

SECOND EDITION

09p-101

HEAVY GEAR[®]



RULEBOOK

THE SCIENCE FICTION ROLEPLAYING & TACTICAL GAME



INTO THE EYE OF THE STORM



DREAM POD 9

INTRODUCTION • QUESTIONS OF HONOR • TWO GAMES IN ONE • INTRODUCTION TO TERRA NOVA • WHAT HAS COME BEFORE • NEW IN TOWN • LIFE GOES ON • PEACE RIVER SOURCEBOOK • PAXTON SECURITY (PAXSEC) • BADLANDS REVOLUTIONARY FRONT • SILHOUETTE BASICS • CHARACTER CREATION • PERSONAL WEAPONS & ARMOR • EQUIPMENT • THE CHESSPIECE SYSTEM • ROLEPLAYING RULES • HAZARDS • CHARACTER IMPROVEMENT • OPTIONAL ROLEPLAYING RULES • CREATURES • TACTICAL RULES • OPTIONAL TACTICAL RULES • INFANTRY RULES • SILHOUETTE 3D MINIATURES RULES • CAMPAIGNING • ROLEPLAYING CAMPAIGNS • TACTICAL SCENARIO GENERATOR • INTEGRATED CAMPAIGNS • FIELD GUIDE • RUMOR MILL • TECHNOLOGY AND TACTICS • GEARS • CONVENTIONAL VEHICLES • GROUND VEHICLES • AIRCRAFT • STRIDERS • LANDSHIPS • VEHICULAR WEAPONS • CANNONS, ROCKETS & MISSILES • CLOSE COMBAT WEAPONS • BAZOOKAS • LASER WEAPONRY • MAGNETIC ACCELERATION CANNONS • PARTICLE ACCELERATORS • INTRODUCTION

Official Correspondence #883-JK/332
 Captain Hector-Gustav Métivier, Special Colonial Operations
 Source: CEF HQ, Hausten
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 >Enter Access Code: ●●●●●●
 >Retinal Scan Confirmed<
 >Identity Confirmed<

Covert Agent 209,

Welcome to your first briefing.

This is a form document. It will serve as primer for the hypnotraining sessions you will undergo during your trip. It contains some critical information which is inconsistent with the New Earth Commonwealth's official propaganda. You may not disclose any part of this document to any party under penalty of death.

The mission you have undertaken will require you to be familiar with the history of the culture you are about to encounter as well as with the specifics of their past and current military technology. It is imperative that we do not repeat the mistakes of the War of the Alliance. Therefore, it is your mission to ensure that we gather appropriate intelligence on the Terranovans and that you establish friendly contacts that will work in our favor in the future.

Remember at all times that although Terranovans are descendants from colonists, they should not be underestimated. Do not make the mistake of thinking they are without education, culture or civilization. After the departure of Earth corporations under the **Human Concordat Recall Order**, Terranovans were left to fend for themselves on a still inhospitable planet. It is a tribute to their resourcefulness that they were able to thrive in such a short time. Their military capabilities are considerable and they represent a clear threat to our government.

The planet's geopolitical layout is deceptively simple. The northern and southern hemispheres are united under **polar confederations** that are antagonistic to each other. The desert band around the equator, called **Badlands**, is home to no more than twenty million independent Terranovans who reject polar rule. They are deceptively strong, and the city-state of **Peace River** is strongest among them. The city-state of **Port Arthur** has been founded by one of our stranded officers (**Colonel Charles Arthur III**) and is home to tens of thousands of our former soldiers and GRELs (see attached file on **GREL supersoldiers**). Their current affiliation needs to be clearly ascertained, but we expect they might join us against their "fellow" Terranovans if provided with sufficient incentive. Their strong dislike of Peace River — whose **Peace River Defense Force** was the determining factor leading to our "retreat" ten years ago — indicates that it could be used to goad them into action when required.

Before we proceed any further, we remind you that you have pledged your life to this cause. We therefore entrust you with valuable information and immense responsibilities, as you entrust us with the safety and well-being of your family and friends. Your success is vital to our plans. We know you will not return until your mission is accomplished.

>Click here to continue<



ASTRONOMICAL SITUATION
 CLIMATE & GEOGRAPHY
 ECONOMY & DEMOGRAPHICS



STONEHEADS
 CULTURES & RELIGIONS
 ARTS & EDUCATION



INDIGENOUS FAUNA
 INDIGENOUS FLORA
 IMPORTED (EARTH) LIFEFORMS



POLAR CONFEDERATIONS
 BADLANDS CITY-STATES
 INTERNATIONAL ORGANIZATIONS

INTERSTELLAR WEB MAP

▶ JOTENHEIM

Surveyed in 5491 and colonized in 5510, Jotenheim was the only planet bought by a consortium of private citizens. No major corporation ever managed to get a strong foothold on Jotenheim. Its mountainous surface was colonized by strong-willed adventurers and freeholders. Jotenheim was often called "New Switzerland" because of its canton-style system of government. Jotenheimians were never very friendly to outsiders and little is known of their condition at the time of the colonial fleet's withdrawal.

▶ BOTANY BAY

After ten years of trying, the Earth government finally abandoned all hope of selling this lifeless rock. Rising crime rates across the colonies and Earth itself, combined with a popular anti-capital punishment movement, led the Earth government to establish Botany Bay as a prison planet. Prisoners were forced to mine radioactive ores and grow experimental crops. The military wardens of Botany Bay were notoriously cruel. When Earth's Gateships withdrew, most of the staff and all of the prisoners were left behind on the barren rock. Little is known of their fate.

▶ UTOPIA

Utopia was perhaps the greatest colonial success story. When the planet was initially surveyed in 5435, it was a barren rock. It was purchased by the Wilder-Grosz Group and a massive terraforming project started. Utopia began to live up to its name. Rich mineral deposits and a flow of enthusiastic colonists helped Utopia become the second most influential colony, after Caprice, by 5600. Utopia was preparing to build its own shipyard and its own fleet when the Earth withdrew its support. These plans were apparently scrapped since no Utopian ships are known to have ever visited Terra Nova.

▶ EARTH

After sponsoring the colonization effort under the rule of the Human Concordat, Earth's economy found itself on the brink of collapse and the government had to pull out from the colonies. Now four centuries later, a new governing force has emerged, the New Earth Commonwealth. Ten years ago (fourteen cycles by Terranovan reckoning), it sent the Colonial Expeditionary Forces (CEF) to reclaim the old colonies of Caprice and Terra Nova, claiming that the colonization effort was never repaid and it is the colonies' duty to pay back Earth for its investment. Unfortunately, the CEF was defeated by the Terranovans and their impressive military technology, and its ships have retreated to Caprice, leaving many soldiers and officers behind.



○ PORTAL

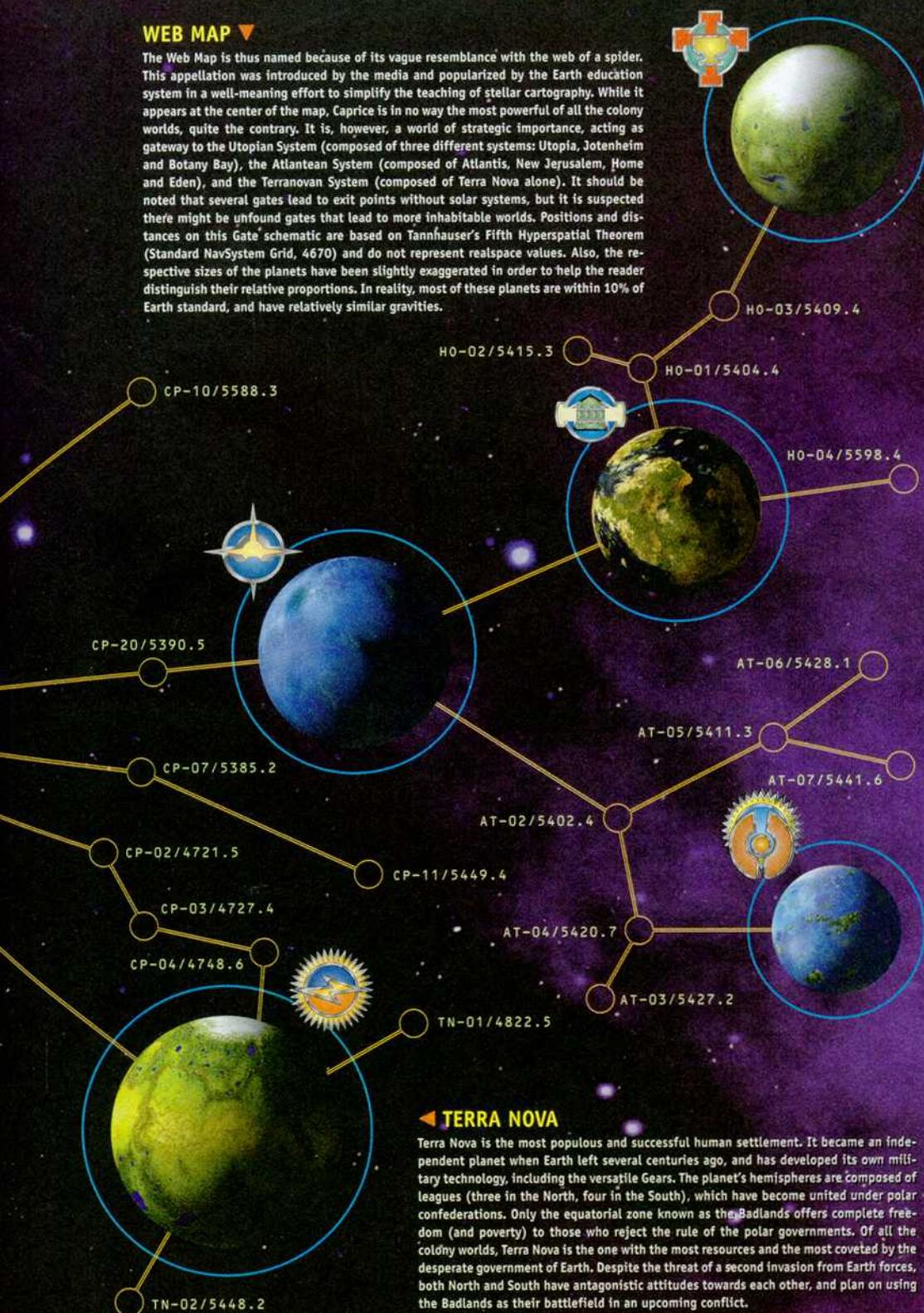
Discovered by the first Gateship to leave Earth's Solar System, Portal is a binary system that contains no inhabitable planets. When a new gate point was discovered leading to Caprice, an automated station called Port Haven was built within a hundred kilometers of the entry gate. It served as a waystation for Gateships travelling between Earth and Caprice. There are few humans working there.

▶ CAPRICE

As a dry, barren planet with an eccentric orbit, Caprice was never a pleasant place, but it has always been a very valuable world. Caprice is located at the nexus point of every major Gateship route ever established by humanity. This ideal location, combined with its rich mineral deposits, helped Caprice become humanity's industrial center. Over half of Earth's Gateships were built in Caprice's shipyards. Unfortunately, this success had a price: Caprice's entire population was concentrated in one gigantic metropolis known as Gommorrah and led by a council of major corporations. A little over ten Earth years ago, the Colonial Expeditionary Forces came to Caprice. Having no armed force to call their own, Capricians saw in the CEF an opportunity to make a profit and quickly made a convenient alliance with the Earth forces.

WEB MAP ▼

The Web Map is thus named because of its vague resemblance with the web of a spider. This appellation was introduced by the media and popularized by the Earth education system in a well-meaning effort to simplify the teaching of stellar cartography. While it appears at the center of the map, Caprice is in no way the most powerful of all the colony worlds, quite the contrary. It is, however, a world of strategic importance, acting as gateway to the Utopian System (composed of three different systems: Utopia, Jotenheim and Botany Bay), the Atlantean System (composed of Atlantis, New Jerusalem, Home and Eden), and the Terranovan System (composed of Terra Nova alone). It should be noted that several gates lead to exit points without solar systems, but it is suspected there might be unbound gates that lead to more inhabitable worlds. Positions and distances on this Gate schematic are based on Tannhäuser's Fifth Hyperspatial Theorem (Standard NavSystem Grid, 4670) and do not represent realspace values. Also, the respective sizes of the planets have been slightly exaggerated in order to help the reader distinguish their relative proportions. In reality, most of these planets are within 10% of Earth standard, and have relatively similar gravities.



◀ NEW JERUSALEM

The purchase of New Jerusalem by the Roman Catholic Church in 5415 caused quite a bit of controversy. Many consortiums which had placed rival bids for the world argued that the Church had no right to interfere in political and business affairs such as planetary colonization. In 5430, the church won a lengthy court battle over its ownership of the world and began creating its utopia. The final outcome was somewhat less than stunning. At the time of the fleet's withdrawal, New Jerusalem resembled a medieval agricultural nation ruled by a religious technocracy.

◀ HOME

After its discovery in 5395, Home was purchased by Sandrakar-Xia Interworld, SXI, led by its visionary president Ferrin Tynes, dedicated itself to creating a truly independent colony. SXI was the only colony-owning corporation to move its headquarters and primary facilities to their colony. When Earth withdrew, Home was a prosperous colony of fifty million inhabitants with a strong domestic economy.

◀ ATLANTIS

With 97% of its surface covered by water, Atlantis could only be described as a water world. The planet was surveyed in 5392 and purchased by the Kincaid Aquapharm Consortium a year later. The planet was rapidly terraformed and Earth life forms were introduced by 5421. Atlantis' domestic economy rapidly diversified, but like most of the colony worlds, its foreign trade was limited to a few products: pharmaceuticals and seafood delicacies. While Kincaid Aquapharm owned the planet, the colony was governed by a participatory democracy. There are indications that Atlantis was coveted by the CEF, but it is unknown at this time if it was captured or not.

◀ EDEN

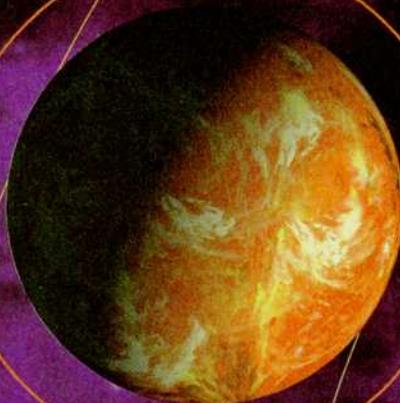
When it was first surveyed in 5428, Eden was in the first stages of developing Earth-like life. Terraforming techniques accelerated the process, turning Eden into a lush garden world. When Udumar Corporation, Eden's owner, collapsed, the residents of the planet took advantage of a legal technicality to buy out the rights to the world for a pittance. Since the new owners could not agree on any form of government, a form of cooperative anarchy evolved. Eden became a paradise world so lush that the inhabitants did not even have to work if they did not wish to do so. Although emigration to Eden rose rapidly, the prohibitive costs of space travel through the planet's Gate prevented the planet from becoming overpopulated.

◀ TERRA NOVA

Terra Nova is the most populous and successful human settlement. It became an independent planet when Earth left several centuries ago, and has developed its own military technology, including the versatile Gears. The planet's hemispheres are composed of leagues (three in the North, four in the South), which have become united under polar confederations. Only the equatorial zone known as the Badlands offers complete freedom (and poverty) to those who reject the rule of the polar governments. Of all the colony worlds, Terra Nova is the one with the most resources and the most coveted by the desperate government of Earth. Despite the threat of a second invasion from Earth forces, both North and South have antagonistic attitudes towards each other, and plan on using the Badlands as their battlefield in an upcoming conflict.

