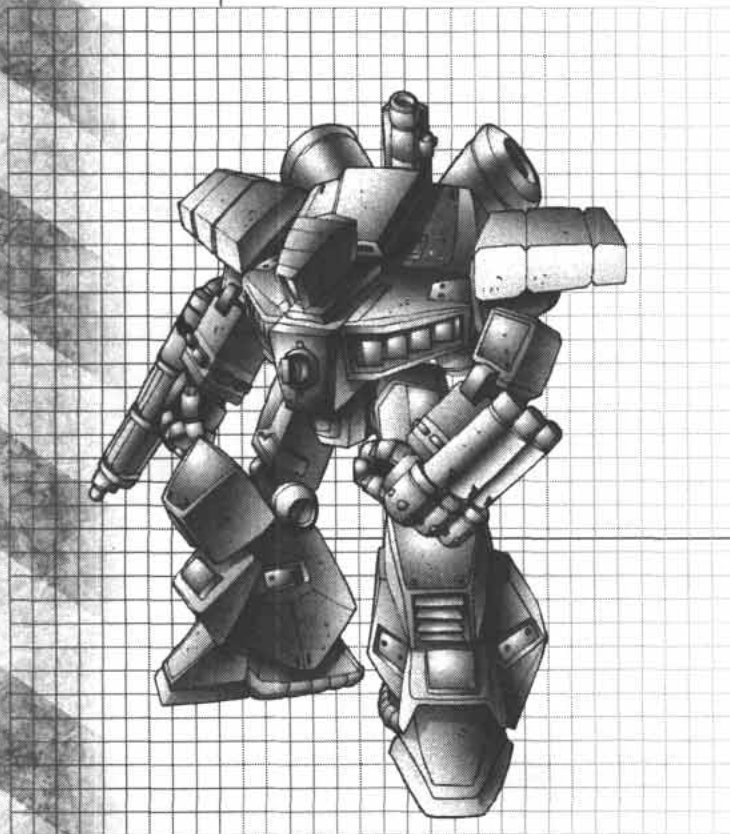
Threat Value:	669	Offensive:	1255	Defensive:	381	Miscellaneous:	371	Lemon Dice:	3
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Vehicle Specifications ☐

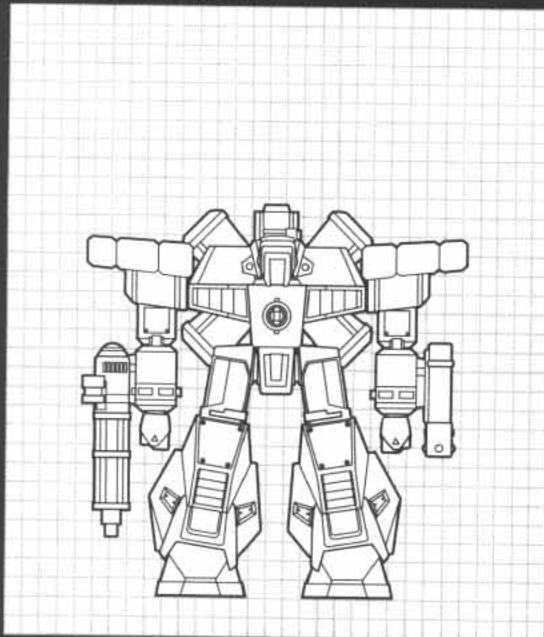
Production Code:	Type 55
Production Type:	Mass Production
Cost:	50,175,000 CEE
Manufacturer:	Moscow Heavy Industries
Use:	General Purpose Battle Frame
Height/Width:	4.4 meters/3.5 meters
Average Armor Thickness:	15 mm
Armor Material:	advanced zero-g alloy/ceramide composites
Standard Operational Weight:	5952 kg
Primary Movement Mode:	Walk (55 kph)
Secondary Movement Mode:	Hover (140 kph)
Deployment Range:	250 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	2 x V-Engine
Engine Output:	2 x 650 hp

Weapon Payload ☐

Name	Ammunition Payload
Gatling Laser Cannon	150 shots
Airburst Missiles	3 clips of 3 missiles
55mm Infantry Mortar	12 shells
Hand Grenades + Vibroblade	6 grenades, mixed
Option - Add Utility Octopus	Modified TV: 758
Option - Add Support Octopus	Modified TV: 1027
Option - Add Assault Octopus	Modified TV: 1294



TYPE 55 FRAME



ARMOR DAMAGE

0

10

20

30

40

CREW INFORMATION

PILOT NAME: _____

RANK: _____

SQUADRON: _____

AFFILIATION: _____

PILOT (LV/AT): ☐ ☐ GUNNERY (LV/AT): ☐ ☐ ELEC. WAR. (LV/AT): ☐ ☐

CREW DATA

VEHICLE CREW

CREW: ☐ 1

BONUS ACTIONS: ☐ 1

CREW DAMAGE

VEHICLE CREW

CREW: ☐

BONUS ACTIONS: ☐

SYSTEMS DATA

MOVEMENT

PRIMARY COMBAT SPD: W 5

PRIMARY TOP SPD: W 5

SECONDARY COMBAT SPD: H 12

SECONDARY TOP SPD: H 23

MANEUVER: 0

DEPLOYMENT RANGE: 250

ELECTRONICS

SENSORS: +1 2

COMMUNICATION: +1 10

FIRE CONTROL: 0

ARMOR

LIGHT DAMAGE: 11

HEAVY DAMAGE: 22

OVERKILL: 33

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD •

TOP SPD •

COMBAT SPD •

TOP SPD •

MANEUVER •

FUEL SPENT •

ELECTRONICS

SENSORS •

COMM •

FIRE CONTROL •

ARMOR

LIGHT DAMAGE •

HEAVY DAMAGE •

OVERKILL •

GENERAL SPECIFICATIONS

THREAT VALUE: 669 • SIZE: 6 • COST: 50,175,000 CEE

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
Gatling Laser Cannon	HGLC	F	2	4	8	16	+1	x16	1	+1	-3 DM/RB
Airburst Missiles	ABM	F	3	6	12	24	0	x10	1	0	AE=1
Airburst Missile Reload	ABM	-	-	-	-	-	-	-	2	-	ammo clip
55mm Infantry Mortar	APM	F	2	4	8	16	0	x4	1	0	AE=0,AI,IF,Min Rg 2
Hand Grenades	HG	F	0	0	0	0	-1	x15	3	0	Anti-Infantry
Heavy Hand Grenades	HHG	F	0	0	0	0	-1	x25	3	0	-
Vibroblade	VB	F	0	0	0	0	0	x8	1	0	Physical Attack

AMMO

FULL

LEFT

150

2

3ea

12

-

-

-

WEAPONS

WEAPON 01 •

WEAPON 02 •

WEAPON 03 •

WEAPON 04 •

WEAPON 05 •

WEAPON 06 •

WEAPON 07 •

WEAPON 08 •

WEAPON 09 •

WEAPON 10 •

PERKS

NAME	RATING	GAME EFFECT	AUX
Advanced Controls	-	+1 Action (already factored into stats)	
Airdroppable	-	Can be Airdropped	
Ammo Storage	-	Additional ABM ammo not counted as AUX system	
Hostile Environment Protection	-	Desert	
2x Manipulator Arm	6	Can punch	
Reinforced Armor	3	Front	
Urban Friendly	-	Hydrogen fuel, superconductor batteries	

PERKS

PERK 01 •

PERK 02 •

PERK 03 •

PERK 04 •

PERK 05 •

PERK 06 •

PERK 07 •

PERK 08 •

PERK 09 •

PERK 10 •

PERK 11 •

FLAWS

NAME	RATING	GAME EFFECT
Difficult to Modify	-	-2 to repair and modify rolls
Reduced Maneuver	2	Hover mode

DEFECTS

NAME	RATING	GAME EFFECT





TYPE 2-07 FRAME

The difficulties encountered during the Terranovan campaign highlighted a serious shortcoming for Ground Command: their equipment was poorly suited to fighting in jungle terrain. In attempting to penetrate the dense vegetation of the Mekong lowlands many of the CEF's most important assets had to be left behind, including hover tanks, artillery and personnel carriers. This limited the amount of firepower that could be brought to bear in theater and greatly favored the rebellious colonists with their well armed and armored Gears.

The Type 2-07 redresses that shortfall with a dedicated fire support weapons payload intended to destroy enemy vehicles and personnel alike. A massive 152mm mortar is the primary weapon system and is firmly mounted behind the center of the V-Engine. Even with a 1.5m screw recoil traverse system the Frame cannot fire this weapon from a standing position and must assume a braced kneeling posture in which hydraulic interlocks engage to hold the entire machine rigid. Ballistic declination is controlled by pitching the entire torso forward at the correct angle prior to firing. A counter-battery sensor is also fitted and can detect the location of incoming fire from anywhere within the mortar's range.

An arm-mounted 55mm anti-personnel mortar comes as standard issue for use against enemy infantry and to support friendly infantry. The laser cannon carried by the Type 6-16 is used for direct fire engagements, although these should usually be avoided when possible.

◆ Service Record

The Type 2-07 is actually an outgrowth of development on the Type 6-16 Assault Frame. Not knowing if the 6-16 would be found acceptable, MHI experimented with several possible weapons loadouts and mission profiles. After years of testing and experience, Moscow Heavy Industries presented its best two prospects to fulfill the assault role envisioned by Ground Command. To its surprise both were accepted, although for very different reasons.