HELIOS PLANETARY SYSTEM

A



HADES
2660 M Km

ARES

Ares is an anomaly within the Helios system. A frozen planet far from the warmth of the local star, it nonetheless exhibits signs that it may have once been much warmer. Its reddish color comes from long chain organic elements, much like those that were found on Titan (a moon of Saturn). The presence of what looks like the remnants of an enormous impact crater suggests that the planet may have occupied a position closer to the system's sun, possibly as a satellite of Zeus. The orbit, however, is far too circular to be the product of a collision. More likely, the organic molecules developed following the heat of the impact. There are no current settlements on Ares apart from a few scattered science stations.

HERMES

Hermes bears a remarkable resemblance to Mercury — hence the name. It is a burning ball of rocky material that is continuously scorched by hard radiations. It has no atmosphere save for the thin, transient blanket of hydrogen ions brought over by the solar winds. The crust is composed of silicate and heavy minerals, but the harsh environmental conditions make mining operations unprofitable. There are currently no permanent settlements on Hermes save for a few automated stations.



HERMES
58 M Km

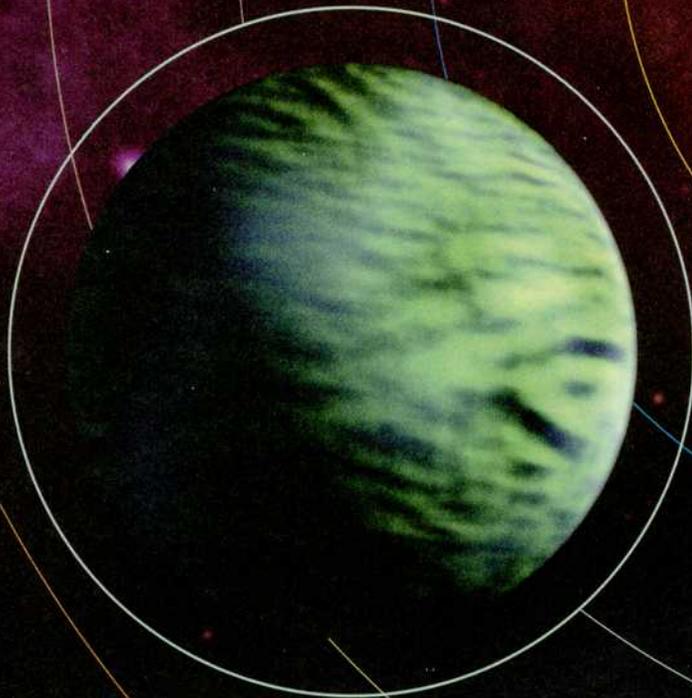
POSEIDON
780 M Km

ZEUS
380 M Km

TERRA NOVA
148 M Km

ZEUS

Zeus, third planet in the Helios system, has been named for its majesty and its appearance that is similar to Sol system's gas giant. Slightly smaller and lighter than Jupiter, it is a typical jovian planet with a dense atmosphere composed mostly of light elements such as hydrogen and helium, with some traces of noble gases. Zeus is surrounded by twelve main satellites and a score of asteroids moonlets, with two more asteroid groups in its Trojan points. The planet and its moons form an important part of the off-world resources of Terra Nova and house a number of naval bases, shipyards and gas mining facilities.



IV

HELIOS PLANETARY SYSTEM

A

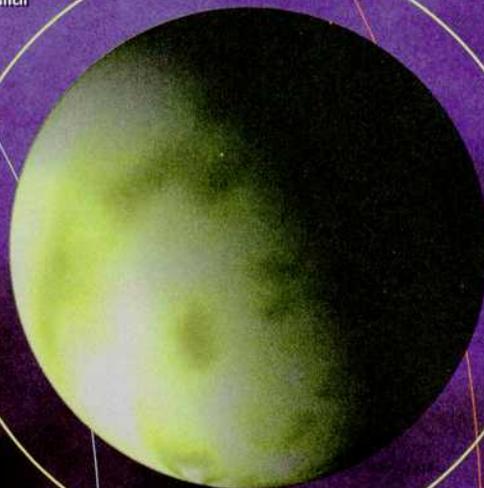
HELIOS SOLAR SYSTEM ▼

The Helios system is very similar to Sol's. The inner planets are rocky, the middle ones are gas giants surrounded by tiny moons and the outer planets are composed of frozen liquids and gases. There is no asteroid belt, but several large asteroid groups follow the gas giants along their orbits. The Oort cloud lies well beyond the outermost planet.

The system's sun is a sub-giant, non-variable G5 (yellow) star officially catalogued as Eta Trimenia, but commonly referred to as Helios. Helios lies far away from Earth, nearly 3980 light years toward the northern galactic core. Although larger than Earth's own star, Sol, it is colder (average surface temperature 5200 K) and can thus provide a suitable environment for humans in its "life support zone." Helios glows a dull yellow, which places it in the same spectral class as Sol (G class).

POSEIDON ▶

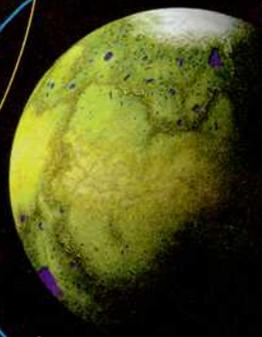
Thus named because of its bluish-green color, Poseidon is the second gas giant in the Helios system. It is very similar to Zeus but on a smaller scale, and is composed of much the same chemical elements. The planet has five main moons, none of which offers particularly valuable resources to exploit. The ring around the planet was caused by the destruction of an errant ice moon long ago, and is frequently mined for water by deep space expeditions. Poseidon is also flanked by two asteroid groups in its Trojan points, but they are too far away for practical exploitation.



▶ TERRA NOVA

Terra Nova orbits along the inside of the star's life support zone, making the temperature hot but bearable in both hemispheres. Only in the equatorial belt do temperatures rise high enough to become dangerous to unprotected humans. Since Terra Nova's orbit is only slightly elliptical, and since the planet has only a 3° axial tilt, the seasonal temperature differences are very minor; Terra Nova's winters are only 5 °C cooler than its summers.

Terra Nova is orbited by three moons. The largest, Hope, is only slightly smaller than Earth's Moon and circles Terra Nova at a sluggish pace, completing an orbit once every 24 Terranovan days. The other two moons, Faith and Charity, are small chunks of ice and rock that were probably captured by the planet's gravitational field a long time ago.



▶ HADES

Tiny Hades is the outermost planet of the Helios system. It may have formed from the gas remnants of the system, or it was a large asteroid that was captured so long ago that its orbit has stabilized over time. A deeply frozen ball of gases, it holds little interest to the Terranovans. The icy soil is harder than rock, and the planet receives so little solar energy that nuclear generators are the only practical energy source. Hades is too far away to serve as anything but a deep space survey station, and as such is home to only a few scattered installations.



V

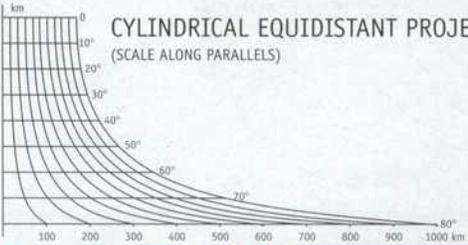
TERRA NOVA WORLD MAP

A

AZIMUTHAL EQUIDISTANT PROJECTION
(SCALE ALONG MERIDIANS)



CYLINDRICAL EQUIDISTANT PROJECTION
(SCALE ALONG PARALLELS)

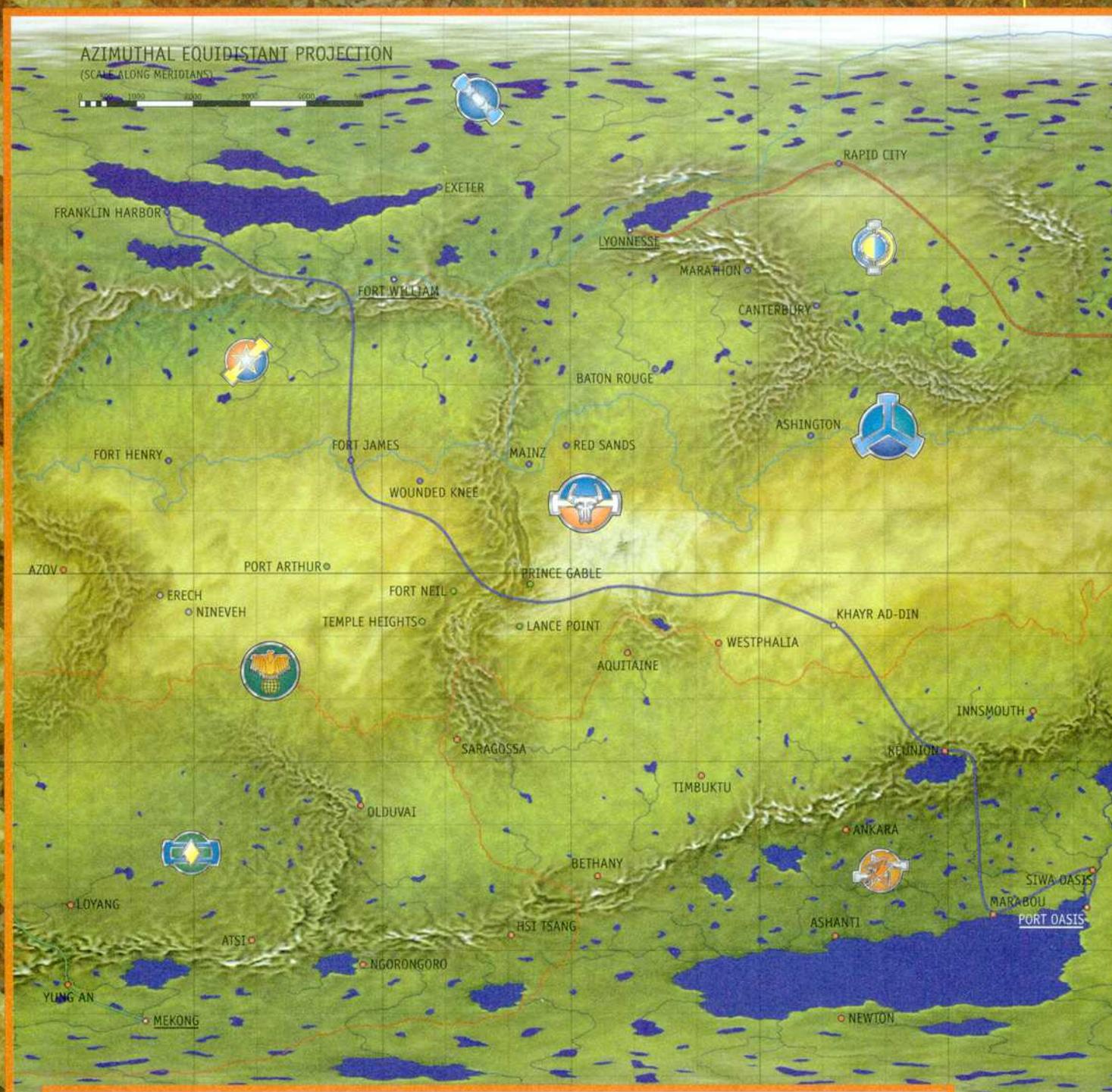


CITY-STATES, MAGLEV LINES AND BORDERS

- CNCS CITY-STATE
- CNCS CAPITAL
- AST CITY-STATE
- AST CAPITAL
- NUCOAL CITY-STATE
- INDEPENDENT CITY-STATE
- ALPHA MAGLEV
- BETA MAGLEV
- GAMMA MAGLEV
- NORTHERN BORDERS
- SOUTHERN BORDERS
- STANDARD WATER COLOR

VI

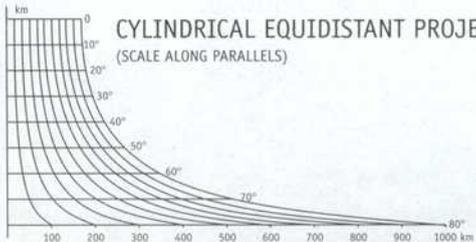
TERRA NOVA WORLD MAP



AZIMUTHAL EQUIDISTANT PROJECTION
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CYLINDRICAL EQUIDISTANT PROJECTION
(SCALE ALONG PARALLELS)



CITY-STATES, MAGLEV LINES AND BORDERS

- CNCS CITY-STATE
- ⊕ CNCS CAPITAL
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- INDEPENDENT CITY-STATE
- ALPHA MAGLEV
- BETA MAGLEV
- GAMMA MAGLEV
- NORTHERN BORDERS
- SOUTHERN BORDERS
- STANDARD WATER COLOR

TERRANOVAN LEAGUES

A



◀ NORTHERN LIGHTS CONFEDERACY

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

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



◀ UNITED MERCANTILE FEDERATION

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

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



◀ WESTERN FRONTIER PROTECTORATE

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

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



◀ SOUTHERN REPUBLIC

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

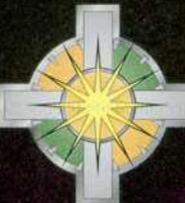
The only universal political view held by Republicans is their belief that their league's imperialism is beneficial for all the parties involved. This belief is ingrained into them as children and is almost unshakable. Republicans act in a paternalistic manner, often interpreted as egotism and condescension,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



◀ MEKONG DOMINION

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

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



◀ EASTERN SUNS EMIRATES

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

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



◀ HUMANIST ALLIANCE

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

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

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

VIII

S E C O N D E D I T I O N

HEAVY GEAR[®]



Second Edition Rulebook - Coming of Age

About two and a half years ago at the time of this writing, we released the first edition of the Heavy Gear Rulebook. When the first printing sold out within six weeks, we breathed a collective sigh of relief. It was going to do well. Over those last two years, however, our concern has grown. Gradually, the first edition was becoming old and obsolete. Even the supplements looked better than the main rulebook. It felt odd.

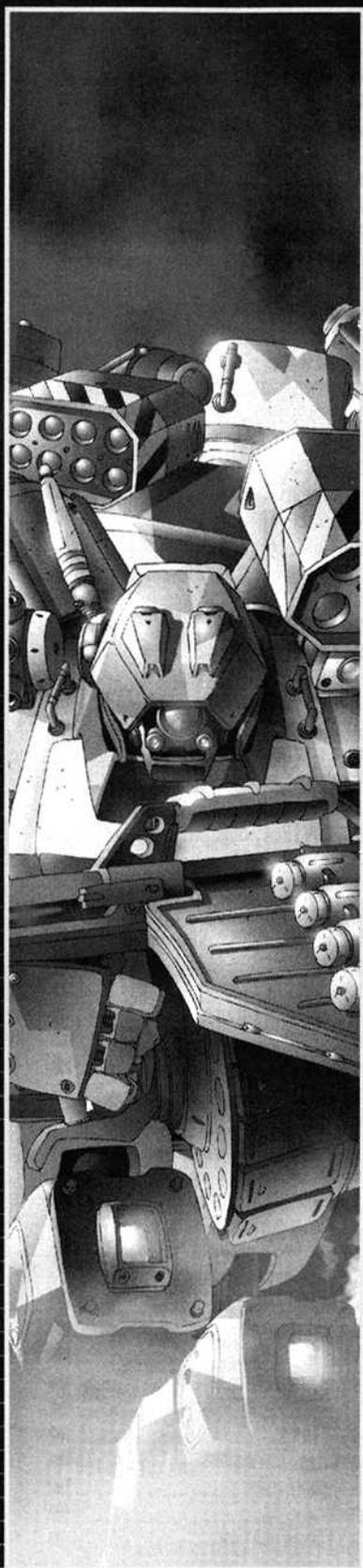
Late in 1996, Activision contacted us to turn Heavy Gear into a computer game. Just recently, it has come out all across America. As if on cue, we [finally] released the first storyline book. The timing seemed perfect. Heavy Gear (the game) had grown beyond the pages of the first edition. We needed to repackaging it. Thus the new edition.

So what has changed? Very little, actually. The initiative system has been improved. The rules have cleaned up and clarified, but the game engine remains the same. Everything stays 100% compatible. Read it again: 100% compatible.

Sections we added: a hefty world background chapter; a Peace River sourcebook; and a complete chapter on campaigning (including some random scenario generators). Sections that are gone: the Heavy Gear Fighter rules; the army listing chapter; the mini-module at the end; and the vehicle construction system (affectionately called the VCS).

Removing the VCS was not an easy decision, but it was the best thing for the game. The VCS is a detailed, advanced option for the Silhouette system that takes up a fair amount of space without being strictly necessary to either tactical or roleplaying games. Also, the roleplaying usefulness of the first edition was extremely limited since virtually no source material was included. The VCS was therefore removed to make more space for source material. It isn't gone forever, however, and will find temporary shelter on our web page (www.dp9.com) until it is republished somewhere else.

With this coming of age, Heavy Gear is literally beginning anew. We hope you'll join us and stick around for a while — it's about to get really exciting.



INTO THE EYE OF THE STORM
THE FORCE
THE DMI



DREAM POD 9

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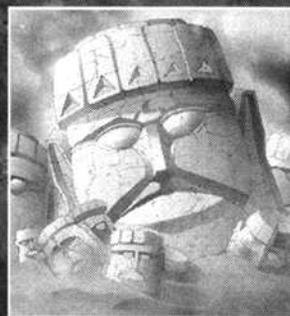
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DEDICATION TO ALL THE BELIEVERS OUT THERE WITH
 THE VISION,
 THE FAITH,
 AND THE DETERMINATION
 TO MAKE THEIR DREAMS COME TRUE.

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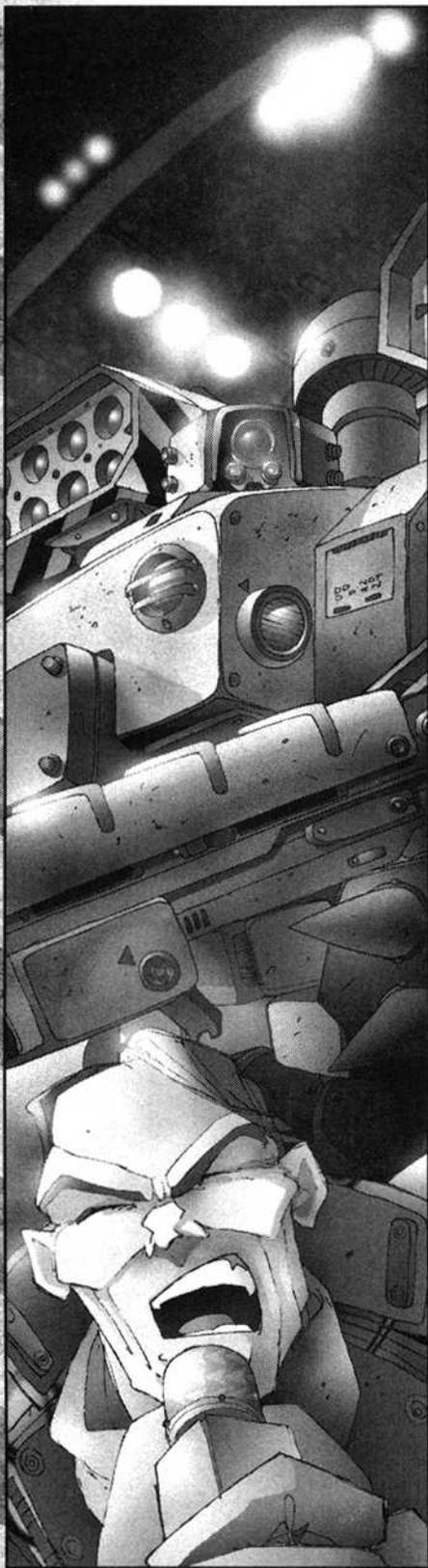
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QUESTIONS OF HONOR



"Ten shun!"

Danghen and Maena Jarak snapped to a salute with practiced ease. The colors of the Confederated Northern City-States crept up the base's flagpole. It was Foundation Day, TN 1928, and the twins were about to transfer to an elite Northern Guard pilot training program in the Western Desert. They were already Gear pilots, and now they were going to become Duelists.

"Feeling good, sis?" Danghen asked once the flag was raised and the assembled soldiers dismissed.

"Better than ever." She cracked a smile and they split up to get their equipment. She turned around just before Danghen was out of sight. "Together forever, bro?"

"Forever."

...

All-Points Bulletin: Northern Guard Military Police

25 Spring TN 1933

Be on the lookout for Duelists Danghen and Maena Jarak, AWOL from the 17th and 33rd Gear regiments. Sgt. Danghen Jarak fled from the 17th regiment on 22 Spring while field testing a Gear prototype code-named Hunter XMG. Ranger Maena Jarak, twin sister of Danghen, fled from regimental base in Western Desert two days later in possession of a Grizzly Gear. Both fugitives are highly skilled pilots and are charged with desertion, theft of military property, being absent without leave and are suspected of treason. Consider them armed and dangerous.

cc: Northern Guard Intelligence Service, Norlight National Police

...

"Any luck, Danghen?" Maena Jarak couldn't see her twin brother, but she knew he was in the crowd somewhere, listening in on their personal comm channel and looking for Naed.

Sitting in the cockpit of her massive Grizzly Gear, she scanned the assembled audience. As she looked left and right, the war machine's neural net computer oriented the armored head module to mimic her movements. The input from the main omnicaamera was routed directly to her helmet's virtual reality HUD.

Her Gear was standing in an old industrial cooling pit, maybe thirty meters across. Eight-meter ferroconcrete walls lined the arena, with makeshift seating surrounding it. There were at least 150 people here to watch (and bet on) the fight about to begin. Maena's opponent was facing her. The pilot went by the name of Cross and used a refitted Jäger Gear. Lighter and faster than her lumbering Grizzly, but much less powerful.

This illegal dueling pit was like many others across Terra Nova, hiding from the authorities but operating close to where the public lived. In this case, they were fighting in a disused underground factory in the Badlands city-state of Peace River. The metropolis was the most powerful independent power on Terra Nova, surviving in the equatorial desert between the North and South by selling arms to both sides. But polar agents operated in Peace River and it was not very safe for two fugitives to be here — Maena wanted to get this over with.

"Danghen? Are you listening to me?" She finally picked him out in the crowd. She followed him with her low-light sensor system as he moved slowly about the darkened assembly of gamblers and hustlers.

"Still nothing, Maena, but he'll be here. He's a man of his word." Danghen whispered the words, not even turning to look in her direction.



Naed Stamens, the man he was looking for, was another Northern Duelist the Jaraks had trained with. Naed had agreed to a secret meeting with them because he wanted to understand why the twins had left. Danghen had left his unit and not looked back, but the opinion of other Duelists meant a great deal to him and so there they were, looking for help and acceptance in the middle of danger. Maena was dueling to raise the money they needed to get smuggled back out of Peace River. Honor above all, Danghen had always said.

"Ladies and Gentlemen!" The booming voice of the announcer brought a hush to the crowd. "For your enjoyment tonight, we present a battle to dazzle the senses. An epic clash between titans of the battlefield. Cross, the killer from the South, will face off against Banshee, the beautiful warrior queen of the desert."

Sweet Prophet, Maena thought, flicking some switches with annoyance. Picking a handle like Banshee invited a certain amount of hyperbole, but this guy was overdoing it. She tried to ignore him and focus on the battle to come.

Her NNet reported most systems green, although the fire-control computer subroutines were still acting up, registering ghost lock-ons. The NNet must have picked up a bad habit. It shouldn't make much of a difference here — the duel was close-combat only — but on the battlefield it could be a real pain. Maybe even a deadly one.

"Wish me luck, bro." Even when they were apart, Maena always said it before going into battle. She didn't really expect a reply. She got one anyway.

"You don't need it, Maena."

He didn't understand, he just didn't. Maena didn't need luck to win, she needed it to avoid killing her opponent. She didn't need any more deaths weighing on her conscience. She whispered a quick prayer just as the announcer shouted a resounding "Fight!"

Cross' Jäger may have been faster, but in the close quarters of the pit there was only so far he could run. He zipped around and was able to land a few vibroblade hits before Maena adapted to his style and anticipated his moves. Once she did that, the fight was as good as over. She waited for her opportunity and then delivered a devastating blow to the Jäger's right shoulder, twisting and cracking the armoplast covering and incapacitating the arm — without harming the pilot, which was tricky. She followed with a lighter blow to the Gear's head, cracking its omnicaamera and stunning Cross. She hoped that he would only have a headache and not a skull fracture. She was about to pick up his entire Gear and slam it down when light flooded into the large chamber and a strident amplified voice echoed around it.

"Peace Officers! You are all under arrest!"

Oh great. Maena knew that Danghen and her couldn't afford to be brought in. The Peace Officers were the cops in Peace River, but one background search would turn up the Jaraks' record and they would be turned over to the Northern embassy. That was not going to happen.

"Maena," Danghen's voice was quick and harsh — giving orders. "I've found Naed. Get out of here and meet me back at the caravan. C'mon, go!"

Maena turned her Grizzly around and headed for the large flow channel that served as an access to the pit. Switching to the heavy treads in the Gear's feet, she accelerated rapidly. Her sensors picked up two Gears — Paxton Warriors manufactured in Peace River — blocking the channel thirty meters down. She kept going.

"Stop! We will be forced to open fire!"

Maena jerked on the controls a fraction of a second before they followed through on their threat, forcing her Gear to skid and dodge the incoming fire. A few autocannon shells still

QUESTIONS OF HONOR





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hit, but they ricocheted off her heavy armor. Before the Warriors could adjust their aim it was too late. Leaning her Gear so that the heavy, reinforced shoulder ram-plate led the charge, she slammed into the leftmost Warrior. She twisted her Gear's torso to the right as the enemy fell, tossing him onto his partner. Both Warriors collapsed on the ground. By the time they got up, she was down into the maze of old channels and irrigation tunnels that Danghen and she had scouted the day before.

Thank Mamoud Paxton builds things big, she thought as she moved her Grizzly through the massive disused tunnels. Unlike many from the North, Maena didn't wear her faith on her sleeve. But she still felt the Prophet's eyes on her. Her brother had never understood that.

It took Maena four grueling hours to dodge Peace Officer patrols and make it back to the warehouse where the caravan's vehicles were parked. Danghen and Maena had hooked up with a group of Badlands traders and hid their Gears in the massive Longrunner and Barnaby transports they used. It had cost them dearly to get to Peace River, but it was worth it — or so Danghen had said.

Maena tapped a few keys on her comm system and sent an encrypted signal to the military lock they had added to one Barnaby. When the large rear door opened, she slowly walked her Grizzly in and sat it in its berth. She wearily went through the shutdown checklist, exited the cockpit and activated the encoded lock on the Gear.

Moments later, Maena moved across the large warehouse/garage to the street entrance and took a peek down the streets. It was the early hours of the morning and the Prospects — Peace River's roughest neighborhoods — were relatively quiet. She paused for a moment, taking a deep breath as she realized how tired she was. There seemed to be no Peace Officer vehicles in sight, but she was still careful when she crossed the street to the next garage. She headed toward the Longrunner where she and her brother shared a small sleeping cubicle.

"Maena." Naed was standing near the truck. She hadn't seen him in about three cycles, but he was hard not to recognize. A member of the Blue Crescent order, his head was shaved bald and a sky-blue crescent tattoo marked his forehead. He wore a black goatee and shaded glasses. He was alone.

"Where's Danghen?" She glanced around quickly to make sure this wasn't a trap and approached him.

"They took him in, Maena. I'm sorry." It was the first time Maena had seen him without his United Mercantile Federation Army uniform, but his formal tone was still there. Naed was always a bit of a stuffed shirt.

"Damn it! What are you doing here, then?"

"He told me where you were staying before they took him in. I don't think they know who he is yet, though, so we might be able to get him out. I came to find you."

"How are we going to get him out?"

"I've been here for a few seasons and I know some Peace Officers. If we're very careful, we can get him out without being noticed." He looked around, just as nervous as Maena. Maybe more. "But we need to get going. I've got a car."

"Okay, Naed. Just give me a minute to change." Maena still had her pilot's webbing on — a little too conspicuous. She opened the electronic lock, walked in and closed the door behind her. She stripped quickly and threw on street clothes — desert pants, a tank top and a barnaby-leather jacket. She caught a look of herself in the cubicle's small mirror. She looked just as exhausted as she felt, but that couldn't stop her now. She made sure her shoulder holster was properly strapped and cocked her 9mm automatic, putting the safety on and slipping it in. Fugitives could never be too careful.



QUESTIONS OF HONOR

"Let's go." She locked the door and headed out of the garage toward Naed's car. "So what are you doing in Peace River?"

"Looking." He inserted his key card into the security slot and punched in a quick combination. The low and sleek private car purred to life as the doors on either side slid open. "You remember Lyssara?"

"Your wife? I... uh... had heard through the grapevine that you had separated."

"Yes, we did." He told the story slowly, seeming to hesitate before revealing any more about himself. "She had a lot of... problems while I was away training with you and Danghen. She decided she needed to find herself and went to Marigold."

"Why Marigold? What could she possibly want with paranoid gold miners lost in the middle of the Badlands?"

"Hm. I guess you don't know this, but the city also houses the first and largest Blue Crescent commune. Lyssara said she needed to stay there, to reach harmony again. When I got back to the North, she was already gone." He paused, overcome with emotion. "I accepted that."

"She still there?"

"No. Last cycle she wrote to tell me she was ready to come home, to start our life again. To say I was overjoyed would be an understatement."

Maena bit back a comment. Naed probably meant it, but it was just the tone he used... Like it was something rehearsed. He pulled around a large transport truck.

"She left for home last Summer. That was the last I heard from her."

"Rovers?" Desert bandits had become a real epidemic in the Badlands since the War of the Alliance. They preyed on lone travelers like great dawgs on lone springers.

"Maybe. I'm still looking for leads. Some people in the Guard are helping me out and they were able to arrange for a leave from the army." He swallowed. "I'd almost be happy just to find a body now. It's not knowing that's driving me mad."

Maena didn't know what to answer and was too exhausted for pleasantries. They continued in silence for almost twenty minutes, Naed maneuvering his car through a series of underground express roads under Peace River's habitation core. They took a turn off on the second terrace — an upper middle-class neighborhood — and emerged onto surface streets after a few minutes. The day's first few rays were streaking across the desert east of the city, the sky slowly going from a dark purple to a deep red.

"Maena, can I ask you something?"

"Depends on the question." Naed hadn't turned to look at her and she continued looking out the window as well. She didn't want to have this conversation, but she sensed it was unavoidable given the circumstances.