Game Statistics ☐

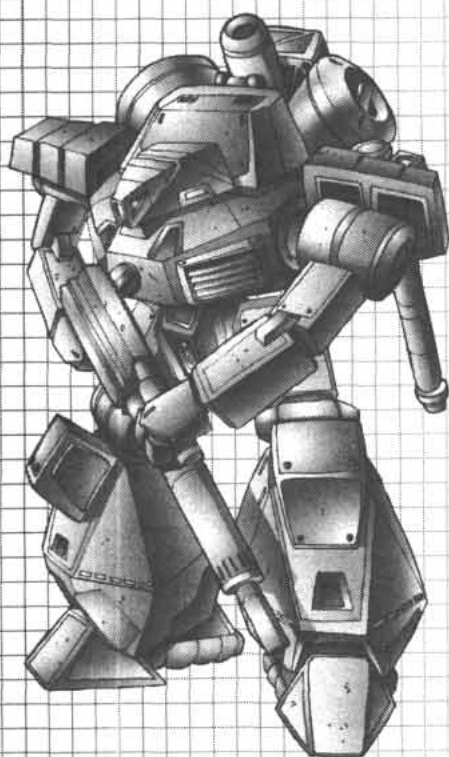
Threat Value:	832	Offensive:	1630	Defensive:	350	Miscellaneous:	515	Lemon Dice:	3
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Vehicle Specifications ☐

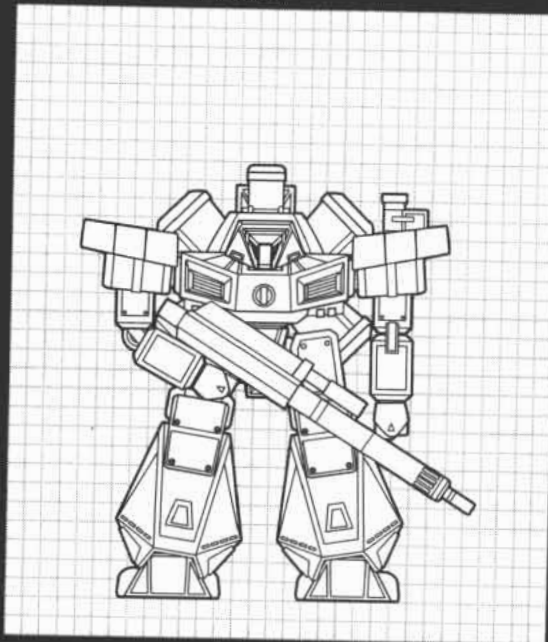
Code Name:	Type 2-07 Frame
Production Code:	Type 2-07
Production Type:	Mass Production
Cost:	62,400,000 CEE
Manufacturer:	Moscow Heavy Industries
Use:	fire support Frame
Height:	4.6 meters (5.1 meters w/ HFM)
Width:	3.5 meters
Average Armor Thickness:	21 mm
Armor Material:	advanced zero-g alloy/ceramite composites
Standard Operational Weight:	6786 kg
Primary Movement Mode:	Walk (50 kph)
Secondary Movement Mode:	Hover (120 kph)
Deployment Range:	200 km
Sensor Range:	80 hexes/4 km
Communication Range:	600 hexes/30 km
Powerplant:	2 x V-Engine
Engine Output:	2 x 700 hp

Weapon Payload ☐

Name	Ammunition Payload
Light Laser Cannon	20 shots
152mm Heavy Field Mortar	8 shells
55mm Infantry Mortar	12 shells
Hand Grenades	3 grenades



TYPE 2-07 FRAME



ARMOR DAMAGE

0

10

20

30

40

CREW INFORMATION

PILOT NAME: _____

RANK: _____

SQUADRON: _____

AFFILIATION: _____

PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW

CREW:

BONUS ACTIONS:

CREW DAMAGE

VEHICLE CREW

CREW:

BONUS ACTIONS:

SYSTEMS DATA

MOVEMENT

PRIMARY COMBAT SPD: W 4

PRIMARY TOP SPD: W 8

SECONDARY COMBAT SPD: H 10

SECONDARY TOP SPD: H 20

MANEUVER: 0

DEPLOYMENT RANGE: 200

ELECTRONICS

SENSORS: 0 4

COMMUNICATION: +2 30

FIRE CONTROL: 0

ARMOR

LIGHT DAMAGE: 13

HEAVY DAMAGE: 26

OVERKILL: 39

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD:

TOP SPD:

COMBAT SPD:

TOP SPD:

MANEUVER:

FUEL SPENT:

ELECTRONICS

SENSORS:

COMM:

FIRE CONTROL:

ARMOR

LIGHT DAMAGE:

HEAVY DAMAGE:

OVERKILL:

GENERAL SPECIFICATIONS

THREAT VALUE: 832 • SIZE: 6 • COST: 62,400,000 CEE

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
Light Laser Cannon	LLC	F	5	10	20	40	+1	x16	1	0	-2DM/RB
152mm Heavy Field Mortar	HFM	FF	6	12	24	48	-1	x25	1	0	AE=0, IF, Min Rng 6
55mm Infantry Mortar	APM	F	2	4	8	16	0	x4	1	0	AE=0, AI, IF, Min Rg 2
Hand Grenades	HG	F	0	0	0	0	-1	x15	3	0	Anti-Infantry

AMMO

FULL LEFT

20

8

12

-

WEAPONS

WEAPON 01 •

WEAPON 02 •

WEAPON 03 •

WEAPON 04 •

WEAPON 05 •

WEAPON 06 •

WEAPON 07 •

WEAPON 08 •

WEAPON 09 •

WEAPON 10 •

PERKS

NAME	RATING	GAME EFFECT	AUX
Advanced Controls	-	+1 Action (already factored into stats)	
Counter Battery Sensor	1	Determines last known firing position for IF attacks landing within 2 km	YES
Hostile Environment Protection	-	Desert	
2x Manipulator Arm	6	Can punch	
Reinforced Armor	4	Front	
Stabilizer	-	Must spend 1 Action while stationary preparing position before firing HFM	
Urban Friendly	-	Hydrogen fuel, superconductor batteries	

FLAWS

NAME	RATING	GAME EFFECT
Difficult to Modify	-	-2 to repair and modify rolls
Reduced Maneuver	2	Hover mode

DEFECTS

NAME	RATING	GAME EFFECT





TYPE 6-16 FRAME

The Type 6-16 was the first Battle Frame successfully produced by CEF engineers. Reverse engineered and extensively modified from captured Terranovan machines and plans, the design and testing took the better part of a decade to complete. Battle Frames were already entering into low rate initial production runs in preparation for full-scale mass production when the 1st Black Talon strike team arrived on Caprice, disrupting the CEF's timetable.

Built to broadly similar specifications as a Terranovan Gear, the Type 6-16 is first and foremost a weapons platform built to carry heavy weapons into battle. Many of the machine's components would be familiar to a Terranovan military technician: V-Engines, hydraulic powertrain, neural net control systems and a torso cockpit. What would not be familiar is the advanced armor materials, the hover SMS, advanced superconductors and hydrogen fuel systems, among other things. Terran technical expertise cannot yet match the centuries of experience in ruggedized Gear manufacturing possessed by the Terranovans and consequently the Frame is not as solidly constructed as its colonial counterparts. The Type 6-16 does however have a much higher power-to-mass ratio due to the expertise of Terran and Caprician engineers in ceramic engines and high performance turbine systems.

Like all Frames the 6-16 doesn't have any built-in weapons and all armament is carried on forearm and shoulder hardpoints. The standard layout of energy weaponry and guided missiles is intended to complement that of the hover tanks with which it will most often be associated. Furthermore, the Frame is cleared to use any of the Octopus Packs already in production for even more firepower.

◆ Service Record

To date the Type 6-16 has fared very well in skirmishes with irregular resistance groups in the Caprician Highlands but less well when confronting Black Talon Teams. 3rd Fleet's Ground Command is at a loss to explain this disparity of performance and is coming under increasing pressure to solve problem. Current thinking is that a complete review of pilot training procedures for both troopers and soldiers may rectify these deficiencies.

Game Statistics ☐

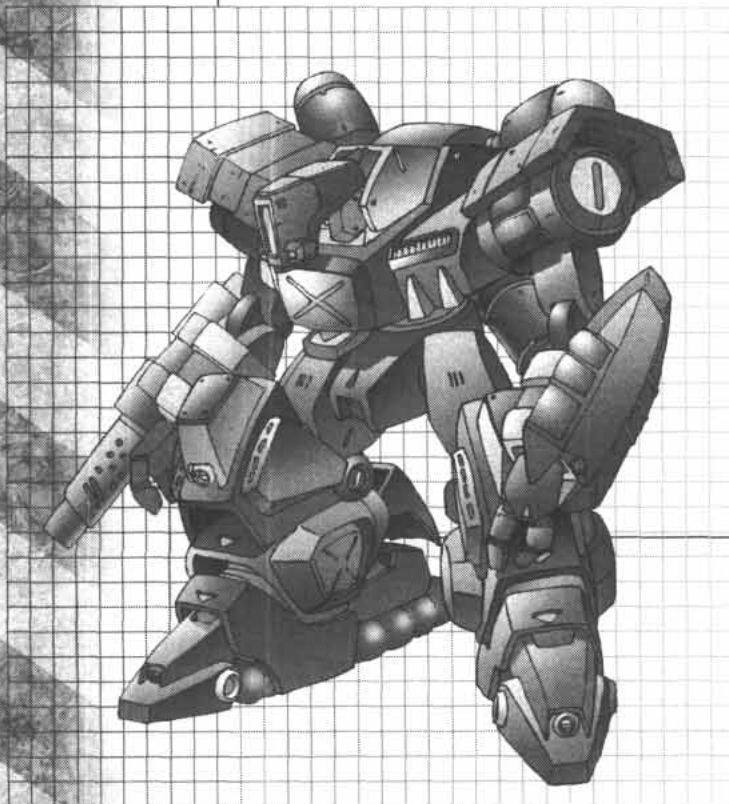
Threat Value:	771	Offensive:	1436	Defensive:	350	Miscellaneous:	526	Lemon Dice:	3
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Vehicle Specifications ☐

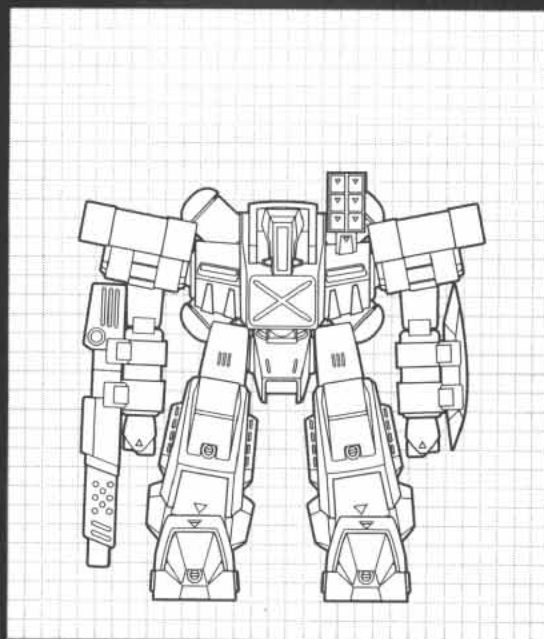
Production Code:	Type 6-16
Production Type:	Mass Production
Cost:	57,825,000 CEE
Manufacturer:	Moscow Heavy Industries
Use:	Heavy Assault Battle Frame
Height/Width:	4.6 meters/3.5 meters
Average Armor Thickness:	21 mm
Armor Material:	advanced zero-g alloy/ceramite composites
Standard Operational Weight:	6429 kg
Primary Movement Mode:	Walk (50 kph)
Secondary Movement Mode:	Hover (120 kph)
Deployment Range:	200 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	2 x V-Engine
Engine Output:	2 x 700 hp

Weapon Payload ☐

Name	Ammunition Payload
Light Laser Cannon	20 shots
Missile Delivery System	6 missiles
Hand Grenades + Vibroblade	3 grenades
Option - Add Utility Octopus	Modified TV: 860
Option - Add Support Octopus	Modified TV: 1129
Option - Add Assault Octopus	Modified TV: 1396



TYPE 6-16 FRAME



GENERAL SPECIFICATIONS

• THREAT VALUE: 771 • SIZE: 6 • COST: 57,825,000 CCE

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
Light Laser Cannon	LLC	F	5	10	20	40	+1	x16	1	0	-20M/RB
Missile Delivery System	AGM	F	3	6	12	24	+1	x15	1	0	Guided, IF
Hand Grenades	HG	F	0	0	0	0	-1	x15	3	0	Anti-Infantry
Vibroblade	VB	F	0	0	0	0	0	x8	1	0	Physical Attack

PERKS

NAME	RATING	GAME EFFECT	AUX
Advanced Controls	-	+1 Action (already factored into stats)	
Hostile Environment Protection	-	Desert	
2x Manipulator Arm	6	Can punch	
Reinforced Armor	4	Front	
Target Designator	3	+2 to attack for Guided weapons	YES
Urban Friendly	-	Hydrogen fuel, superconductor batteries	

FLAWS

NAME	RATING	GAME EFFECT
Difficult to Modify	-	-2 to repair and modify rolls
Reduced Maneuver	2	Hover mode

DEFECTS

NAME	RATING	GAME EFFECT

CREW INFORMATION

• PILOT NAME: _____
 • RANK: _____
 • SQUADRON: _____
 • AFFILIATION: _____
 PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW
 • CREW: 1
 • BONUS ACTIONS: 1

CREW DAMAGE

VEHICLE CREW
 CREW
 BONUS ACTIONS

SYSTEMS DATA

MOVEMENT
 • PRIMARY COMBAT SPD: W 4
 • PRIMARY TOP SPD: W 8
 • SECONDARY COMBAT SPD: H 10
 • SECONDARY TOP SPD: H 20
 • MANEUVER: 0
 • DEPLOYMENT RANGE: 200

ELECTRONICS
 • SENSORS: +1 2
 • COMMUNICATION: +1 10
 • FIRE CONTROL: 0

ARMOR
 • LIGHT DAMAGE: 13
 • HEAVY DAMAGE: 26
 • OVERKILL: 39

SYSTEMS DAMAGE

MOVEMENT
 COMBAT SPD
 TOP SPD
 COMBAT SPD
 TOP SPD
 MANEUVER
 FUEL SPENT

ELECTRONICS
 SENSORS
 COMM
 FIRE CONTROL

ARMOR
 LIGHT DAMAGE
 HEAVY DAMAGE
 OVERKILL

AMMO

FULL	LEFT
20	
6	
-	
-	

WEAPONS

WEAPON 01
 WEAPON 02
 WEAPON 03
 WEAPON 04
 WEAPON 05
 WEAPON 06
 WEAPON 07
 WEAPON 08
 WEAPON 09
 WEAPON 10

PERKS

PERK 01
 PERK 02
 PERK 03
 PERK 04
 PERK 05
 PERK 06
 PERK 07
 PERK 08
 PERK 09
 PERK 10
 PERK 11





TYPE 81-12 FRAME

Following the 2nd Fleet's success at Utopia it became clear that if the CEF encountered any significant resistance at Jotenheim, it would be seriously outclassed militarily. The battle reports from the 8th Fleet's engagement of colonial rebels in the mountainous regions of Terra Nova, however, pointed to a possible solution. KWS was contracted to produce an alpine environment Frame specifically capable of dealing with the naturally formidable terrain.

Kadellie Weapon Systems actually developed the Type 81-12 and Type 99 Frames concurrently since there was a great deal of crossover between the two Frames in terms of requirements, particularly weight. Kadellie engineers determined that primary requirement for the 81-12 would be mobility rather than armor or firepower, their rationale being that their Frame would need to get to advantageous locations fast and that many such locations would not be easy to reach by walking. Additionally, extra weight could be extremely hazardous in areas of poor ground stability. Thus a lighter machine would be able to survive natural hazards better than a heavy one.

In keeping with this philosophy the 81-12 is lightly armed with a defensive laser and a pair of mortars, one for defeating light armor or creating rockslides and one for anti-personnel work. Hand grenades are standard issue for demolitions and traps. The climbing claws have been specially reinforced for use in close quarters as weapons if need be, although a vibroblade is carried for use in melee and general tool use.

◆ Service Record

With its combination of jump jets, grappling lines and climbing apparatus there is almost nowhere that a Type 81-12 cannot go. With its powerful sensors and communications array, an 81-12 can survey a tremendous area from a high vantage point and rarely suffers from the sort of return echoes common in rough mountainous terrain. The Frame does run "hot" sometimes, however, due to its small size and high power output, although these conditions can be avoided through careful control.

Game Statistics ☐

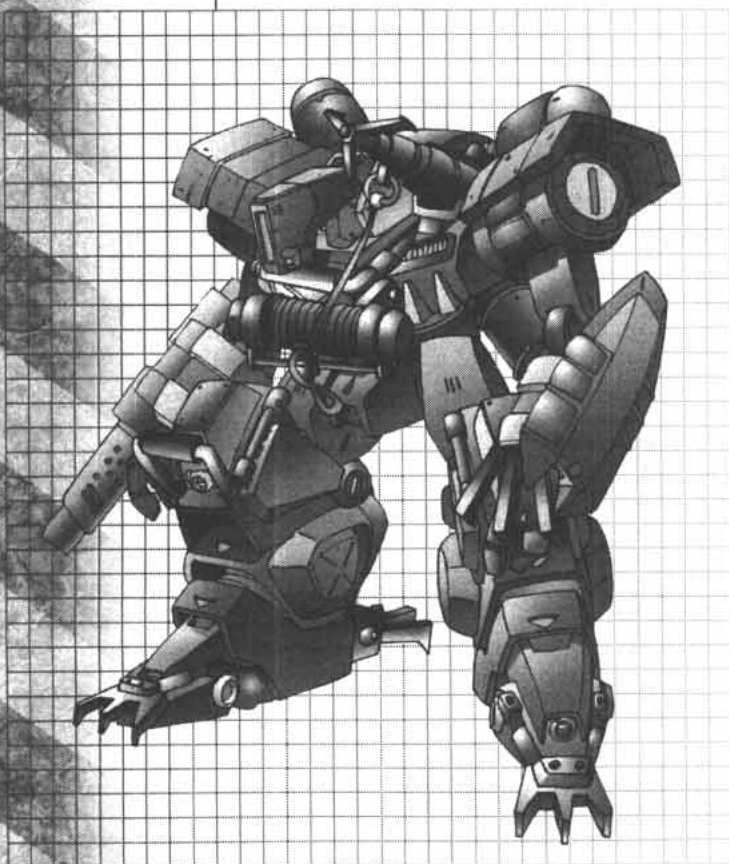
Threat Value:	832	Offensive:	944	Defensive:	143	Miscellaneous:	1409	Lemon Dice:	3
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Vehicle Specifications ☐

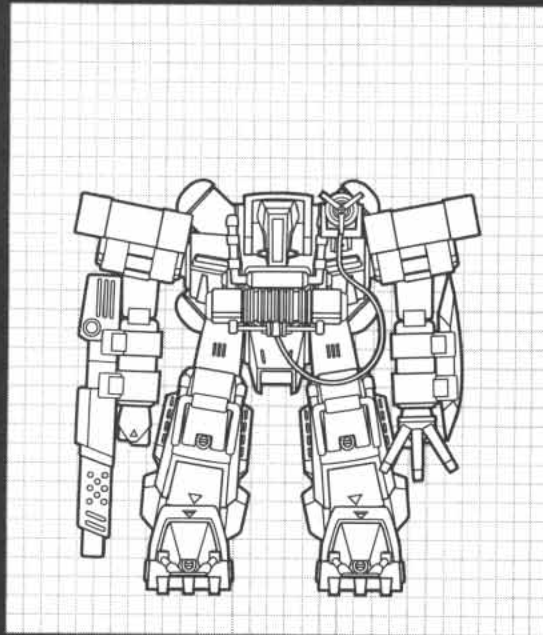
Production Code:	Type 81-12
Production Type:	Mass Production
Cost:	74,880,000 CEE
Manufacturer:	Kadellie Weapon Systems
Use:	Alpine Environment Battle Frame
Height/Width:	4.0 meters/3.4 meters
Average Armor Thickness:	10 mm
Armor Material:	advanced zero-g alloy/ceramite composites
Standard Operational Weight:	2750 kg
Primary Movement Mode:	Walk (60 kph)
Secondary Movement Mode:	Jump Jets (50 x 25 m)
Deployment Range:	300 km
Sensor Range:	120 hexes/6 km
Communication Range:	600 hexes/30 km
Powerplant:	Ceramic Gas Turbines
Engine Output:	600 hp