"Why did you do it? Why desert?" When she didn't answer immediately, he pressed on. "With so much fighting going on in the Badlands, it's pretty serious to take off. Some would call it treason."

"I don't see you in uniform." She meant to say it calmly. It came out defensively, like a child. She was almost too tired to care.

"I'm on leave. I didn't go AWOL or steal military hardware." Naed took a second to compose himself. "I'm sorry, Maena. I'm not here to moralize, I just want to understand you. To understand why."





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"I guess it's a matter of honor." Maena almost choked on the word, so important to her brother and most other Duelists, but now almost repulsive to her. "Danghen felt—"

"But, Maena. Why did you leave?"

That's the big question, she thought but didn't say. How could she explain that she had left because her brother did? She had joined the Guard because of Danghen, she had become a Gear pilot because of Danghen and now she was a fugitive because of Danghen. That's what it had always been like — he was the great brother, the man of honor, the archetypal hero. She always seemed to follow his lead; she hated that.

"Same reasons," she said at last with little conviction.

"But what about your duty? To the North? To your regiment? You were a Duelist for Kolos' sake, not a green recruit."

"I know." She wanted to scream, but could only manage silence. It was all about duty — just duty to family rather than country. A duty that was strangling her. "I know."

They continued on without speaking, Naed guiding his car through the beginnings of rush hour traffic. The shift change was approaching and many Paxton workers were making their way to the industrial sector underground or the massive executive tower that overlooked the entire city-state. Naed tried a few more times to broach the topic with Maena, but she ignored him, looking out at the streets. She played things over and over in her mind, trying to find words that would explain to him why she had left country and uniform behind. Words that would explain it to her as well.

"I had to make a choice," she finally said as Naed pulled into a garage complex. She turned to look at him, trying to keep her voice strong and even. The words just felt empty. "He's my twin, my other half. That's more important to me than a flag. It has to be."

Naed stopped the car in the middle of the garage and sat in silence for almost a full minute. Maena watched him and he watched back. The high-efficiency electric engine made a light humming sound, but Maena had long ago tuned that out. She just tried to pierce his calm demeanor, to see what he was thinking. She felt he was judging her, but she refused to speak first.

"I guess it is." Naed looked saddened by that, as if her own decision weighed heavily on his soul. "I wish things could have been different."

It was then that Maena noticed the car behind them. Her heart sank. She had been concentrating so much on Naed's reaction that she had gotten distracted. She was furious with herself.

"What's happening here?" She knew, of course, but she wanted to hear it from him. And she wanted to gain a second or two more time. She glanced in the rearview and saw a tall woman approaching. She had long blond hair, tied in a long braid. "Who's that?"

"Her name is Ceritto. She's with Northern Guard Intelligence." He wasn't looking at her when he spoke, perhaps too embarrassed by his betrayal of friendship. "She's here for you, Maena."

"Where's Danghen, Naed?" Exhaustion was lifting quickly as adrenaline kicked in.

"She already has him. She picked him up after we made it out of the duel."

"Get out of the car."

"What are you —" He had turned to look at her at last, and saw the 9mm cradled in her lap. It was pointing at him, and the safety was off. "Maena, don't make matters any worse. Please, let —"



QUESTIONS OF HONOR

"Just get out, Naed. I don't want to shoot you but I will." She hoped he would mistake the tremor in her voice for anger. A second passed and Maena thought she would have to follow through on her threat. More blood, but what choice did she have? Ceritto was almost to the car. Then he pushed his door open and got out.

Maena moved quickly, reaching over, closing his door and locking it. She shifted into the driver's seat and slammed on the accelerator. Ceritto had her gun out by then and barely hesitated. Maena ducked when the first round shattered the rear windshield, but she didn't take her foot off the pedal.

Taking a sharp right, Maena sought the cover of concrete pillars and dividers. She slammed on the breaks and jerked the steering wheel, pulling the car into a screeching bootlegger turn that burnt rubber off the tires and left a black trail on the asphalt. She gunned the engine again and accelerated back the way she had come. In combat, Maena had never believed in stealth.

She took the corner altogether too fast and barely maintained control. Ceritto and Naed were surprised to see her back but neither was phased for long. Naed — unarmed — jumped for cover. Ceritto stopped in her tracks and opened fire, emptying her pistol before diving aside to avoid getting run over.

Maena thanked the Prophet she didn't get hit, although the windshield was shattered and her engine sounded less than healthy when she pulled to a stop beside Ceritto's car. She popped open her door and covered the meter and a half to the other car's driver window with her gun drawn.

"Get out, now!" The driver looked stunned. He should have been reacting, she realized. He should have peeled out as soon as Ceritto opened fire. This glass had to be bulletproof and yet he wasn't moving. She yanked open the door — which should have been locked — took a step forward and then understood.

"Hi, sis."

Her brother was holding a screwdriver to the driver's throat. Maena noticed the bruising on his face and the faraway look in his eyes and knew he had been drugged. But he was still conscious enough to keep the driver in line. "Hello, Danghen."

Ceritto's first shot hit the bulletproof glass in the driver's door. The glass became a spider web of cracks, but stopped the round aimed squarely at Maena's head. More shots followed, hitting the window and door.

Maena quickly yanked the driver out of his seat, jamming her weapon between his teeth and down his throat to stop him from trying anything. She then jumped in and slammed Ceritto's car into reverse. The windshield took several more rounds, but the reinforced glass held.

"Take the underground expressway. We need to get to the Gears and bail out of here."

"Fine." Of course she knew what they had to do. Why did he have to assume she needed guidance? Why couldn't she tell him that it bothered her? "You all right?"

"I'll be fine... I can't believe Naed betrayed me. I was convinced that I could count on his word of honor."

"I'm okay too," Maena answered even though no one had asked. She then got onto an expressway toward the Prospects. Driving through a kilometer-long tunnel at 120 kph with a cracked windshield was not the safest thing to do, but they had little choice. She used the rearview mirrors extensively, looking for tails, but didn't see any.

"They may be following." Danghen was on the back seat, looking out the rear windshield. "Keep your eyes open."





QUESTIONS OF HONOR



They ditched the car ten blocks from the garage complex and proceeded on foot, through alleys. Naed knew where they were sleeping, but — according to Danghen — not where they kept their Gears. That wouldn't last long, but they hoped to get into the desert before Ceritto could track them.

They made it to the warehouse that hid the Barnaby transport without incident. Danghen moved quickly to the huge truck and began working to bypass the driver's lock system. Apparently stealing from the caravan was not quite dishonorable in his book. Maena went into the back to check on their Gears, finding both her Grizzly and her brother's Hunter XMG prototype right where they had left them.

She took a second to sit and slip out of her jacket, and her head swam with fatigue. Her heart was tired too, tired of running and tired of following. The thumping of a Gear's heavy mechanized feet in the warehouse snapped her out of her reverie.

"Danghen! Maena! Come on out." It was Naed's voice, amplified by the speaker system in his Nemesis Jaguar, a high-performance dueling Gear. He had them cold.

"You're a disgrace, Stamens!" Danghen must have gotten out of the Barnaby's cab. Maena looked through a vision slit in the armored transport, she could see him standing boldly a few meters in front of the sleek Gear. The disdain was clear in his voice.

"I came to you as a friend. You disgraced your name by betraying me, by turning me over to Ceritto and her killers. You're no Duelist. You're just a lapdog for Intelligence goons."

Maena moved to the back of the Barnaby and walked out, getting a clearer look at her brother. The Jaguar automatically trained its massive autocannon rifle on her. Danghen didn't seem to notice.

"I'm a disgrace, Jarak?" Naed's voice boomed both with artificial amplification and with anger. "I didn't leave my unit behind. I didn't steal from it and spit on the flag I swore an oath to. Doesn't that mean anything to you?"

"A country that treats us like cattle doesn't deserve loyalty."

He really didn't understand, Maena realized. Danghen was lost in his world of honor and warrior codes. Exhaustion gave way to anger, and anger to action. It was time she stood up for what she had done, not what *he* had. It was time he understood.

"Honor is about respect," Danghen continued. "Honor is—"

"— meaningless." She said it loudly and frankly, feeling a mix of fear and elation at finally speaking her mind. The adrenaline rush was back, although she could barely move.

"What?" Danghen looked shocked.

"You wanted to know why I left, Naed." She ignored her brother and looked directly at the Gear's glowing sensor eye. In his VR headset, it would appear to Naed that she was looking him in the eyes. "I did it because I couldn't believe the lies anymore."

"What lies?"

"The ones I told myself. About defending my country, about fighting the good fight, about being a Duelist, a guardian of honor." It was all coming out now. "I realized it was all a scam. The good fight is over, it ended fifteen cycles ago when our parents kicked Earth off of Terra Nova. Now it's all about power and wasted lives."

"I grew up on stories about brave soldiers and living to protect my league." She looked at Danghen then; he had told her those tales. "What I found was generals and presidents who couldn't resist sending us off to the slaughter. These people were going to turn me into a murderer, to plunge a planet into a bloodbath for the sake of their egos. I won't be part of it."



QUESTIONS OF HONOR

"We are soldiers, Maena." Naed sounded hesitant, maybe trying to convince himself rather than her. "War is part of what we do."

"But I'm a human being, too, for Mamoud's sake. Every act of violence — even when necessary, even when honorable — leads to more violence. Every death leads to more death. I won't participate in a global slaughter just so someone else can win an election or make a million more marks. I was being used, just like you are."

"Excuse me?"

"They're never going to let you go, Naed. Do you really think Ceritto and her bunch are going to help you find Lyssara? That is who got you your leave, right? The people who were helping you find her?"

Naed said nothing and the silence answered her question.

"This isn't about a prototype or a super-weapon, Naed. This whole manhunt is because they're afraid others will join us. They want one of our own, a Duelist, to bring us in. To prove that their way is right, that we're criminals for not wanting to die to line their pockets, that honor is on their side."

"Who are you trying to convince, Maena?" Naed's voice was stronger now. "Are you arguing with me or trying to prove to yourself that you're not just following your brother's lead? Would you have left without him, Maena?"

That hit home. "I... I don't know. But I did leave, and I don't regret it. Maybe it took Danghen leaving for me to finally decide, maybe it took this little stand off for me to tell him this, but that doesn't matter. I made my decision, not Danghen and not you."

"And what about duty? Honor?"

"They're just ways to make us into killers. I'm talking about right and wrong." She looked about to include Danghen in her next comment. "The both of you can keep talking for cycles about honor and you'll never notice how much blood is on your hands. I notice."

She walked forward, so that she was less than two meters from the tip of Naed's autocannon. If it fired, the concussion alone would probably kill her.

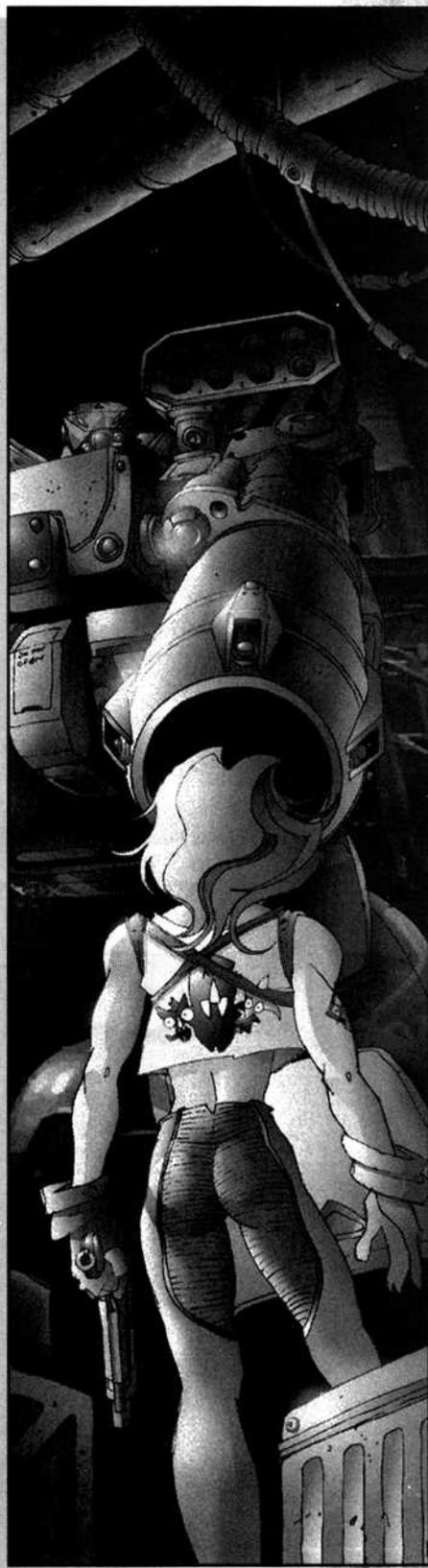
"Now you have to make a decision. I'm not going back and neither is Danghen. You can let me go or you can pull that trigger. Doing your duty now means having my blood on your hands." She walked forward another step. "I've made my choice. Make yours."

Maena didn't move. Naed's Gear stood stock still, but his shallow breathing was picked up by his comm system and provided an undercurrent to the moment of tension. Maena was aware of Danghen, nervous and quiet — not used to being out of the spotlight.

"Go," was all Naed said. His Jaguar lifted its weapon and started rolling slowly backwards on the wheels in its feet. When he was out of sight, Maena activated the mechanism to close the Barnaby's bay door and made her way to the cab. Danghen was already inside and had finished overriding the security lock.

"Stamens never understood," said Danghen as if that closed the whole topic.

Maena drove out onto the street in silence, waiting until her brother was lost in his own thoughts before half whispering an answer. "Neither have you. Neither have you."



INTRODUCTION



1

1.1 - TWO GAMES IN ONE



Heavy Gear is the first science fiction universe designed as both a roleplaying game and a tactical game from the get-go. If you know what these types of games are, skip this section altogether. If you are unfamiliar with the concepts of roleplaying and wargaming, you need to first get acquainted with both of these game styles.

Roleplaying is a form of interactive storytelling in which a director (called the Gamemaster, or GM) prepares a story and its various threads, and guides a group of Players (usually from 3 to 6) through their meanderings. Each Player has a character (called a Player Character, or PC) with its own set of Attributes (natural talents) and Skills (acquired or learned talents). During the game sessions, the Players are encouraged to create interesting personalities for these characters and act out their decisions and reactions to the settings and situations described by the Gamemaster. When the PCs participate in several sessions, the latter combine to form a campaign, that is a continuing series of adventures much like TV episodes. Roleplaying requires very little strategy — it mostly emphasizes problem-solving and acting.

Wargaming consists of simulating battles on a hypothetical or historical battlefield. In **Heavy Gear**, it usually entails pitting infantry or armored vehicles against each other using technical rules to resolve combat. Much like chess, wargames require both strategy and tactics to win, although some dice rolling is involved to simulate the unknowns of real-life combat. Wargaming requires no Gamemaster, only players who have roughly equivalent forces to fight with and a set of rules which apply to everyone equally. Wargames require a great deal of strategy and creative thinking, but little problem-solving and no acting skills.

Roleplaying does not have winners or losers. Player Characters may live or die, but winning or losing has little to do with that. The goal of the game varies for each character, although the Gamemaster may set a tentative campaign goal for himself. In wargaming, the situation is more clear cut. When the game is over, there should be one Player left standing — he's the winner, everyone else loses to a varying degree.

Heavy Gear, as we said above, is a hybrid game. This rulebook contains the rules for both wargaming and roleplaying. We provide character creation rules and a general background for the world characters will evolve in. We also provide complete tactical rules, vehicles and weapons to allow wargamers almost unlimited flexibility in their combat scenarios. This book has a lot of everything for all types of gamers. You can use it to roleplay, to wargame or to do both. You, the gamer, are in charge.

1.1.1 - The Storyline



The world of **Heavy Gear** provides gamers with an intricate background. It differs from many other games because it also features a complex overarching storyline that does not reveal itself in the beginning. When historians look back at Earth's history, they uncover a wealth of events and personalities which give the world a vibrant life of its own. It is Humanity's fate to splinter between groups of conflicting interests and to fight for limited resources. On Terra Nova, the world at the center of the **Heavy Gear** story, it is only natural that strife occur.

Heavy Gear is a large-scale story, with a beginning and an end. It is possible for players to find themselves drawn into the events that shape the story. Clues are scattered throughout the various books, in game information, Non-Player Characters' backgrounds, quotes and suggestions. Some are obvious, others well hidden, but they all help to move the story forward in an exciting way. Each league sourcebook, army list and supplement shows the current date, sometimes in A.D. dating, sometimes in Terranovan reckoning. The back cover of each book features a digital timepiece (what is referred to as the Timewatch™ system) that indicates the position of the book within the storyline.

The story of **Heavy Gear** will not be told through novels, however, but through a special series of books which Dream Pod 9 will release on a regular basis. These core products, called Storyline Books, feature media clippings, transcripts of conversations and various snippets which tell one story through numerous points of view. Almost invariably, they will end on some climatic event which will radically change the political or geographical landscape of Terra Nova.

The story begins here and now, in this very rulebook and is expanded on the various supplements and sourcebooks already available. **Storyline Book One: Crisis of Faith**, now available, picks up where this book and other supplements leave off and brings the story of **Heavy Gear** forward by two cycles. A new era has just begun...



INTRODUCTION TO TERRA NOVA - 1.2

The story begins in A.D. 6132 on a distant planet called Terra Nova, a world colonized by Earth during the 52nd century by Terrans from Earth. Terra Nova is one of the nine inhabitable planets discovered by Mankind during its dynamic renaissance after a terrible ice age. While the new world resembles Earth in many respects, it features indigenous life forms (of no more than animal intelligence) that represent an all-too-real threat to the unprepared colonist. Still, much of the Terran flora and fauna are edible and make survival of the human race in this inhospitable world possible. After so many centuries on this world, part of Mankind has indeed found a new home.

Despite its similarities to Earth, the former colony has a very different calendar. Days last 36 hours, not 24, and a complete year (called a "cycle" on Terra Nova) is around 168 days. One Terran year is equal to roughly 1.4 cycles. Tougher living conditions have slightly shortened the average Terran lifespan and forced people to mature much faster than on Earth. The term teenager, while referring to someone younger on Terra Nova than on Earth, is still someone between 12 and 18, but in cycles rather than in years. An young adult is still someone between 20 and 30. An elderly person is still someone above 70.



Leagues of Terra Nova - 1.2.1

Terra Nova is also far more arid than Earth. There are no continents; most of the water is hidden in a series of underground tunnels called the MacAllen Network. The planet is divided into three regions: the mountainous and temperate northern hemisphere, the luxuriant and tropical southern hemisphere; and the Badlands, which stretch out as a thick desert band about 1000 kilometers north and south of the equator. The city-states from the North have united into three leagues (the Northern Lights Confederacy, the United Mercantile Federation and the Western Frontier Protectorate), which together compose the Confederated Northern City-States (CNCS). The Southern city-states form four leagues (the Southern Republic, the Mekong Dominion, the Eastern Sun Emirates and the Humanist Alliance) united under the flag of the Allied Southern Territories (AST). The CNCS and the AST have radical cultural and political differences which often put them at different ends of the spectrum. Conflicts between North and South are frequent.



The Badlands - 1.2.2

The Badlands, unlike the polar confederations, are fractious, and form no political entities to speak of. Only one city-state in the Badlands is truly respected by the polar confederation for its power and prestige: Peace River, a city built around Paxton Arms, the planet's most important weapons manufacturer. Paxton Arms remains neutral in the North-South conflicts, providing weapons and equipment to everyone indiscriminately. Almost on the other side of the planet, around the equator, a new coalition (NuCoal) of small city-states has recently been formed around Port Arthur and Prince Gable, the seat of the NuCoal Council of Trade. While NuCoal does not have a military component, the Arthurian Korps ensures that it comes to no harm and that its territory is respected by the polar confederations. Both Paxton Arms and the NuCoal are forces to be reckoned with, and while they have no formal alliance, political experts have advanced that they would likely coordinate a defense effort for the Badlands in the event of an interplanetary war.

There are several other city-states in the Badlands, most of which serve as refuge for renegade soldiers or simple civilians fleeing the constraints of life in the hemispheres. Notorious among those cities, Khayr ad-Din — often referred to as the "Trash City" because it was built in the middle of a trash dumping area in the Badlands — has become the city where ex-Gear pilots go to become Duelists in the arenas. The rest of the Badlands is either populated by nomad bands of traders, by bandits known as rovers, by hard-boiled homesteaders, or by the mysterious Sand Riders, who live in the acidic sands of the Great White Desert.



The War of the Alliance - 1.2.3

In TN 1454 (A.D. 5790), an Earth-first government pulled back all its resources from the various colonies, leaving them to fend for themselves. In TN 1913 (A.D. 6118), it returned in force with the Colonial Expeditionary Force, strong with 400,000 highly trained men and supersoldiers (the GREs), with the intent of reconquering those colonies. The CEF expected little resistance, having assumed that Terra Nova would have been devastated by the departure of Earth many centuries ago. It never expected a planet with a strong technological civilization, and it certainly did not expect to encounter Gears, the characteristic humanoid combat units of Terra Nova. In TN 1917, after four cycles of warfare, the CEF retreated to another colony world, defeated. Thus ended the War of the Alliance, so named because it allied North and South against the invaders.

After fifteen cycles of détente following the war, the power brokers of Terra Nova are restless once again. The ever-present border wars between the two superpowers are escalating at an alarming rate. Politicians and generals are feeding the public inflammatory rhetoric. Rumors of hidden nuclear arsenals being mobilized are spreading like wildfire. The inhabitants of the planet hold their breath as the two political juggernauts lock horns with each other once again.



INTRODUCTION



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1.3 - WHAT HAS COME BEFORE . . .

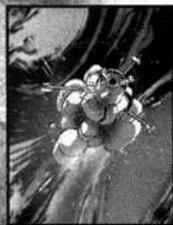


Terra Nova's past is our future, a long tale of Humanity's quest to find a home in the stars. This quest began when the home world seemed to do its best to eliminate humans from its face. Around A.D. 2400, six thousand years of civilization were about to be swallowed by a blanket of ice descending toward the equator. After a frantic (and fruitless) race to counter the coming Ice Age through technological solutions, and after several near-miss ecological disasters, everyone on the planet realized the fight was pointless and moved toward the warmer climates of the equatorial countries to wait out the new Ice Age.

Cultures were born and died during the rush toward the equator and old racial differences were largely broken down by global mixing. Millions died in the Emigration Wars, as overburdened equatorial countries did their best to keep refugee convoys from entering their borders, and still the ice continued to creep forward. Brutal warlords sprung up with frightening regularity, but this period also saw some great social experiments. The socialist utopia of Greater Samarkand stood as the pearl of Earth until it collapsed under its own weight.

Great technological advances were made, especially in the field of genetic engineering, resulting in the design of the fabled Prime Knight warriors in Kir Arya, a small country nested between warring giants. That success, however, was short lived and Prime Knights were killed to the last during the 24th Crusade that also destroyed the fledging Kir Aryan society. Ultimately the population of Earth could only wait, one generation after the other, for the ice to retreat. It finally did in the 44th century, and brought a new hope with it.

1.3.1 - A New Age of Discovery



In A.D. 4318, Professor Markus Tannhauser wrote his masterpiece, "Principia Universalis." His Unified Theory explained time-space discontinuities and their potential as gateways to the stars. Suddenly, this opened a wealth of new possibilities. As the Ice Age came to an end, a Second Renaissance on Earth marked the beginning of Humanity's return to space. A few centuries later, an exploration ship discovered Caprice, an Earth-like planet that could (barely) support human life. Almost a century later, Terra Nova was discovered and a colonization effort began soon after.

The first colonists were sent by corporations and worked for the duration of their contract before returning home. Over time, however, many among them were enthralled by the beauty of this new world and chose not to leave Terra Nova when their contracts expired. They instead settled down on a piece of land, sometimes given resources by the corporation that hired them to help them out. After two centuries, many corporations put together support programs to help the new colonists get organized — it was advantageous for them since they had become "locals" and were no longer eligible for the outrageous wages paid to imported labor. An increasing number of workers built their homes all over Terra Nova, and over the course of the following centuries, the planet became one of the more successful colonies established by Earth.

1.3.2 - The Colonization Effort



While the corporations contributed a fair share to the colonization effort, it was the Earth government itself that absorbed the lion's share of the expense. After centuries of investments, Earth's population was split on the topic of colonization. Some believed that investing in the colonies was a smart move in the long run, since the colonies would some day repay Earth tenfold for its initial investment. Others felt that the colonies would never show any gratitude and claim their independence as soon as they were self-sufficient. In the end, Earth leaned towards that second option and decided to abandon all the colonies. By the end of the 58th century, the home world had pulled all its ships and resources away from the colonies and left them to fend for themselves. Thus began what would be called the Age of Isolation.

The period that immediately followed Earth's departure became known as the Reconstruction. The remaining Terranovans scrounged through what Earth had left behind to find the resources to survive and rebuild some semblance of society. The resources being limited, several brutal confrontations erupted over territories and scavenging sites. In the midst of this chaos, Yuri Gropius rose and fought to unite several neighboring towns into one city-state. By late TN 1479, Gropius was elected mayor of the city-state which was to later bear his name. In TN 1482, he spearheaded the effort to unite several neighboring city-states into the first Terranovan league, the Humanist Alliance.

During those times, elsewhere in the Badlands desert, a pacifist named Mamoud Khodaverdi rose and laid the foundations of what would later become Revisionism, the most important religion on Terra Nova. In his later years, he moved to Massada with his trusted companion, Nathani Reiss. After Mamoud's death, his son Jakob and Nathani disagreed on the principles behind Revisionism. Jakob remained in Massada to continue his father's work while Nathani moved to Sorrento in the North and founded his own branch of Revisionism. The schism between both branches remains to this day.



Age of Alliances - 1.3.3

Some forty cycles after the foundation of the Humanist Alliance, several northern city-states followed suit and formed the Northern Lights Confederacy (TN 1525). Almost on cue, several more alliances were formed in the following cycles: in the north, the Western Frontier Protectorate (TN 1527) and the United Mercantile Federation (TN 1551); and in the south, other leagues were forming: the Southern Republic (TN 1545), the Mekong Dominion (TN 1562) and the Eastern Sun Emirates (TN 1492). On the interstellar scale, limited contact was maintained with the other colonies. Unfortunately, each colony had its own problems and was largely unable to help its neighbors. Over time, most Terranovans began to ignore the other colonies' existence in their day-to-day lives.

In the South, in view of the Southern Republic's recent expansionist history, the Mekong Dominion signed an alliance with its neighbor to avoid unnecessary (and unprofitable) bloodshed. The Southern Republic, its western borders secure, unleashed its armies onto the Humanist Alliance and the Eastern Sun Emirates. In TN 1681, the Allied Southern Territories — mostly a facade confederation controlled by the Southern Republic — united the hemisphere.

In the North, unity came more slowly. In TN 1669, the NLC and the WFP attempted to invade Pioneer (in the UMF), only to be repelled by a regular military force complemented by makeshift combat walker units built from construction vehicles. The UMF victory demonstrated the validity of combat walkers and led to the design and production of the first Gear, the Hunter, in TN 1678. The expansionism of the South and its sudden unification became a great concern for the northern leagues. In the NLC, discussions began about the unification of the northern hemisphere, but the United Mercantile Federation resisted the idea. When the UMF lost its Merchant War to the AST in TN 1688, unification finally became a possibility; it became a fact in TN 1692 with the foundation of the Confederated Northern City-States.



St. Vincent's War - 1.3.4

A cold war began between the polar confederations soon after the formation of the CNCS. While there was no outright conflict, both Northern and Southern forces clashed on a regular basis in the Badlands, fighting over resources, territory and allegiance. Caught in the middle with no military power to protect themselves, Badlanders were the helpless victims of the two giant superpowers. Tensions grew between North, South and the Badlands, and the stage was set for the first interplanetary conflict, St. Vincent's War. While fighting over the wreckage of a pharmaceutical cargo ship (the St. Vincent), Northern and Southern forces unwittingly released a virus into the atmosphere which caused the St. Vincent's Plague and killed 5% of the children on Terra Nova. The resulting conflict lasted six cycles before the economies of both confederacies collapsed and an uneasy peace was restored. With their economies at an all-time low, all borders were closed while the confederations attempted to rebuild their resources.

More than helping the development of Gears and warfare in general on Terra Nova, the St. Vincent's War also cemented the polar confederacies and strengthened their respective patriotic sentiments. A sense of national identity emerged and contributed to the bitterness which has since then plagued North-South relations.



The War of the Alliance - 1.3.5

The 18th and 19th centuries were mostly a period of cold war that gave some measure of peace to the Badlanders. There were several bloody skirmishes both internal and external to the polar confederacies, but in comparison to the St. Vincent's War, it had very little effect on the Badlands themselves. New rivalries emerged, however, and several factions working on either side were about to sell out their own. The stage was set for a new interplanetary war.

In TN 1913, Earth resurfaced after centuries of silence. When 400,000 soldiers and GREL supersoldiers were dropped on the surface of Terra Nova, the former colony realized that Earth had come to reestablish its hold on the planet. In a historic move, both polar confederations put their quarrels aside and joined forces to repel the Colonial Expeditionary Force (CEF). This union between North and South gave the conflict its name: the War of the Alliance. After four cycles of intense warfare and destruction, the intervention of Paxton Arms — which had remained neutral in the conflict — turned the tide in favor of the Terranovans with its Peace River Army and sent the invaders back to Caprice, where they had a base of operations. The cooperation between North and South helped forge some friendships between high officials. Despite their cooperation during the War of the Alliance, however, old rivalries resurfaced and the interplanetary relationship cooled down once more.

In the Badlands, Paxton Arms established the Paxton Protectorate, a "safe zone" where Peace River's new Defense Force would protect residents from bandits and marauding polar armies. While the AST and CNCS largely respected these new boundaries during the early cycles of détente, it is now more theory than fact. Paxton Arms does not have the resources to forcefully maintain this zone and Northern and Southern forces no longer hesitate to take up "strategic positions" in the region. Nonetheless, many in Peace River feel it is Paxton's responsibility to protect the whole of the Badlands.





NEW IN TOWN



"Watch it!"

Gil jumped left at the last minute and the desert bike roared by; it missed him by a whole ten centimeters.

"Are you okay?" Paran Mek helped Gil back up to his feet and brushed him off a bit.

"Yeah, I guess. Things always like this here?" This was Gil's first visit to Port Arthur and it showed. Paran and he were walking through the markets near the GREL neighborhoods, the designated housing for the tens of thousands of Earth supersoldiers stranded on Terra Nova after the War of the Alliance. These cloned warriors were easy to recognize: tall and bald, their skin had a purplish hue.