Weapon Payload ☐

Name	Ammunition Payload
Defensive Laser Cannon	10 shots
90mm Light Field Mortar	5 shells
55mm Infantry Mortar	12 shells
Hand Grenades + Vibroblade	6 grenades, mixed
2 x Reinforced Climbing Claws	-
Option - Add Utility Octopus	Modified TV: 921
Option - Add Support Octopus	Modified TV: 1190



TYPE 81-12 FRAME



GENERAL SPECIFICATIONS

• THREAT VALUE: 832 • SIZE: 5 • COST: 74,880,000 CEE

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
Defensive Laser Cannon	SLC	F	5	10	20	40	+1	x12	1	0	-1 DM/RB
90mm Light Field Mortar	LFM	FF	4	8	16	32	-1	x15	1	0	AE=0,IF,Min Rg 4
55mm Infantry Mortar	APM	F	2	4	8	16	0	x4	1	0	AE=0,AI,IF,Min Rg 2
Hand Grenades	HG	F	0	0	0	0	-1	x15	3	0	Anti-Infantry
Heavy Hand Grenades	HHG	F	0	0	0	0	-1	x25	3	0	-
Reinforced Climbing Claws	CR	F	0	0	0	0	0	+1	2	0	Physical Attack
Vibroblade	VB	F	0	0	0	0	0	x8	1	0	Physical Attack

PERKS

NAME	RATING	GAME EFFECT	AUX
Advanced Controls	-	+1 Action (already factored into stats)	
Autopilot	-	Acts as level 1 pilot	YES
Climbing Apparatus	-	Reduce piloting threshold for climbing by 1	
Grapple Launchers	6	250m grapple line	YES
Hostile Environment Protection	-	Desert, Extreme Cold	
Improved Off-Road: Walk	-	-1 MP cost per hex, min. cost is 1	
Jump Jets	1	Allows jumps of up to 50 meters length and 25 meters height	YES
2x Manipulator Arm	5	Can punch	
Reinforced Armor	3	Front	
Urban Friendly	-	Hydrogen fuel, superconductor batteries	

FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	During Jump Jet movement only, add Traceable Emissions: 1
Difficult to Modify	-	-2 to repair and modify rolls
Overheating	-	Suffers light damage if too active

DEFECTS

NAME	RATING	GAME EFFECT

CREW INFORMATION

• PILOT NAME: _____
 • RANK: _____
 • SQUADRON: _____
 • AFFILIATION: _____
 PILOT (LV/AT): ☐ GUNNERY (LV/AT): ☐ ELEC. WAR. (LV/AT): ☐

CREW DATA

VEHICLE CREW
 • CREW: 1
 • BONUS ACTIONS: 1

CREW DAMAGE

VEHICLE CREW
 CREW
 BONUS ACTIONS

SYSTEMS DATA

MOVEMENT
 • PRIMARY COMBAT SPD: W 5
 • PRIMARY TOP SPD: W 10
 • SECONDARY COMBAT SPD: - -
 • SECONDARY TOP SPD: - -
 • MANEUVER: +1
 • DEPLOYMENT RANGE: 300
 ELECTRONICS
 • SENSORS: +1 6
 • COMMUNICATION: +2 30
 • FIRE CONTROL: 0
 ARMOR
 • LIGHT DAMAGE: 9
 • HEAVY DAMAGE: 18
 • OVERKILL: 27

SYSTEMS DAMAGE

MOVEMENT
 COMBAT SPD
 TOP SPD
 COMBAT SPD
 TOP SPD
 MANEUVER
 FUEL SPENT
 ELECTRONICS
 SENSORS
 COMM
 FIRE CONTROL
 ARMOR
 LIGHT DAMAGE
 HEAVY DAMAGE
 OVERKILL

AMMO

FULL	LEFT
10	
32	
12	
-	
-	
-	
-	
-	
-	
-	

WEAPONS

WEAPON 01
 WEAPON 02
 WEAPON 03
 WEAPON 04
 WEAPON 05
 WEAPON 06
 WEAPON 07
 WEAPON 08
 WEAPON 09
 WEAPON 10

PERKS

PERK 01
 PERK 02
 PERK 03
 PERK 04
 PERK 05
 PERK 06
 PERK 07
 PERK 08
 PERK 09
 PERK 10
 PERK 11





TYPE 99 FRAME

The Type 99 Frame is poised to fulfill a small but important niche in the Colonial Expeditionary Force: patrolling the local space around space facilities and supporting boarding actions. One particularly troubling trend in the past couple of years has been the intrusion of Black Talon Teams into Caprican space and their somewhat successful use of Gears in penetrating and/or neutralizing the defenses in and around critical CEF assets, particularly Gateships.

To counter this threat, Aerospace Command has placed an order for 200 Frames to be distributed among the Fleets. Since these Frames would be deployed in a primarily defensive posture, the use of explosive weapons payloads has been completely ruled out since they would likely inflict more damage on the spacecraft being defended than is desirable. Instead, the Type 99 is intended to close into melee range where it will engage in hand-to-hand combat with any intruder, preferably disabling it for capture, analysis and later interrogation of the crew. A defensive laser cannon is also issued for sniping at retreating enemies.

The Type 99 benefited greatly from the concurrent development of the Type 81-12, particularly in the use of the grapple launcher system that can be used while in proximity to a surface feature to maneuver without expending precious reaction mass.

● Service Record

To date only a handful of Frames have been delivered and none of them have seen combat. Aerospace Command is confident however that once more are deployed it will become much harder for terrorists and Black Talons alike to cause any further damage to the Colonial Expeditionary Force's space infrastructure. The 5th Fleet has also requested that its order be expedited to counter security threats in the Atlantean system.

Game Statistics ☐

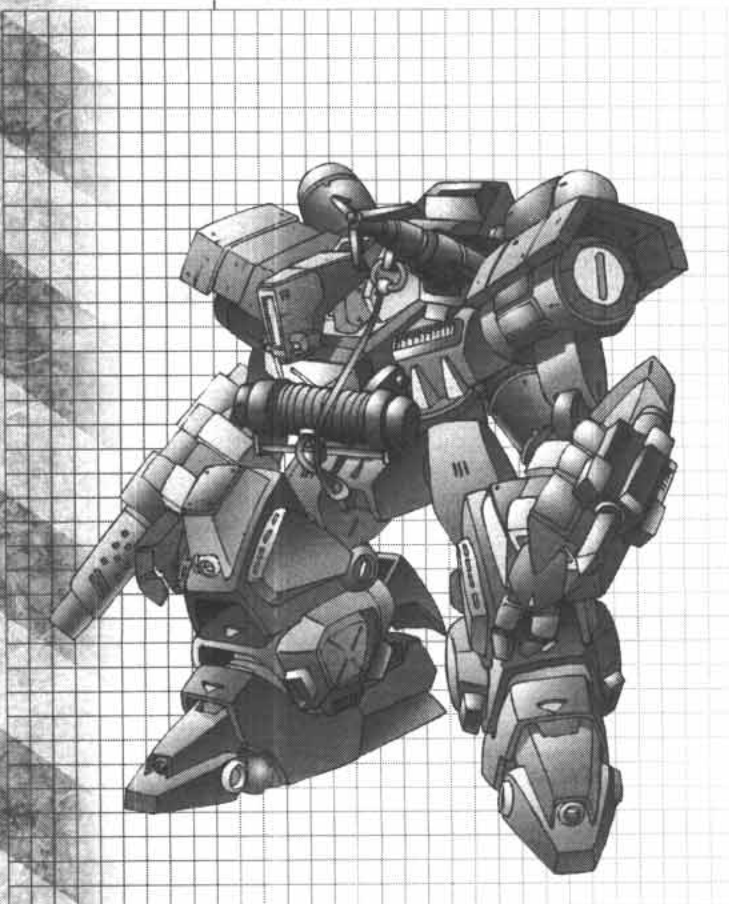
Threat Value:	741	Offensive:	487	Defensive:	180	Miscellaneous:	1554	Lemon Dice:	2
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Vehicle Specifications ☐

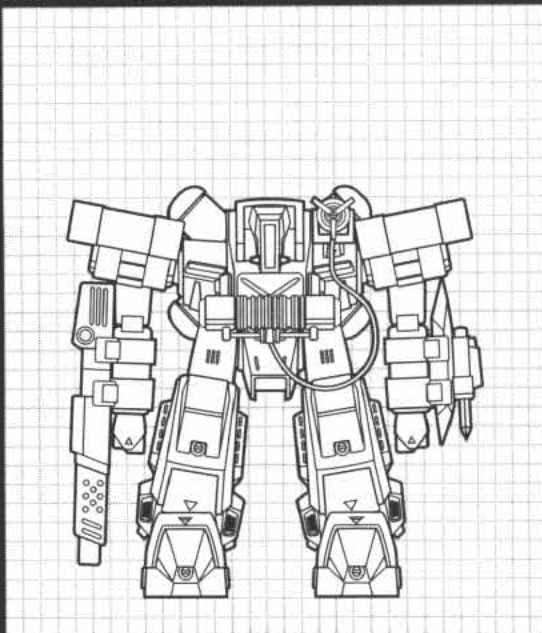
Code Name:	Type 99 Frame
Production Code:	Type 99
Production Type:	Limited Production
Cost:	266,760,000 CEE
Manufacturer:	Kadellie Weapon Systems
Use:	space support frame
Height:	4.0 meters
Width:	3.6 meters
Average Armor Thickness:	10 mm
Armor Material:	advanced zero-g alloy/ceramite composites
Standard Operational Weight:	2750 kg
Primary Movement Mode:	Walk (60 kph)
Secondary Movement Mode:	Space (0.5g)
Deployment Range:	200 km
Sensor Range:	120 hexes/6 km
Communication Range:	600 hexes/30 km
Powerplant:	Fuel Cells, Superconductors and Liquid Rockets
Engine Output:	500 hp