"Oh, that's just a bunch of Minervas blowing off some steam." Paran started moving as he spoke. He wanted to get to the bar, where he and Gil had some business to take care of.

"Minervas? Those are the pilots, right?"

"Yeah, they can take pretty much any vehicle and make it dance like a ballerina. Pretty impressive, if you're in to that type of thing." Paran stopped and whispered to Gil. "Personally, I think they're a little screwed up in the head, though."

"What do you mean?"

"Well, see these GRELS were made in vats to be living weapons, right? And now they've been stuck here for almost twenty cycles." The two began walking again. "They haven't been doing what they were made to do so they get a little stir crazy. Just look at that Isaac-class technician over there."

In front of a merchant's stall, one of the slim GRELS was busy examining a standard dataglove for sale. Gil noticed that he had already taken the thing apart and was using a precision tool to manipulate its innards. He seemed to be doing the same thing over and over again.

"He'll be there for another hour, I'm sure." Paran continued to speak as they made their way to the bar, pointing out the various GREL classes as he went. "Look at those Morgana commandos. I wouldn't want to get on their bad side."

Three of the tall, slim, deadly and identical women were keeling in a semi-circle. As one, they were methodically assembling and disassembling their assault rifles. They did it quickly, efficiently and in almost complete silence. Only the look at their eyes showed that they were itching to use them. Paran and Gil walked uncomfortably close to them as they entered the bar.

"What about the trooper types? I hear they're the nastiest out there."

"You mean the Mordreds? Yeah, they can get pretty violent, but they have their uses. Take Soldier Niklas over there." Paran pointed across the bar at a mountain of genetic superiority. The GREL's purple head seemed way too small for the mass of muscle he called a body. "He's found a place for himself as my... assistant."

Niklas smiled at Gil and cracked his knuckles. It sounded like bones breaking.

"Now, Gil, let's talk about that money you owe me."



THE NORTH - 2.1

The northern hemisphere of Terra Nova was settled in the early days of colonization. Its relatively temperate climate, plentiful rivers and large forests made it attractive for corporate and private colonists. The Port Aurora spaceport was built as the second major entry point to Terra Nova and eventually grew into Valeria-Port Aurora, the most populous city-state on the planet.

After the chaos of Reconstruction, the North eventually settled into the Confederated Northern City-States (CNCS). This alliance includes three different member leagues: the Northern Lights Confederacy (NLC), United Mercantile Federation (UMF) and the Western Frontier Protectorate (WFP). Though they share many cultural traits, the Northern leagues each have their own way of doing things and have clashed in the past.

Over its 250 cycles of life, the CNCS has also established several protectorates in the deserts of the Badlands. Timmins in the Western Desert, Red Sands on the Cajun Plains and Wounded Knee on the edge of the Barrington Basin each send a single representative to the Inner Council in Valeria. The protectorates are quite diverse: Timmins is an industrial town with a reputation for low-quality knock-offs, Red Sands produces glassware, and Wounded Knee is a smuggling den controlled by ruthless cartels. In TN 1929 a protectorate was also established over Massada, the historical center of Revisionist faith, but this is officially only an accord for defense purposes — Massada has no representation in Valeria and is not considered part of the CNCS.

All the member states send representatives to an Inner Council in Valeria, where the Norlight Confederacy maintains the most seats, followed most closely by the Mercantile Federation. Councilors are usually named by the national governments (sometimes with public consultation) and are seen as relatively distant by the public. The only CNCS officials to achieve recognition across the hemisphere are Chief Justice Winston Stark, who chairs both the Inner Council and the Supreme Court, and Grand Marshal Victoria Edden-Smythe, who commands the military.

More information on the North and its member-leagues can be found in the sourcebook **Life on Terra Nova**.



Northern Life - 2.1.1

Terra Nova's northern hemisphere is a land of fertile plains and rich temperate basins, cut by tall mountain ranges. While there is a great deal to separate Northerners from one another, from national cultures to geographic location, outsiders often look upon them as a unified whole. Indeed, they all share a great deal.

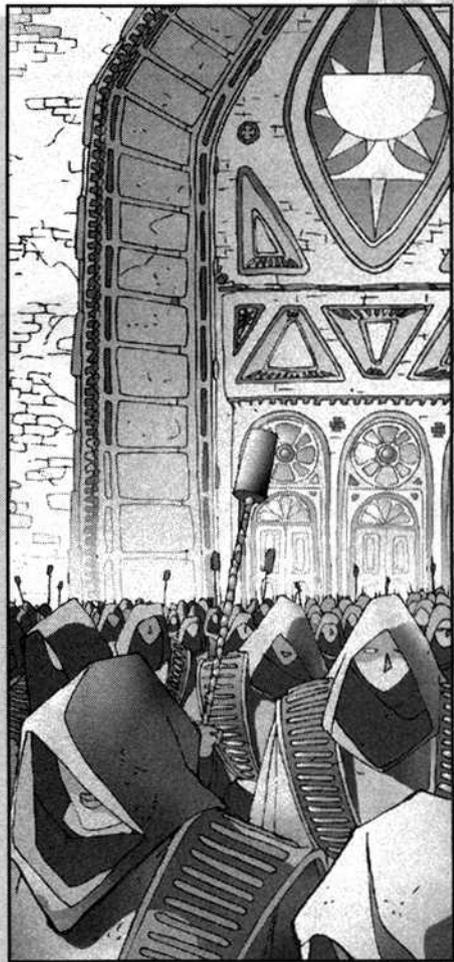
Most Northerners speak Human Anglic, a derivative of Anglo-Saxon languages and the standard language of business in the northern hemisphere. In the Norlight Confederacy, religious ceremonies are performed in Indo-Arabic, since it was the language spoken by Mamoud Khodaverdi, the Gentle Prophet. In addition to speaking Anglic, residents of the Western Frontier Protectorate have also adopted Equatorial Hispanic, an Ice Age tongue which resembles a collage of ancient Spanish, English and Portuguese.

Northerners have a standard currency, the mark. Though most daily transactions are electronic in nature, hard currency is also available for use in smaller communities (or for shadowy dealings). The notes have a standard size (15 cm x 7 cm) and are often referred to as "rainbow money" because the bills progress along the colors of the light spectrum.

The North has its rough edges as well. Almost the entire Northern border with the Badlands is made up of a series of fertile plains and although political treaties fix these borders on the map, actual markings on the ground are very tenuous and the enforcement less than adequate. Many ranchers, traders and farmers make their living right on this frontier, leading a rugged rural life away from the conveniences of the cities.

Since the War of the Alliance, the Northern frontier has become very rough. The mammoth amounts of military hardware left scattered around the Badlands has increasingly found itself in the hands of rovers, smugglers, bandits and other unsavory individuals. The Northern Guard and league police forces are hard pressed to strictly control the huge land border, so isolated communities are often subject to raids or harassment. While individual rover gangs pose a threat in the area they target, a more general problem is growing from a power struggle among the smugglers of Wounded Knee. The cartels control huge networks and the Forzi and Kolson families are locked in a bloody conflict for lucrative Northern routes.

The scattered communities that are established in homesteads in the savannahs just outside of the leagues can also suffer from the problem of unwanted Northern attention. The Peters Clan from Fort James, for example, has been locked in a long term conflict with the independent community of Karlton Ranch. These Badlanders have few people they can turn to if their Northern neighbors decide to impose their will.





◆ Revisionism

The strongest social movement in the North is Sorrento Revisionism. The national faith of the Norlight Confederacy, it also has a great many adherents in the UMF and WFP. The church was founded by Nathani Reiss, lifelong companion to Mamoud Khodaverdi, after the Gentle Prophet's death. While Mamoud's original faith remains strong in the desert holy city of Massada (and is known as Massadan Revisionism), the Sorrento church holds sway across the North.

Revisionists believe that the world is the reflection of a Gentle Spirit that either created or is reality as a whole. The manifestation of this Spirit's will in the physical plane and in the hearts and minds of humans is called the Gentle Word. Mamoud and his Followers have guided those who would listen to act according to this Word. Peace, harmony and love support the Word, while discord, violence and death undermine it. Unlike Massadan Revisionist who are total pacifists, however, members of the Sorrento Church recognize the righteous use of force. If force is used to put an end to violence or oppression, then it is righteous and an act of peregrination (the Revisionist term for bettering the world). At times this has led the Sorrento Church and its followers to excess, including at least one religiously motivated massacre in the early days of the NLC.

In the last thirty cycles, Second Follower Thor Hutchison, the leader of the Sorrento Church, has led his faith through a fundamentalist revival that has placed emphasis on traditional Revisionist values and the importance of the church in the NLC and CNCS as a whole. Hutchison helped guide Northerners through the war with inspiration speeches and has led many to believe that the church should have a greater role in the running of political affairs. Unfortunately, this has meant growing intolerance towards non-Revisionists. These problems are the gravest in the Norlight Confederacy, but Revisionist upswings in both the UMF and WFP are causing similar concerns. Hutchison's agenda is aided by a shadowy group of supporters known as the Prophet's Shield.

◆ Pilgrimage Routes

One of the obligations of Revisionism is pilgrimage. At least once in their lives, all Revisionists must travel to Massada to visit the holy city. Pilgrimage to other important religious sites, such as Sorrento itself, Valeria (where Nathani helped form the NLC) and the desert communities visited by Mamoud and Nathani is also encouraged. This means that a large number of Northerners made the dangerous journey into the Badlands every cycle, making themselves vulnerable to attack. The Northern Guard and Norlight Armed Forces try to defend pilgrims but this is not always possible. There exists, however, a group of Revisionist monks called the Order of Dorothea that is dedicated to this very principle. The Dorotheans are responsible for security in Sorrento itself, but also maintain citadels along many important pilgrimage routes. The sight of the monks' characteristic fighting staff is taken a good sign by many Northerners.

◆ The Northern Guard



Each of the three Northern leagues has its own standing army, but they also cooperate to form the Northern Guard. During peacetime, the Guard is a separate entity from the national armies and is deployed to defend borders with the Badlands and in the equatorial deserts themselves. In times of war, all three national armies are integrated into the Guard under a unified command structure. Although there are differences in philosophy and training among the different armed forces, this integration necessitates a certain harmonization.

Historically, the peacetime Guard has been relatively weak and the integration of the national armies has meant a virtual annexation of the United Mercantile Federation Army and Western Frontier Protectorate Army to the more numerous Norlight Armed Forces. Ever since the War of the Alliance, however, the Guard has become more and more independent. It now has its own traditions and recruits many people directly into it.

The Guard is commanded by a Mercantile woman, Grand Marshal Victoria Edden-Smythe, and few people feel she is a Norlight pawn in any fashion. Edden-Smythe is a hero of the War of the Alliance and has a strong reputation across the hemisphere and the globe. Although not a Norlight, she is known to be a supporter of Reverend Hutchison and his fundamentalist agenda.

The Guard also serves the CNCS as a central structure for any and all hemispheric paramilitary activities. The Northern Guard Space Service has jurisdiction over much of the North's orbital and system-wide assets and the Northern Guard Intelligence Service (NGIS) serves as a coordinated intelligence and special operations bureau for the hemisphere as a whole. Of course, each league maintains at least one intelligence agency of its own and rivalries continue, but the NGIS often leads the pack.

The Guard has many elite units, but arguably the most famous is the 7th Gear Regiment, known as the Cat's Paws. The Paws are a special forces unit that uses cutting-edge Gears for surgical strikes and commando operations. The Paws were responsible for some of the most vital missions during the War of the Alliance and continue to fight in skirmishes with the South. The Paws are currently stationed in Zagazig in the NLC and are commanded by Colonel Stacey Diggs. Diggs is a respected soldier but has a knack for making political enemies in all the wrong places.



Northern Lights Confederacy - 2.1.2



The largest of the three Northern leagues, the Northern Lights Confederacy was born on a wave of missionary zeal in the dark days of Reconstruction. The Gentle Prophet Mamoud Khodaverdi was born on the Irrian Plain in what would become the NLC. When his life long follower Nathani Reiss and his son Jakob split after his death in TN 1507, Nathani returned North to the hamlet of Sorrento and began spreading the Gentle Word of Revisionism. The whole region was at that time caught in a bloody cycle of civil war and many were receptive to the unifying words of Second Follower Nathani. After Nathani personally settled the conflict between the twin cities of Valeria and Port Aurora, they (along with Petropolis and Smolensk) joined with Sorrento to form the NLC. Over the following decades many other cities were integrated whither through negotiation or religiously motivated conquest. Eventually, the NLC would come to sponsor the birth of the CNCS in response to the threat of the Republic and its vassal states in the Allies Southern Territories.

Today, the Northern Lights Confederacy remains arguably the most powerful league in the North. Like the rest of Terra Nova it suffered during the War of the Alliance, but its territory was only briefly occupied. Under the leadership of war-hero Anders Von Breslau, the NLC was able to recover quickly. The borders with the Badlands have been rather wild since the war, however, with well-armed bandits and smugglers becoming a real problem. The interior is more peaceful and quite diverse. Corporate-owned towns like Petropolis and Kossuth share space in the House of Congress with religious strongholds like Sorrento and quiet towns like Exeter. This diversity is often overlooked by outsiders, who see Norlights as stuffy religious conservatives. The league also includes Sesshu, an enclave of artistic expression and (according to some) decadence, and the wild sports town of Innsbruck. The latter hosts the annual Death Track 1000, the planet's top Gear race that attracts tourists and elite pilots from across the North. Nevertheless, the league has a strong religious streak that has long defined it as a nation. The rise in Revisionist fundamentalism, however, has created many social upheavals in Valeria and across the NLC.

More information on the NLC can be found in the **Northern Lights Confederacy Leaguebook**.

▣▣ Vital Statistics

Founding Date:	TN 1525
Method of Government:	Representative Democracy
Head of Government:	President Kathē Adjanni
Member Cities:	Valeria-Port Aurora (capital), Exeter, Franklin Harbor, Innsbruck, Kenema, Kossuth, Livingstone, Petropolis, Sesshu, Skadi, Smolensk, Sorrento, Yele, Zagazig
Population:	34.1 million

▣▣ History of Leadership

The Northern Lights Confederacy is generally considered the leading power of the North. The largest of the three leagues, it has the biggest army and is usually at the head of diplomatic initiatives. As the heart of Sorrento Revisionism, the NLC is also often thought of as the "soul" of the hemisphere. It was the NLC that led the charge to unify the hemisphere (despite a long-standing conflict with the UMF) and the CNCS and NLC share Valeria as their capital.

Up until the War of the Alliance, the leadership of the North was generally in Norlight hands and the Northern Guard was largely seen as an annex to the Norlight Armed Forces. The Earth invasion changed much of that. Field Marshal Anders von Breslau, commander of the Terranovan forces, went on to become Norlight president but put a great deal of emphasis on cooperation across the region. He placed a Mercantile general (Victoria Edden-Smythe) in command of the Guard and took steps to ensure that it became a truly independent military entity. Some Norlights resent this loss of status for their league and diplomatic tensions between the UMF and NLC are on the rise again.

▣▣ Church and State

Sorrento Revisionism is the glue that holds the Norlight Confederacy together, but it is now starting to break it apart. Second Follower Thor Hutchison — leader of his faith — has led a charge for a renewed fundamentalism and brought the church squarely into the political arena. Using the Prophet's Shield, a shadowy group of allies within and without the church, Hutchison has strengthened his faith's position and made himself a key to political success in the North. Unfortunately, this has led to a new streak of intolerance. Norlights of other faiths find themselves victims of discrimination and those who feel the state should be free from religious influence are branded as radicals and extremists. Behind closed doors, the battle lines between church and state are being drawn. CNCS Chief Justice Stark is Hutchison's most persistent foe, while Norlight President Adjanni is increasingly caught in the middle.





2.1.3 - United Mercantile Federation

The second largest and wealthiest league in the North, the United Mercantile Federation is a counterpoint to the NLC. While the Norlight Confederacy was born out of religious fervor, the UMF was built on corporate will. While the first steps toward the UMF were taken in response to the rise of the NLC and WFP, the new league soon became a corporate entity and used corporate methods to expand its power base. Internally, the UMF made citizenship a monetary issue, granting votes to those willing to pay (including corporations). This revenue serves as the state's sole revenue base, making taxation a straight trade-off for representation. Externally, the UMF proceeded to accomplish takeovers in surrounding city-states, using military might and aggressive diplomacy hand in hand. One common tactic was to assure targeted city-states that they could maintain their internal social system. Before the formation of the CNCS, the UMF was considered the most powerful and aggressive state in the North because of its aggressive tactics and well-equipped army. Gears, optical NNets and many other cornerstones of Terranovan military technology were originally developed in the UMF.

The most powerful UMF corporation is Northco, the manufacturer of the Hunter and Jaguar Gears. Northco practically dominates the city-state of Rapid City and is the biggest voting entity in the national elections. Northco CEO Natalya Korolov is generally considered to be among the most important power-brokers in the hemisphere. Indeed, she chairs the Corporate Council, an assembly of the UMF's top corporations that acts as some kind of shadow government in the league. It was her support of current Treasurer Yves Banderas that won him his position, and most people feel he must be some form of mouthpiece for her. Korolov is a ruthless business leader and is greatly concerned by the rise of Norlight competitors such as Shaian Mechanics. She wishes to see Northco remain on top of the technological heap and is ready to do almost anything to ensure this.

The UMF's industrial strength made it an attractive target for the invading Earth forces and the league suffered orbital bombing and repeated attacks from the CEF. The Ashington Plains suffered most especially during this time. The UMF used strategic arms to hold back the invaders when necessary and parts of the Plains still bear the terrible scars of this time.



Vital Statistics

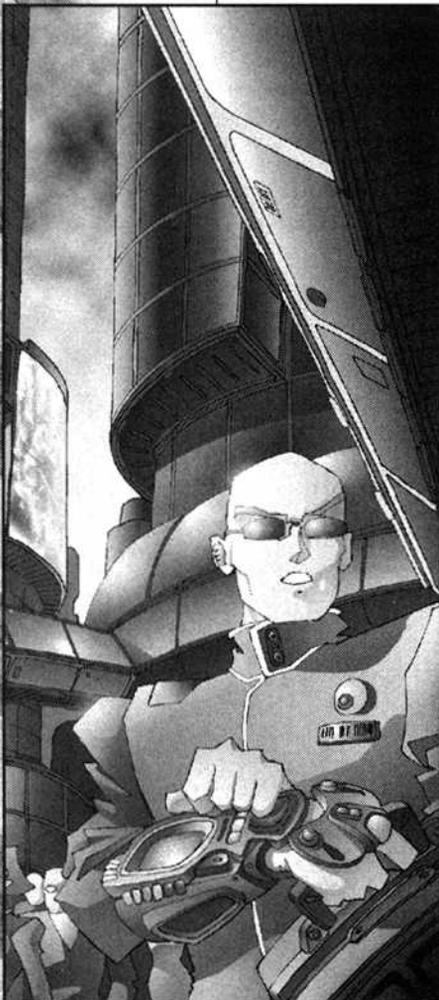
Founding Date:	TN 1528 (as Lyonesse League), TN 1551 (as UMF)
Method of Government:	Capitalistic Democracy
Head of State:	Treasurer Yves Banderas
Member Cities:	Lyonesse (capital), Ashington, Baton Rouge, Canterbury, Djakarta Point, Mainz, Marathon, Pioneer, Rapid City, Swanscombe, Zagreb
Population:	27.7 million

Corporate Diversity

The Mercantile strategy of guaranteeing the social systems of city-states that were incorporated into the league has made the UMF the most polyglot league in the North and arguably on the planet. While cities geared toward big business are the rule, including the motor-city of Rapid City and the computerized town of Marathon, the UMF also includes a strict matriarchy in Swanscombe, a hereditary monarchy in Ashington and a communist state in Zagreb. The most powerful social current remains corporate business, however. Huge corporations such as Northco and Abaline Research purchase enough votes to control much of the election results and most governmental functions are thought of in corporate terms. The nation itself is a corporation, with its bureaucracy held to a strict sense of accountability. The UMF Army, while supremely well equipped, has a roguish reputation. Indeed, according to some, it is mostly a glorified PR machine for the state, a showcase for Northco's best products. UMFA veterans of the War of the Alliance greatly resent these comments.

An Eye Toward the South

The postwar period has seen an increasing gulf growing between the UMF and the NLC. The Norlight state has tried to assert its economic independence and many Mercantile corporations resent the rise in Revisionist feeling across the North — which they see as an instrument of Norlight power. Treasurer Yves Banderas, in inimitable Mercantile style, is busy transforming this problem into an opportunity. Looking South, he has tried to build bridges to the Mekong Dominion, the Allied Southern Territories' own corporate state. Banderas and some of his allies have visions of an alliance between the two wealthy states that could exert financial control over the rest of Terra Nova. The CNCS would consider this plan treasonous, of course, so Banderas has established a network of spies and secret negotiators of his own. Northco CEO Korolov has become aware of Banderas' plans and is less than happy about it. Indeed, she fears that any ties with the Mekong Dominion will cost her company lucrative contracts with the NLC and WFP, and expose it to increased competition. So far the Mekong response has been careful interest.





Western Frontier Protectorate - 2.1.4



The smallest of the three Northern leagues, the Western Frontier Protectorate is built upon the fertile expanse of the Great Western Plain and framed by the Westridge Range and the Barrington Basin. Although the plains produce a great deal of wheat and johar (edible native grasses), the lack of natural obstacles has historically made the region very vulnerable to attacks. The West developed a militaristic lifestyle in response, building walled and armed city-states known as forts to defend themselves. The communities of the region were subject to attack from rover bands and neighboring states throughout Reconstruction and this led to the formation of the Protectorate. Soon thereafter, as the danger of attack became increasingly grave, the Protectorate's military took control of the political arena and oversaw the fortification of the city-states. Ever since, citizenship has been extended only to those who have served in the military and the army has been constantly pacifying the rough Badlands frontier.

The Great Western Plain is also subject to violent storms because of its exposure to the Barrington Basin. The Basin is the birthing ground for the most violent Badlands tempests and they can easily cut up into the WFP. Sand can suddenly whip out of the horizon and into the crop and ranch lands. The WFP has initiated a tree planting program along the savannah regions to stave off desertification. Nevertheless, this choice of lifestyle may also stem from the violent weather.

The West's geography proved a hindrance again during the War of the Alliance. The major landing point of the CEF forces was in the Barrington Basin and little stood between them and the West. Although the CEF had its sights set on the industrial heartland of the UMF, the West fought a constant and not always successful battle to preserve its lands from the invader. The West also provided some of the war's greatest heroes. Lang Regina, an officer from Fort Henry, would lead the Northern contingent during the climactic Battle of Baja. She now serves as the Fort Henry Proconsul. In the postwar period, she has become a political moderate. Well aware of the cost of war, she hesitates to send her nation into a bloodbath again unless she feels it strictly necessary.

▣ Vital Statistics

Founding Date:	TN 1527
Method of Government:	Militaristic Democracy
Heads of State:	Proconsuls Zucco Adamo (WFPA Field Marshal), Lang Regina, and Hasegawa Ichiro.
Member Cities:	Fort William (capital), Fort Henry, Fort James
Population:	13.9 million

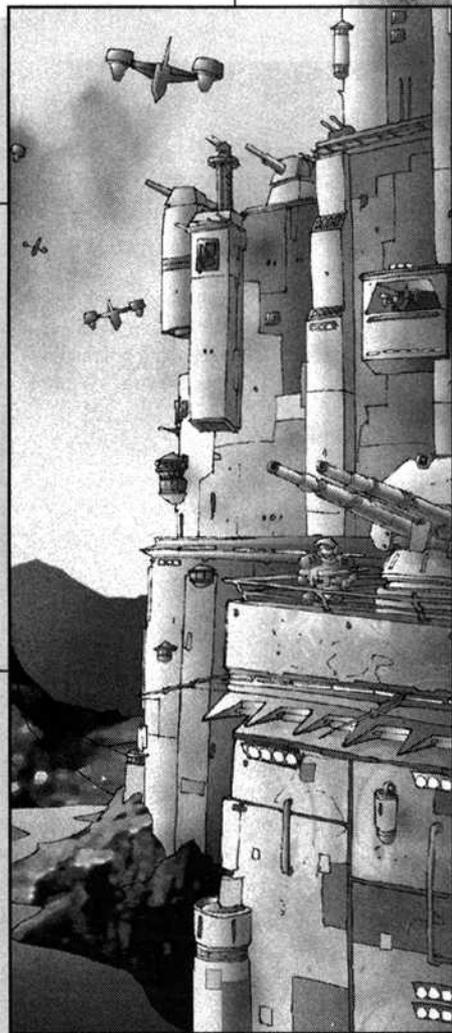
▣ Citizens and Clans

Western society is divided along two lines: citizenship and clan. Because only those having served 5 cycles in the army (or more in other allied forces) qualify for citizenship, a full two-thirds of the population does not have any voting rights. Although non-citizen residents are still ensured certain rights and many live happy lives, they do form a second class and can never achieve positions of true political leadership. Residents are still members of their clan, however, and this can be as important as voting rights.

Westerners take family prestige and heritage very importantly and most are willing to stand with their kin come hell or high water. The number of clans is huge, but most are loosely aligned with one of two factions. The Zuccite faction (headed by clan Zucco and Field Marshal Zucco Adamo) is the most powerful and is considered aggressive and conservative. Their more moderate rivals form the Maderan faction, headed by clan Maderas and Lang Regina herself. Non-citizens usually have their rights defended by relatives who have achieved citizenship. Westerners take clan so seriously that they traditionally place their family name ahead of their given name.

▣ Counterculture

The West has a twin cultural legacy. On the one hand it is a land of self-reliant, conservative people who place great emphasis on military traditions and on their families. On the other hand, the league breeds a wild attitude that expresses itself both in the stereotypical Western tendency to go off half-cocked and a vibrant and extreme counterculture. Fort William is the Northern center of shock, a musical and cultural style seemingly designed to upset conservative attitudes and appeal to young minds in search of rebellion. Shock has played on tensions in the West, with many hits of the genre pointing accusing fingers at the army and appealing to non-citizen residents. Shock also tends to be critical of clan and emphasize individuality. Many traditional Westerners see the movement as an aberration, but others accept it as a natural outlet for teenage rebellion and the frustration of mounting tensions with the South. Indeed, if the South were to attack, few Westerners doubt they would see their streets become combat zones once again.





2.2 - THE SOUTH

The southern hemisphere of Terra Nova is geographically more diverse and harsher than the North. While grassy plains, stark alpine heights and forests can be found, the South is also home to huge expanses of tropical jungle and endless swamps. Generally tropical in climate and teeming with indigenous and adapted species, the South seemed attractive to early colonists and became home to Port Oasis, Terra Nova's oldest spaceport.

The South as a whole was settled by a diverse group of corporate and private colonists that initiated a program of selling lands to citizens. This has left the hemisphere with a laudable legacy of diversity and a bloody history of conflict. The hemisphere is now officially united under the flag of the Allied Southern Territories (AST). The AST is dominated by the South's largest league, the Southern Republic (SR) that uses it to effectively control the other Southern leagues, namely the Mekong Dominion (MD), Humanist Alliance (HA) and Eastern Sun Emirates (ESE). Like the North, the AST also has several Badlands protectorates: Westphalia and Azov in the Western Desert and New Baja in the Karaq Wastes. AST troops are also currently occupying Lance Point, an important petroleum source for the Republic that is officially allied to the New Coalition in the Badlands (see 2.3.2 Port Arthur and NuCoal, p. 30).

The AST is officially ruled by the Curia, an assembly made up of Lord Councilors appointed by the government of the Southern Republic. These posts are usually given as rewards to loyal Republican officials and a few prominent members of the so-called "vassal leagues" who have not rocked the boat. The Curia is chaired by Lord Protector Jacques Molay. While the Lord Protector is usually seen as nothing but a mouthpiece for the Prime Minister of the Southern Republic, Molay has been very independent. A former director of the dreaded Southern Republic Intelligence Directorate, Molay seems free to act as he sees fit. Few people in the South realize that this freedom of action goes back to a secret deal between Molay and Republican Prime Minister deRouen. Molay could ruin deRouen by releasing details of his rise to power, so the Prime Minister has little choice but to let him act as he wishes — at least until he can be dealt with.

More information on the Allied Southern Territories and its member-states can be found in the sourcebook **Life on Terra Nova**.

2.2.1 - Southern Life

Life in the South is far more varied than in the North. Radical cultural differences separate the various leagues and even regions within them. The AST counts scientist-philosophers, wealthy emirs, slaves, merchant princes, soldiers, industrial workers and many more as citizens. With the notable exception of the Humanist Alliance, the southern states generally leave their citizens free to choose their beliefs and act as they will. Personal freedom is appreciated, and short of harming anyone, most Southerners may do as they please. The one taboo area is political expression, especially in the Southern Republic. The media and the individuals may discuss any topic they choose, but criticizing or opposing the government is extremely dangerous. The Republican government has eyes everywhere and dissidents have been known to vanish overnight without a trace. Southerners in general (and again, especially in the Republic) have a very supremacist attitude and openly express great pride in their society and in their achievements. They tend to despise the Northerners' repressed attitude, in particular their religious zeal.

The official language of the Southern Republic is Universal French, a derivative of French, Italian and Spanish, although Anglic is also taught in schools and used for international affairs. By force of absorption, the smaller leagues have also adopted some Universal French, but the Eastern Sun Emirates still cling to their original Mandanese. In the Humanist Alliance, the majority of people speak Intralingua, a "constructed" language which is extremely easy to learn and is spoken here and there over the world.

The currency in the South is the dinar, which is worth about the same thing as a mark in the North. Despite occasional fluctuations, the two currencies have remained fairly comparable ever since they were established. Dinar notes have different size but are invariably deep red. Northerners often refer to it as "blood money." As a habit, most southerners keep their larger bills on the outside of the smaller ones to give the impression of wealth.

While perhaps more repressive than the North in many respects, the South is host to several cultural wonders which do not find their equivalent in the northern hemisphere. For instance, the Yang Dancers from Atsi in the Mekong Dominion never cease to amaze their audiences, regardless of their origins. Body sculpting, also an art form originating from Atsi, combines plastic surgery and esoteric aesthetic concepts, using the body as a canvas and sometimes resulting in alien-looking humans. The alternative shock music bars of Newton feature erotic and exotic performances which would seriously disturb any Northerner. In the Eastern Sun Emirates, the excesses of the Patriarchs may have trampled the human rights of their citizens, but they have also led to wondrous constructions and architectural feats. Without a doubt, being a Southerner often means having been in touch with the most colorful cultures of Terra Nova.