Weapon Payload ☐

Name	Ammunition Payload
Defensive Laser Cannon	10 shots
Hull Spiker	10 shots
Chain Sword (not shown)	-



TYPE 99 FRAME



GENERAL SPECIFICATIONS

• THREAT VALUE: 741 • SIZE: 5 • COST: 266,760,000 CEE

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
Defensive Laser Cannon	SLC	F	5	10	20	40	+1	x12	1	0	-1 DM/RB
Hull Spiker	HSKG	F	0	0	0	0	-1	x14	1	0	Armor Piercing
Chain Sword	CS	F	0	0	0	0	0	x9	1	0	-

PERKS

NAME	RATING	GAME EFFECT	AUX
Advanced Controls	-	+1 Action (already factored into stats)	
Autopilot	-	Acts as level 1 pilot	YES
Backup Life Support	-	Life Support continues to function after all AUX destroyed	YES
Grapple Launchers	6	250m grapple line	YES
Hostile Environment Protection	-	Extreme Cold, Extreme Heat, Vacuum, Radiation (3)	
Life Support	-	Limited	YES
2x Manipulator Arm	5	Can punch	
Reinforced Armor	3	Front	
Urban Friendly	-	Hydrogen fuel, superconductor batteries	

FLAWS

NAME	RATING	GAME EFFECT
Difficult to Modify	-	-2 to repair and modify rolls
Reduced Maneuver	1	Walker mode

NOTES

Reaction Mass: 1.65 tons High Efficiency Rocket Fuel (60 BP)

CREW INFORMATION

• PILOT NAME: _____
 • RANK: _____
 • SQUADRON: _____
 • AFFILIATION: _____
 PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW
 • CREW: 2
 • BONUS ACTIONS: 1

SYSTEMS DATA

MOVEMENT
 • PRIMARY COMBAT SPD: W 5
 • PRIMARY TOP SPD: W 10
 • SECONDARY COMBAT SPD: S 3
 • SECONDARY TOP SPD: S 5
 • MANEUVER: +1
 • DEPLOYMENT RANGE: 200
 ELECTRONICS
 • SENSORS: +1 6
 • COMMUNICATION: +1 30
 • FIRE CONTROL: 0
 ARMOR
 • LIGHT DAMAGE: 9
 • HEAVY DAMAGE: 18
 • OVERKILL: 27

CREW DAMAGE

VEHICLE CREW
 CREW
 BONUS ACTIONS

SYSTEMS DAMAGE

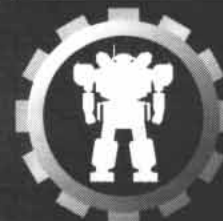
MOVEMENT
 COMBAT SPD
 TOP SPD
 COMBAT SPD
 TOP SPD
 MANEUVER
 FUEL SPENT
 ELECTRONICS
 SENSORS
 COMM
 FIRE CONTROL
 ARMOR
 LIGHT DAMAGE
 HEAVY DAMAGE
 OVERKILL

WEAPONS

WEAPON 01
 WEAPON 02
 WEAPON 03
 WEAPON 04
 WEAPON 05
 WEAPON 06
 WEAPON 07
 WEAPON 08
 WEAPON 09
 WEAPON 10

PERKS

PERK 01
 PERK 02
 PERK 03
 PERK 04
 PERK 05
 PERK 06
 PERK 07
 PERK 08
 PERK 09
 PERK 10
 PERK 11



HEAVY
GEAR



SSK-41 MINI-SUBMARINE

Another relic of Earth's war of reunification, the SSK-41 is currently the only submersible capable of being transported through space. As such it is the only weapon the CEF has to combat the colonial rebels in the seas of Atlantis. With the capture of Utopia however, this situation may soon change.

Originally the SSK-41 was primarily a brown water littoral attack submarine used to patrol the shorelines and continental shelf around the New Eurasian Commonwealth, although it was capable of limited blue water open ocean activity. Armed with up to 12 torpedo drones, it could be depended upon to protect the ports and shipping lanes of the Commonwealth from marauding warships, both above and below the waves. The only real drawback was that a fusion reactor could not be fitted within the three-meter diameter of the pressure hull; a fusion reactor would have given the boat an almost unlimited range. This has proven to be a critical shortcoming in the Atlantean ocean.

Despite this fact, the SSK-41 has successfully defended the CEF garrisons on Atlantis' islands for nearly 20 years. The boats are beginning to show their age however and it is only a matter of time before they will have to be retired from service. Most SSK-41s are now crewed by soldiers since submarine troopers have been reaching the end of their terms of military service faster than the boats themselves.

◆ Service Record

As a littoral submarine, the SSK-41 excels at its job since in shallow water the boat has better maneuverability than its nuclear powered counterparts. Out in the open ocean however the situation is reversed since the fusion powered submarines can dive deeper and stay deep longer than the SSK-41 can remain on station. It is precisely this disparity that has maintained the stalemate at Atlantis for so long.

Game Statistics ☐

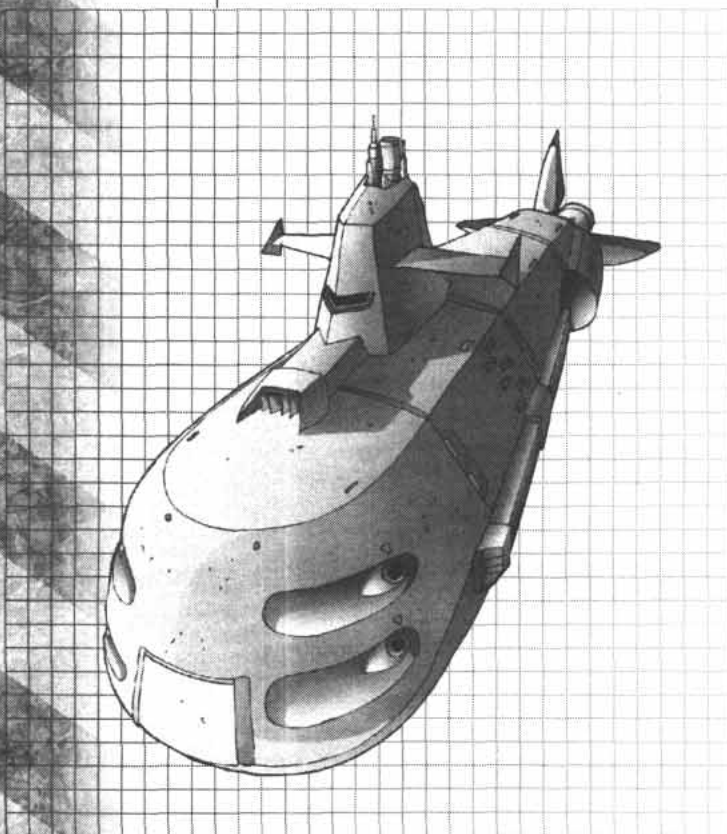
Threat Value:	1455	Offensive:	0	Defensive:	242	Miscellaneous:	4122	Lemon Dice:	3
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Vehicle Specifications ☐

Code Name:	Patrol/Hunter Sub
Production Code:	SSK-41
Production Type:	Mass Production
Cost:	33,344,000 CEE
Manufacturer:	Moscow Heavy Industries
Use:	Mini-submarine
Height:	4 meters (5 meters w/ sail)
Length:	40 meters
Beam:	4 meters
Average Armor Thickness:	115 mm
Armor Material:	alloy/ceramic composites
Standard Operational Weight:	400 tons submerged
Primary Movement Mode:	Submarine (37 kph)
Secondary Movement Mode:	Naval (30 kph)
Deployment Range:	2000 km
Sensor Range:	120 hexes/6 km
Communication Range:	600 hexes/30 km
Powerplant:	Fuel Cells and Superconductors
Engine Output:	1200 hp

Weapon Payload ☐

Name	Ammunition Payload
Submarine Torpedo Drones	12 Drones (+1356 TV)



• THREAT VALUE: 1455 • SIZE: 24 • COST: 33,344,000 CEE

[illegible]

NAME	RATING	GAME EFFECT	AUX
Aquatic Sensors	-	Underwater only	AUX
Automation/ Autopilot	4/-	Adds to bonus actions (already factored into stats)/ Acts as Level 1 Pilot	-/AUX
Backup Life Support/ Life Support	-/-	Life Support continues to function even after all AUX destroyed/ Limited	-/AUX
Crew Accomodations	-	Military, 4 people	
Emergency Medical	-	Absorbs one crew stun	
Fuel Efficient	-	Triple deployment range while at Combat Speed	
Hostile Environment Protections	-	High Pressure (600m test depth), Underwater	
Low Profile	-	+1 Concealment while in cover (Obscurement 2 or more)	
Satellite Uplink	-	Orbital Communications	AUX
Stealth	2	Adds to Concealment	AUX
Vehicle Bay	5	Submarine Torpedo Drones (12)	

NAME	RATING	GAME EFFECT
Difficult to Modify	-	-2 to repair and modify rolls
Reduced Maneuver	1	Naval Movement
Sensor Dependent	-	Must have Sensors to operate

NAME	RATING	GAME EFFECT
Defective Active Sensors	1	Sensors "blink" on a roll of 2 or less

• PILOT NAME: _____

• RANK: _____

• SQUADRON: _____

• AFFILIATION: _____

PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

VEHICLE CREW	
• CREW:	4
• BONUS ACTIONS:	3

MOVEMENT		
• PRIMARY COMBAT SPD:	Sub	3
• PRIMARY TOP SPD:	Sub	6
• SECONDARY COMBAT SPD:	Nav	3
• SECONDARY TOP SPD:	Nav	5
• MANEUVER:		-3
• DEPLOYMENT RANGE:		2000

• SENSORS:	+1	6
• COMMUNICATION:	+1	30
• FIRE CONTROL:		0

• LIGHT DAMAGE:	24
• HEAVY DAMAGE:	48
• OVERKILL:	72

VEHICLE CREW
CREW •
BONUS ACTIONS •

MOVEMENT
COMBAT SPD •
TOP SPD •
COMBAT SPD •
TOP SPD •
MANEUVER •
FUEL SPENT •

- SENSORS •
- COMM •
- FIRE CONTROL •

- LIGHT DAMAGE •
- HEAVY DAMAGE •
- OVERKILL •

WEAPON 01 •
WEAPON 02 •
WEAPON 03 •
WEAPON 04 •
WEAPON 05 •
WEAPON 06 •
WEAPON 07 •
WEAPON 08 •
WEAPON 09 •
WEAPON 10 •

- PERK 01 •
- PERK 02 •
- PERK 03 •
- PERK 04 •
- PERK 05 •
- PERK 06 •
- PERK 07 •
- PERK 08 •
- PERK 09 •
- PERK 10 •
- PERK 11 •



HEAVY GEAR



TAAF-54 TRANSATMOSPHERIC ATTACK FIGHTER

On Earth, military historians point to the development of the TAAF-54 as the turning point of the New Eurasian Commonwealth in WWII. The first true transatmospheric fighter built during the war, it was unique in that it could provide complete fire support from mud to orbit. Operating from remote bases in Siberia, a wing of 54's could strike any target, anywhere in the world within one hour of going wheels up. Able to achieve orbital escape velocity not only once but twice meant that the attacking 54's could return to base without needing to be refueled.

Simply put, the TAAF-54 is a marvel of 61st century Siberian engineering. Designed to fly and fight almost anywhere, the fighter could be stationed from Mercury to Saturn and was absolutely critical in securing the NEC's space assets from attack. This soon became necessary as the conflicts of WWII spilled outwards from Earth to engulf the entire system. At first the fighters were used in a defensive role but later as the expansionist tendencies of the NEC grew the 54's were increasingly used in the attack role.

The fighter is equipped with a fixed chin mount particle cannon, which later was adapted for use by Moscow Heavy Industries in its hovertank program. Buried deep in the fuselage is a gatling laser cannon, the output of which is routed through a unique laser periscope system to one of several conformal blister turret emitters located at strategic points on the spaceframe to achieve a complete 360-by-360 defensive sphere of engagement. Guided anti-tank/anti-ship missiles are carried in internal bays along the sides of the fuselage.

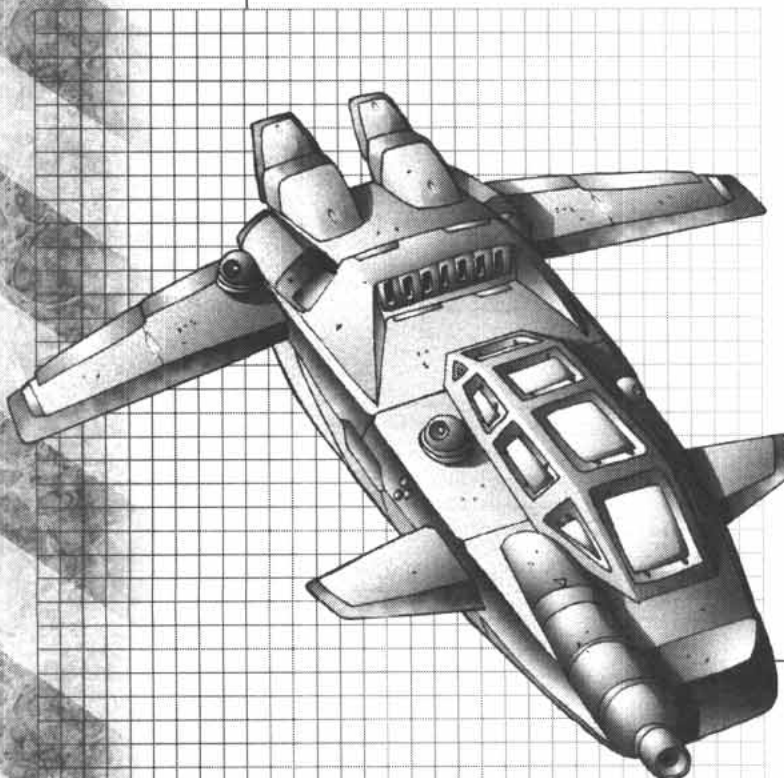
◆ Service Record

The smallest spacecraft ever built to carry a fusion tube, the TAAF-54 is ultimately the source of a lot of the CEF's ground vehicular weapons technologies. Although slightly modified since its inception, the production code itself has never been changed in any of the successive upgrades. The fighter is known universally among CEF troopers and soldiers by its unofficial Siberian name "Vasarahai."

Game Statistics ☐

Threat Value:	3707	Offensive:	2684	Defensive:	3765	Miscellaneous:	4671	Lemon Dice:	3
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Vehicle Specifications ☐



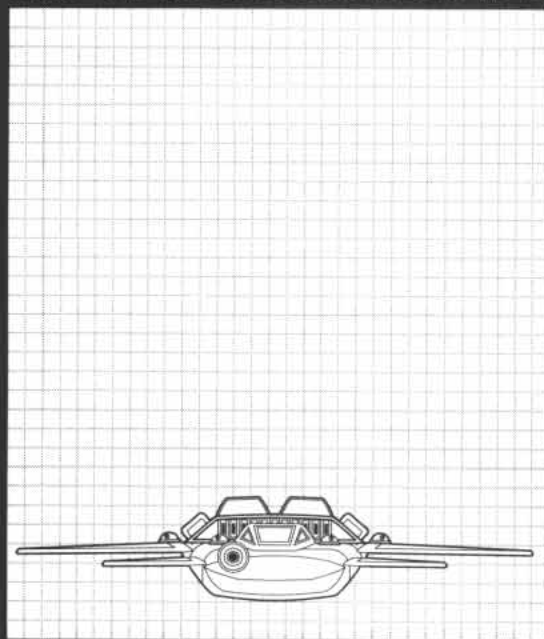
Code Name:	Transatmospheric Attack Fighter
Production Code:	TAAF-54
Production Type:	Mass Production
Cost:	185,350,000 CEE
Manufacturer:	Kadellie Weapon Systems
Use:	aerospace attack fighter
Height:	2.0 meters
Length:	15.0 meters
Width:	15.0 meters
Average Armor Thickness:	98 mm
Armor Material:	advanced zero-g alloy/ceramite composites
Standard Operational Weight:	82,500 kg
Primary Movement Mode:	Flight (VTOL - 1350 kph)
Secondary Movement Mode:	Space (6.0 g)
Deployment Range:	1200 km
Reaction Mass:	800 BP (hydrogen)
Sensor Range:	120 hexes/6 km
Communication Range:	600 hexes/30 km
Powerplant:	1 x Fusion Tube
Engine Output:	500,000 kg thrust

Weapon Payload ☐

Name	Ammunition Payload
Particle Cannon	60 shots
Gatling Laser Array	150 shots
Guided Missiles	4 missiles



TAAF-54 TRANSATMOSPHERIC ATTACK FIGHTER



ARMOR DAMAGE

0

10

20

30

40

CREW INFORMATION

• PILOT NAME: _____

• RANK: _____

• SQUADRON: _____

• AFFILIATION: _____

PILOT (LV/AT): ☐ ☐ GUNNERY (LV/AT): ☐ ☐ ELEC. WAR. (LV/AT): ☐ ☐

CREW DATA

VEHICLE CREW

• CREW:

• BONUS ACTIONS:

CREW DAMAGE

VEHICLE CREW

CREW

BONUS ACTIONS

SYSTEMS DATA

MOVEMENT

• PRIMARY COMBAT SPD: F 23

• PRIMARY TOP SPD: F 45

• SECONDARY COMBAT SPD: S 30

• SECONDARY TOP SPD: S 60

• MANEUVER: -1

• DEPLOYMENT RANGE: 1200

ELECTRONICS

• SENSORS: +1 6

• COMMUNICATION: +2 30

• FIRE CONTROL: 0

ARMOR

• LIGHT DAMAGE: 28

• HEAVY DAMAGE: 56

• OVERKILL: 84

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD

TOP SPD

COMBAT SPD

TOP SPD

MANEUVER

FUEL SPENT

ELECTRONICS

SENSORS

COMM

FIRE CONTROL

ARMOR

LIGHT DAMAGE

HEAVY DAMAGE

OVERKILL

GENERAL SPECIFICATIONS

• THREAT VALUE: • SIZE: • COST:

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
Particle Cannon	HPA	FF	3	6	12	24	+1	x15	1	0	-1 DM/RB, Haywire
Gatling Laser Array	HGLC	T	2	4	8	16	+1	x16	1	+1	-3 DM/RB
Guided Missiles	ATM	FF	3	6	12	24	+1	x25	1	0	Guided, IF

AMMO

FULL LEFT

60

150

4

WEAPONS

WEAPON 01

WEAPON 02

WEAPON 03

WEAPON 04

WEAPON 05

WEAPON 06

WEAPON 07

WEAPON 08

WEAPON 09

WEAPON 10

PERKS

NAME	RATING	GAME EFFECT	AUX
Autopilot	-	Acts as Level 1 Pilot	YES
Backup Life Support / Life Support	-/-	Life Support continues to function even after all AUX destroyed / Limited	-/YES
Ejection System	-	Ejection seats for crew	YES
Hostile Environment Protection	-	Desert, Extreme Cold, Extreme Heat, Vacuum, Radiation (4)	
Improved Rear Defense	-	Reduce defensive penalty for flank/rear attacks	
NOE Flyer	-	Can fly at altitude level 0	
Reduced G-Effect	-	Acceleration Seats, give +1 to FIT checks	
Reentry System	-	Permanent	YES
Stealth	2	Add to Concealment	YES
Stratospheric Flight	-	Double Flight MPs when flying in stratosphere	
Target Designator	3	+2 to attack for Guided weapons	YES

FLAWS

NAME	RATING	GAME EFFECT
Cannot Glide	-	Insufficient wing surface, falls if Movement system destroyed
Poor Towing	-	High performance fightercraft, cannot lift more than half normal VTOL capacity
Requires Airstrip	-	Must land on prepared surfaces or risk damage

NOTES

ORBITAL ESCAPE MANEUVERS:	1.0 g (Earth) local gravity at 2700 kph in stratospheric flight
	300 seconds at 3.0 g thrust = 300 BP
	1.1 g (Terra Nova) local gravity at 2700 kph in stratospheric flight
	330 seconds at 3.0 g thrust = 330 BP





TAEF-54 TRANSATMOSPHERIC ELECTRONIC FIGHTER

Following the success of the TAAF-54 program, there was a push for an electronic warfare variant of the fighter. Changes to the basic spaceframe would be minimal, with the exception of a triangular "hump" stretching along the fuselage from behind the crew cockpit. This additional volume was necessary for housing the advanced electronics suite with which the craft would be fitted.

Ultimately the TAEF-54 became something of an electronic sandbox for engineers to test out their ideas and the program became riddled with Creeping Featurism. Management finally stepped in and took control again, but only after several mission profiles were firmly rejected. The final product became a very versatile aerospace platform for recording and analyzing enormous quantities of signals intelligence. With one of these fighters in the sky any broadcast communications could (theoretically) be detected while maintaining electronic superiority. An even greater area coverage can be achieved from orbit, although orbital mechanics dictate an extremely limited loiter time.

Once deployed, the TAEF-54 became an integral part of the NEC's military forces. It was decided in later years that a secondary suppression role should be added and the standard guided missile load was replaced with a cluster bomblet missile system that could be directed to saturate any electromagnetic radiation source. These anti-radiation missiles are now sometimes used by HT-72 hover tanks for dealing with enemy electronic warfare.

◆ Service Record

The bane of every enemy commander who has had to deal with one, the TAEF-54 has been extremely successful in providing needed intelligence on enemy intentions. With one of these fighters overhead, there is very little that a CEF ground commander cannot discover about his enemy. The fighters have also proven invaluable in patrolling fleet-controlled areas since they provide a necessary early warning zone that any enemy has to cross.

Game Statistics ☐

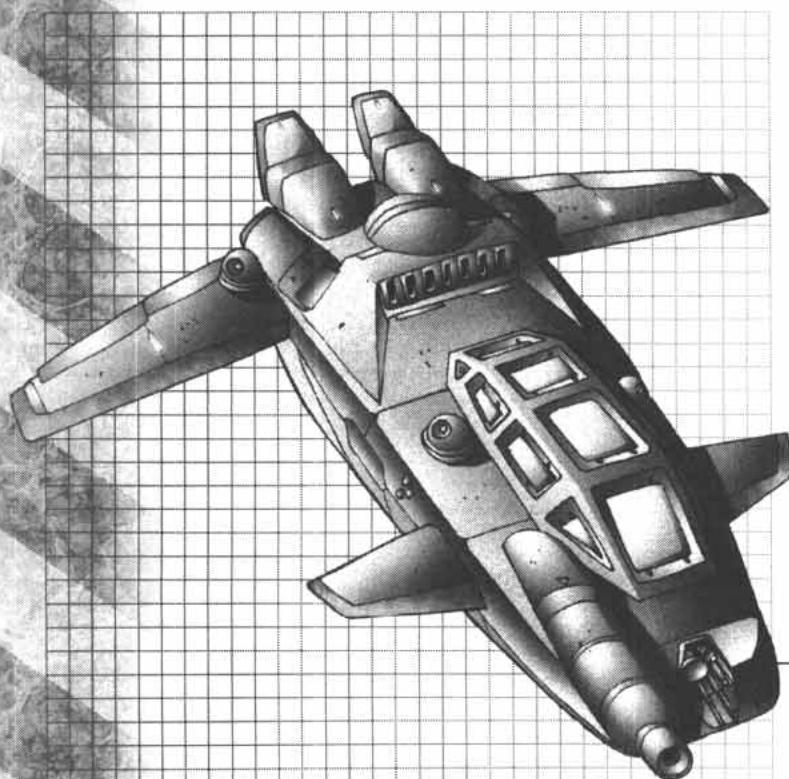
Threat Value:	3686	Offensive:	1898	Defensive:	3765	Miscellaneous:	5395	Lemon Dice:	2
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Vehicle Specifications ☐

Code Name:	Transatmospheric Electronic Fighter
Production Code:	TEAF-54
Production Type:	Limited Production
Cost:	740,200,000 CEE
Manufacturer:	Kadellie Weapon Systems
Use:	aerospace electronic warfare/recon
Height:	2.0 meters
Length:	15.0 meters
Width:	15.0 meters
Average Armor Thickness:	98 mm
Armor Material:	advanced zero-g alloy/ceramide composites
Standard Operational Weight:	82,700 kg
Primary Movement Mode:	Flight (VTOL - 1350 kph)
Secondary Movement Mode:	Space (6.0 g)
Deployment Range:	1200 km
Reaction Mass:	800 BP (hydrogen)
Sensor Range:	120 hexes/6 km
Communication Range:	600 hexes/30 km
Powerplant:	1 x Fusion Tube
Engine Output:	1 x 500,000 kg

Weapon Payload ☐

Name	Ammunition Payload
Particle Cannon	60 shots
Gatling Laser Array	150 shots
Anti-Radiation Missiles	4 missiles



A line drawing of a car with a face, eyes, and a mouth, positioned at the bottom of a large grid. The car has a single large eye on the left side and a smaller one on the right. It has a wide, open mouth showing teeth. The car is facing forward and is centered horizontally. The grid is composed of small squares and is mostly empty, with the car at the bottom.

PILOT NAME:									
RANK:									
SQUADRON:									
AFFILIATION:									
PILOT (LV/AT):		GUNNERY (LV/AT):		ELEC. WAR. (LV/AT):					

VEHICLE CREW	
• CREW:	2
• BONUS ACTIONS:	1

VEHICLE CREW
CREW •
BONUS ACTIONS •

MOVEMENT	
• PRIMARY COMBAT SPD:	F 23
• PRIMARY TOP SPD:	F 45
• SECONDARY COMBAT SPD:	S 30
• SECONDARY TOP SPD:	S 60
• MANEUVER:	-1
• DEPLOYMENT RANGE:	1200

MOVEMENT	
COMBAT SPD •	
TOP SPD •	
COMBAT SPD •	
TOP SPD •	
MANEUVER •	
FUEL SPENT •	

• SENSORS:	+1	2
• COMMUNICATION:	+2	30
• FIRE CONTROL:		0

	SENSORS •
	COMM •
	FIRE CONTROL •

• LIGHT DAMAGE:	28
• HEAVY DAMAGE:	56
• OVERKILL:	84

	LIGHT DAMAGE •
	HEAVY DAMAGE •
	OVERKILL •

• THREAT VALUE: 3686 • SIZE: 15 • COST: 740,200,000 CEE

[illegible][illegible]

	WEAPON 01
	WEAPON 02
	WEAPON 03
	WEAPON 04
	WEAPON 05
	WEAPON 06
	WEAPON 07
	WEAPON 08
	WEAPON 09
	WEAPON 10

NAME	RATING	GAME EFFECT	AUX
Autopilot/Ejection System	-/-	Acts as Level 1 Pilot/Ejection seats for crew	YES/YES
Backup Life Support/Life Support	-/-	Life Support continues to function even after all AUX destroyed/Limited	-/YES
ECM/ECCM	3/3	Offensive Electronic Warfare equipment/Defensive Electronic Warfare equipment	YES
High Capacity Computer	-	Extensive signals intelligence databanks	
Hostile Environment Protection	-	Desert, Extreme Cold, Extreme Heat, Vacuum, Radiation (4)	
Laboratory/Satellite Uplink	0/-	Electronic Warfare/Allows Orbital Communications when moving at half-combat speed	-/YES
NOE Flyer	-	Can fly at altitude level 0	
Reduced G-Effect	-	Acceleration Seats, give +1 to FIT checks	
Reentry System/Stratospheric Flight	-/-	Permanent/Double Flight MPs when flying in stratosphere	YES
Stealth	2	Add to Concealment	YES
Trideo Link-up	-	Communication system can transmit trideo images	YES

	PERK 01
	PERK 02
	PERK 03
	PERK 04
	PERK 05
	PERK 06
	PERK 07
	PERK 08
	PERK 09
	PERK 10
	PERK 11

NAME	RATING	GAME EFFECT
Cannot Glide	-	Insufficient wing surface, falls if Movement system destroyed
Poor Towing	-	High performance fightercraft, cannot lift more than half normal VTOL capacity
Requires Airstrip	-	Must land on prepared surfaces or risk damage
Vulnerable to Haywire	-	Haywire causes three damage rolls

ORBITAL ESCAPE MANEUVERS:	1.0 g (Earth) local gravity at 2700 kph in stratospheric flight
	300 seconds at 3.0 g thrust = 300 BP
	1.1 g (Terra Nova) local gravity at 2700 kph in stratospheric flight
	330 seconds at 3.0 g thrust = 330 BP





COMBAT DRONES

The ultimate in disposable battlefield technology, the CEF's minesweeper drone is uniquely suited to its task. Designed to vaguely resemble a spider, the drone can navigate the roughest battlefield with ease and agility, even the churned and cratered earth left in the wake of a sustained artillery barrage. The drone itself doesn't even carry its own power supply; rather the superconductor batteries are safely located with the remote operator who controls the drone by wire guidance. The drone is unable to disable a minefield itself; once one has been detected.

◆ Minesweeper Drone

The ultimate in disposable battlefield technology, the CEF's minesweeper drone is uniquely suited to its task. Designed to vaguely resemble a spider, the drone can navigate the roughest battlefield with ease and agility, even the churned and cratered earth left in the wake of a sustained artillery barrage. The drone itself doesn't even carry its own power supply; rather the superconductor batteries are safely located with the remote operator who controls the drone by wire guidance. The drone is unable to disable a minefield itself; once one has been detected, a minesweeper can be deployed from a safe distance to clear and mark a path through the mines.

Production Type:	Mass Production	Cost:	50,000 CEE	Manufacturer:	Kadellie Weapon Systems	Armor Material:	memory plastics
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◆ Utility Octopus

An outgrowth of the Octopus Program, it was decided that there should be at least one general purpose Octopus for general field engineering duties, such as construction and ordnance handling. The tool arms are highly modular and can be swapped out with those of a Support Octopus relatively quickly. The Octopus can be operated as a remote drone to get into areas that a Frame would normally be unable (or unwilling) to reach. It can also be "worn" by some Frames in a backpack arrangement, in which case there is no remote operation penalty. The Octopus Pack does have sufficient power to lift both itself and its Frame using its Jump Jets, although there is not enough power to achieve true flight. Not all Frames can use a Utility Octopus.

Production Type:	Mass Production	Cost:	4,450,000 CEE	Manufacturer:	Kadellie Weapon Systems	Armor Material:	alloy/ceramite
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◆ Support Octopus

The basis of the lighter Octopus Pack types, the Support Octopus was designed to provide additional firepower for those frames that might find themselves operating in uncertain territory. The weapon arms are highly modular and can be swapped out with those of a Utility Octopus with relative ease. The Octopus can be operated as a remote drone to get into areas that a Frame would normally be unable (or unwilling) to reach. It can also be "worn" by some Frames in a backpack arrangement, in which case there is no remote operation penalty. The Octopus Pack does have sufficient power to lift both itself and its Frame using its Jump Jets, although there is not enough power to achieve true flight. Not all Frames can use a Support Octopus.

Production Type:	Mass Production	Cost:	31,325,000 CEE	Manufacturer:	Kadellie Weapon Systems	Armor Material:	alloy/ceramite
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◆ Assault Octopus

A much heavier version of the Support Octopus, the Assault Octopus is intended for use in situations where heavy opposition is expected. The weapons load is optimized for the rapid destruction of medium and light armor, fortifications and enemy personnel. The weapon arms are highly modular and must be removed in order to reload/recharge the weapons they contain, unlike the Support Octopus. The Octopus can be operated as a remote drone to get into areas that a Frame would normally be unable (or unwilling) to reach. It can also be "worn" by some Frames in a backpack arrangement, in which case there is no remote operation penalty. The Octopus Pack does have sufficient power to lift both itself and its Frame using its Jump Jets, although there is not enough power to achieve true flight. Few Frames can use an Assault Octopus.

Production Type:	Mass Production	Cost:	56,250,000 CEE	Manufacturer:	Kadellie Weapon Systems	Armor Material:	alloy/ceramite
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◆ Submarine Torpedo

The basic torpedo used by the submarine forces of the CEF, the torpedo has a crush depth of 600 meters. It is armed with a simple explosive warhead and the torpedo will be destroyed by its detonation. The drone is wire guided from its launcher and can be operated as a remote sensing platform although its lack of stealthy features tends to discourage this practice. It is possible for a SSK-41 to recover a torpedo after it has been launched, but only if its wire guidance has not been severed.

Production Type:	Mass Production	Cost:	14,125,000 CEE	Manufacturer:	Moscow Heavy Industries	Armor Material:	alloy/ceramite
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Vehicle: Minsweeper Drone	Flight Movement	Weapons:	Unit ID #:	Round Notes:
Threat Value: 1 (0/2/1)	Combat/Top: 2/3 (17 kph)	Name	Fire Arc S M L EX Acc. Dam. ROF Special Ammo/Left	0:
Size: 1/1	Reaction Mass:			1:
Crew: 0 (Drone)	Dep. Range: 50 km			2:
Bonus Actions: 0	Maneuver: +1			3:
Piloting: /	Fire Control: -5			4:
Gunnery: /	Armor: 1/2/3			5:
Leadership: /		Perks & Flaws: Autopilot (AUX), Automation: 1, Improved Off-Road: Walk, Minesweeping Equipment: 2, Urban Friendly, Exposed AUX, Exposed Movement System, External Power: wire (AUX), Fragile Chassis, Sensor Dependent		6:
EW: /				7:
Tactics: /				8:
Sensors: -4 (1 km)				9:
Comm.: -5 (5 km wire)				10:

Vehicle: Utility Octopus	Flight Movement	Weapons:	Unit ID #:	Round Notes:
Threat Vlu: 89 (25/50/191)	Combat/Top: 0/2/4 (VTOL-120 kph)	Name	Fire Arc S M L EX Acc. Dam. ROF Special Ammo/Left	0:
Size: 4/4	Reaction Mass:			1:
Crew: 0 (Drone)	Dep. Range: 50 km			2:
Bonus Actions: 0	Maneuver: +0			3:
Piloting: /	Fire Control: +0			4:
Gunnery: /	Armor: 7/14/21			5:
Leadership: /		Perks & Flaws: Automation: 2, Autopilot (AUX), HEP: Desert, Improved Rear Defense, Jump Jets (size: 7): 1 (AUX), NOE Flyer, 4x Tool Arms (can punch): 7, Urban Friendly, Cannot Glide, Annoyance: During Jump Jet movement only add Traceable Emissions: 1, Exposed Fire Control, Extreme Overheating, Max Ceiling: 10, Sensor Dependent		6:
EW: /				7:
Tactics: /				8:
Sensors: +1 (2 km)				9:
Comm.: +1 (10 km)				10:

Vehicle: Support Octopus	Flight Movement	Weapons:	Unit ID #:	Round Notes:
Threat Vlu: 358 (933/50/90)	Combat/Top: 0/2/4 (VTOL-120 kph)	Name	Fire Arc S M L EX Acc. Dam. ROF Special Threat Value	0:
Size: 4/7	Reaction Mass:	SDG	F 0 0 0 0 0 x25 0 -	TV 303 1:
Crew: 0 (Drone)	Dep. Range: 50 km	HHG	F 0 0 0 0 0 0 x20 0 -	TV 290 2:
Bonus Actions: 0	Maneuver: 0	HG	F 0 0 0 0 0 0 x15 0 -	TV 287 3:
Piloting: /	Fire Control: 0	HWG	F 0 0 0 0 0 0 x10 0	Haywire TV 287 4:
Gunnery: /	Armor: 7/14/21			/ 5:
Leadership: /		Perks & Flaws: Automation: 2, Autopilot (AUX), 4x Battle Arms (can punch): 5, HEP: Desert, Improved Rear Defense, Jump Jets (size: 7): 1 (AUX), NOE Flyer, Urban Friendly, Cannot Glide, Annoyance: During Jump Jet movement only add Traceable Emissions: 1, Exposed Fire Control, Extreme Overheating, Max Ceiling: 10, Sensor Dependent		6:
EW: /				7:
Tactics: /				8:
Sensors: +1 (2 km)				9:
Comm.: +1 (10 km)				10:

Vehicle: Assault Octopus	Flight Movement	Weapons:	Unit ID #:	Round Notes:
Threat Vlu: 625 (1733/50/90)	Combat/Top: 0/2/4 (VTOL-120 kph)	Name	Fire Arc S M L EX Acc. Dam. ROF Special T. V./Ammo	0:
Size: 5/9	Reaction Mass:	HPLC	L 3 6 12 24 +1 x24 0 -4 Dam/RB	5/ 1:
Crew: 0 (Drone)	Dep. Range: 50 km	HPLC	R 3 6 12 24 +1 x24 0 -4 Dam/RB	5/ 2:
Bonus Actions: 0	Maneuver: 0	FGC	L 1 2 4 8 +1 x7 0 Anti-Inf., Frag	5/ 3:
Piloting: /	Fire Control: 0	FGC	R 1 2 4 8 +1 x7 0 Anti-Inf., Frag	5/ 4:
Gunnery: /	Armor: 7/14/21			/ 5:
Leadership: /		Perks & Flaws: Automation: 2, Autopilot (AUX), 4x Battle Arms (can punch): 5, HEP: Desert, Improved Rear Defense, Jump Jets (size: 7): 1 (AUX), NOE Flyer, Urban Friendly, Annoyance: During Jump Jet movement only add Traceable Emissions: 1, Cannot Glide, Exposed Fire Control, Extreme Overheating, Max Ceiling: 10, Sensor Dependent		6:
EW: /				7:
Tactics: /				8:
Sensors: +1 (2 km)				9:
Communications: +1 (10 km)				10:

Vehicle: Submarine Torpedo	Submarine Movement	Weapons:	Unit ID #:	Round Notes:
Threat Vlu: 113 (250/58/29)	Combat/Top: 8/15 (92.5 kph)	Name	Fire Arc S M L EX Acc. Dam. ROF Special Threat Value	0:
Size: 2/5	Reaction Mass:	HHG	F 0 0 0 0 -1 x25 0 Underwater	/ 1:
Crew: 0 (Drone)	Dep. Range: 50 km			/ 2:
Bonus Actions: 0	Maneuver: -1			/ 3:
Piloting: /	Fire Control: 0			/ 4:
Gunnery: /	Armor: 6/12/18			/ 5:
Leadership: /		Perks & Flaws: Aquatic Sensors (AUX), Automation: 1, Autopilot (AUX), HEP: Extreme Pressure, HEP: Underwater, Exposed AUX, Exposed Fire Control, Exposed Movement System, Fragile Chassis, Sensor Dependent		6:
EW: /				7:
Tactics: /				8:
Sensors: +1 (2 km)				9:
Comm.: -4 (30 km wire)				10:

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