A Lord and Its Vassals ◆

The Allied Southern Territories are in fact nothing more than a convenient way for the Southern Republic to dominate its neighbors. Any pretense of equality between the member-states is at best naive and usually the product of Republican propaganda. Not only are the members of the Curia named by the Republic, but it includes three Lord Chancellors — AST officials whose job is to oversee the vassal states and ensure they conform to a Republican agenda. The AST was formed in conquest and remains an instrument of bondage, although one that seems to be cracking at the seams.

Indeed, the structure of the AST is currently under a great deal of stress. Lord Protector Jacques Molay has been acting extremely independently from Republican Prime Minister deRouen, using leverage dating back to a secret deal between the two men. This has caused great strain within the AST. Resistance is also growing from the vassal states. The Mekong Dominion has used corporate means to remain powerful in its own right, while the Humanist Alliance has used its opaque social system to resist Republican social control. In the Eastern Sun Emirates — where the aristocracy is largely corrupted by the Republic — armed revolt is spreading.

The Southern MILICIA ◆

The Southern counterpart to the Northern Guard is the Southern MILICIA (MILitary Intervention/Counter-Insurgency Army). Unlike the Guard, however, the MILICIA is not a prestigious volunteer army that leads the charge during a war. The MILICIA is a conscript force made up of citizens of the three vassal states (and some Republicans) pressed into service. It is generally considered the poor cousin of the far more prestigious (and larger) Southern Republican Army and so is assigned to menial duties and given poorer equipment. In peacetime, the MILICIA acts as a border guard, ensures peace in AST member states and deploys in the Badlands to defend Southern interests and harass the Northern Guard. During a war, the MILICIA becomes a pool of expendable forces to be used by the Republican Army and is absorbed into its command structure.

Currently, the worst assignment for MILICIAmen is the city of Basal in the ESE. In the midst of an armed revolt, Basal is a hellhole where rebels and ESE troops fight a life and death battle in the streets. The MILICIA has been instructed to only defend military targets for the time being, but the conscripts inevitably find themselves under fire from both sides.

Perhaps the best assignment in the MILICIA is to the elite Special Intervention Unit (SIU). Created by Commandant Aristide Lazarus, the SIU groups together a wide variety of troops with special skills for dangerous missions. Most SIU operations are commando-style missions (often using Gears), but Aristide is thought to have deep cover agents under his command as well. Lazarus is reputed to have the most loyal troops in the army; indeed, most of his agents were personally recruited, often from troubled backgrounds, and given the chance to shine.

Web of Intrigue ◆

The South is sometimes called the Land of the Snakes because of the legendary amount of backstabbing, espionage and assassination that takes place in the halls of power. Although many Southerners lead perfectly respectable and peaceful lives and the North has its fair share of shadowy organizations, the South's intelligence agencies are truly legion. Every politician, business leader or power broker worth his salt will have at least one source of covert information and "special operations" resources. Those who do not make easy targets for their more resourceful enemies.

The king of all Southern shadow empires, the Southern Republic Intelligence Directorate (SRID) is a gargantuan body with its tentacles across the hemisphere. SRID is responsible for federal policing within the Republic, but also for intelligence gathering and political security. SRID directs many operations in the vassal states and the North and uses its puppet Allied Southern Intelligence (ASI) in the Badlands. The Republic also counts Les Témoins (the secret police), Military Intelligence and the Légion Noire (military special forces) among its shadow-players. The Humanist Insight and Regulatory Authority (HIRA) is the Humanist Alliance's own intelligence organization and it carries out a surprising number of illegal operations inside the Republic and other states. Most major Mekong corporations have their own intelligence wings as well, as do several prominent emirs in the ESE.

The Wildlands ◆

The South has a proportionately much higher ratio of wild and largely unexplored lands than the North. In 1900 cycles of inhabitation, almost all regions have been at least charted, but many of the deepest jungle areas have been largely left alone and are still considered dangerous territory. The chaos of the colonial times and Reconstruction also saw the development of isolated and even "primitive" tribal cultures in remote areas as people lost contact with "civilized" centers. Because of the contrast between highly modern city-states and areas of nearly untouched wilderness, Southerners often divide themselves between urban "drylanders" and rural "wildlanders."

The roughest wildlands include the deep jungles of the Yung An Basin and the depths of the Okavango Swamp. The jungles of the Mekong Dominion are home to a bewildering variety of tribal communities, bandit legions and dangerous creatures. The jungle has been known to swallow up whole cities and the number of ghost towns still sought after by treasure hunters is legendary. The Okavango Swamp in the Eastern Sun Emirates is a huge marshy area that hides a thousand dangers. Eastern traders and rebels ply the murky waters in shallow craft, while vicious beasts lurk just under the surface.



2.2.2 - Southern Republic

The dominant political and military power in the South is unquestionably the Southern Republic. Terra Nova's most populous league, the Republic was built on a wave of conquest that lasted over 200 cycles, from the dark days of Reconstruction all the way to the Southern War of 1670. During this period the Republic reached its current borders by conquering 12 city-states and then moved on to dominating the neighboring leagues. The Allied Southern Territories are in fact nothing more than a convenient structure for Republican control. Military power is the key to Republican dominance, but the league is not a military dictatorship. Instead, the upper echelons of both the military and civilian bureaucracies share power. The population participates in elections, but the real decisions are made long before ballots are cast. Average Republicans accept this lack of political say in exchange for prosperity and freedom in their private lives. As long as the state provides a high standard of living, continues to show itself as grandiose, and does not legislate private choices, most Republicans gladly allow themselves to be ruled. Propaganda and education reinforce this social contract and a huge internal security apparatus enforces it.

Northerners see the Republic as a land of total oppression, but citizens call it a nation of true freedom. Republicans live in incredibly diverse conditions and are free to explore all kinds of lifestyles without attracting either legal problems or the scorn of their neighbors. Rural farmers, sophisticated Oasians and bold Ashantites all accept each other. Of course, the line between private matters and matters of state security is thin and nebulous. An artist whose bold work is a critique of the state can be paid a visit by the authorities. The organization charged with protecting Republican security and supremacy is the Southern Republic Intelligence Directorate. SRID is responsible for most extra-territorial espionage, internal counter-espionage and also serves as the national police. SRID Director Justinian Salazar is generally considered one of the most powerful men in the hemisphere. Even more shadowy than SRID, however, are Les Témoins (literally, the Witnesses). Acting as state secret police, Les Témoins have agents and associates operating secretly throughout the Republic. They report to the local police and SRID, providing evidence and background information. Few people are privy to the identities of Témoins, not even SRID.

More information can be found in the sourcebooks **Southern Republic Leaguebook** and **Southern Republic Army List**.

Vital Statistics

Founding Date:	TN 1545
Method of Government:	Nominal Representative Democracy
Head of State:	Prime Minister Louis Philippe deRouen
Member Cities:	Port Oasis (capital), Ankara, Aquitaine, Ashanti, Bethany, Innsmouth, Marabou, Newton, Réunion, Saragossa, Siwa Oasis, Timbuktu
Population:	53 million

Culture of Honor

The strongest cultural bond between Republicans is their sense of honor. Public image and respect are very important for citizens at all levels and this mutual understanding does more to keep the league unified than traditional propaganda or state terror. Soldiers follow orders and citizens respect each other's privacy because of the stigma of not doing so. Republican honor is as much about image as morality, however. Careers and lives can be destroyed by rumor and innuendo, but the victims of such character assassination often seek retribution in duels or counter-offensives — if they can find the guilty parties. The ultimate paragon of this brand of honor is the Republican Army. Dressed in bold burgundy uniforms, the soldiers of the Republic are held to a high standard of behavior and (for citizens) serve as icons of all that is good in the league. For foreigners, on the other hand, the army is the military fist that risks to come and crush them.

The Edge of Chaos

The precarious political balance in the Republic has come under a great deal of strain in the last cycles. In the 1920s, Louis Philippe deRouen rose to the post of Prime Minister with blinding speed and was able to displace much of the old bureaucracy. He became the closest thing to an absolute dictator the Republic has ever had. DeRouen does not seem able to control AST Lord Protector Moley and many other powerful politicians are biding their time for an opportunity to displace him. For now, he is powerful and popular, but he must maintain stability to remain so. Stability is unfortunately fleeting. Beyond the intrigues of Port Oasis, the city-state of Saragossa has become a grave problem. Local anti-Republican revolutionaries have transformed themselves from a dying movement to a real threat to the state in the postwar years. Externally, revolt in the Eastern Sun Emirates and evidence of resistance in the other vassal states threaten the dominance of the Republic. Some whisper that deRouen wants a war to unify the country behind him.





Mekong Dominion - 2.2.3



The Mekong Dominion is a powerful merchant league that holds many of the economic resources of the South. The Dominion is the successor of the a huge corporate alliance that purchased colonization rights for much of the Yung An Basin and the surrounding plains. This Terra Nova Corporate Foundation (known to Dominionites as the "Founders") became a powerful lobby for colonial rights and eventually had to flee Earth when the home world abandoned Terra Nova. After a long period of ensuing chaos and civil war, the various corporate enclaves and other cities formed into the Mekong Dominion. To this day, the Dominion maintains the corporate social model established by the Founders. The league is ruled by the CEOs (called taipans) of the largest corporate houses and the nation is the South's economic powerhouse. The Dominion is probably the Southern Republic's most important partner in the AST and it was the Dominion's decision to sign a formal alliance that allowed the Republic to conquer the other vassal states.

Since then, the Mekong Dominion has been a deceptively loyal partner to the Southern Republic. All the while the Dominion has been helping to finance Republican power in the hemisphere, it has also been working to further its own hold. Mekong corporations hold shares in a great many key industries across the South and a surprising number of decisions are made within the Mekong Assembly before arriving in the Curia or even the Estates General. The Dominion supports the AST because it ensures profits and serves as a cover for exerting economic control over the hemisphere.

The Dominion suffered greatly during the War of the Alliance, and saw a great deal of territory come under occupation or become constant battlefields. Jungle fighting in the Domion (and ESE) was among the most brutal fighting during the conflict. With Earth forces having cut deep into the league and Terranovan forces strained past their limits, many feared the invaders could never be dislodged. This desperate battle did, however, reemphasize the prestige of the Mekong Peacekeepers, the league's national police and home defense guard. The Peacekeepers were often the only line of defense and became heroes of the state by the end of the war. Today, in a league often rife with corruption and double-dealing, the Peacekeepers are universally respected for their honor and skill.

□ Vital Statistics

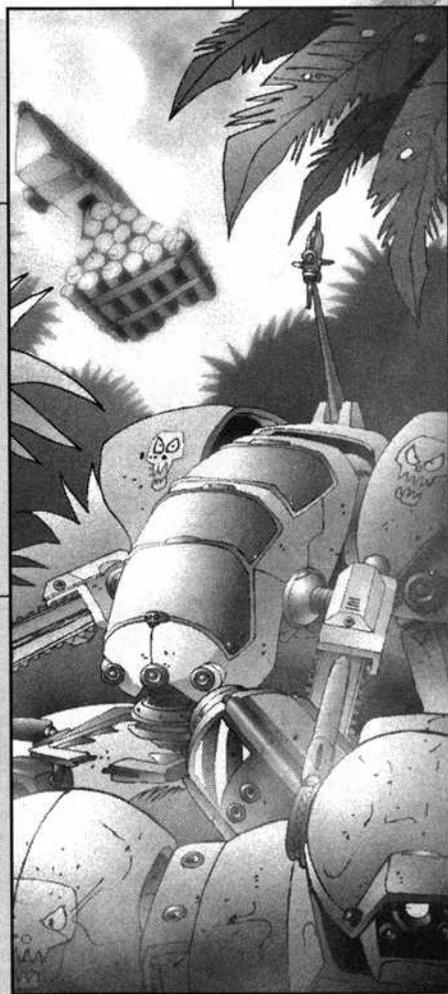
Founding Date:	TN 1532 (as Mekong Alliance), TN 1562 (as Mekong Dominion)
Method of Government:	Mercantile Oligarchy
Head of State:	Speaker Miyako Sogabe of the Mekong Assembly
Member Cities:	Mekong (capital), Atsi, Hsi Tsang (under AST authority), Loyang, Ngorongoro, Olduvai, Yung An
Population:	46.8 million

□ Taipans and Ouyabuns

The Mekong Dominion is sometimes called two faced by outsiders. While it has a rich and sophisticated culture, including an excellent education system and a vibrant arts scene, the Dominion is also home to wild bandit armies and slave rings. Indeed, the privileges of Mekong citizenship are reserved for those who own corporate stock and everyone else forms an official underclass that has few rights and little recourse to justice. The underworld has done an excellent job of organizing itself to deal with life in the Dominion. The roughest of criminals live in the deep jungles in bandit gangs and the largest of these form virtual armies that control whole provinces. The most feared bandits are the Mongols, led by an enigmatic Khan. More formal is the Mekong Yakuza, born of an alliance of criminal cartels that arrived from Earth in colonial times. The Yakuza control Hsi Tsang and are even recognized as a Mekong corporation. A recent deal with Mekong Lord Chancellor Durocher has made Hsi Tsang virtually free of Mekong control.

□ A Global Agenda

The taipans of the Mekong Dominion have rarely deviated from an agenda of global power acquisition that dates back to the league's creation. Financial and economic influence are their major instruments, but the taipans have long been willing to use darker methods to get their way. So-called ghost squads — highly trained saboteurs — help cripple competitors or targets of acquisition across the globe, while blackmail ensures influence even in foreign-owned companies. Taipan Aaron Logan or the Mekong Development Corporation has proven to be master of these strategies and many of the key CEOs in the Southern Republic are rumored to be in his debt. Some call him the most dangerous man in the South. Current Speaker Miyako Sogabe has taken a different tack, pushing through a program of mild social reforms to appeal directly to the people and create a more just state. She is still a ruthless businesswoman when she needs to be, however, and has her share of assassins and spies in the field. Among her most trusted agents is Kitani Yang, a famed Kabuki dancer who also serves as Sogabe's personal spy.





2.2.4 - Eastern Sun Emirates

The Eastern Sun Emirates (ESE) is the current "hot spot" of the southern hemisphere. Widely recognized as the most backward of the Southern vassal states, the Emirates has been home to a hereditary caste system established during Reconstruction by the crew of the HCS Eastern Sun, a merchant Gateship that refused to leave Terra Nova and crashed after a mutiny. The descendants of the command staff became the emirs of the East, while other citizens are either solicitors (middle-class) or commoners. The direct descendants of Captain Enri Masao himself became the Patriarchs of the league. This system was originally maintained by a bond of feudal responsibility between lords and lackeys, although it was always prone to certain excesses. The Republican invasion of the ESE made matters much worse. The Republic found it easiest to make the Patriarch their puppet and placed a pliable member of the ruling Masao family on the throne. From that time forward the Patriarch (or Matriarch) has owed his power as much to Republican support as to the respect of Easterners and the support of the nobility. This has largely snapped the bonds of respect between the classes and many emirs have become utter degenerates, using blood sports and unspeakable acts to stave off boredom. Oliver Masao, the current Patriarch, is the most extreme example of this unfortunate trend.

Despite its reputation, the East is not only a land of decadence and brutality. Eastern commoners and, to a lesser extent, solicitors, maintain a strong and vibrant culture that has not forgotten the days before the AST. There are progressive emirs as well and many claim that a wave of change in the East is long overdue. TN 1931, two cycles ago, saw the beginnings of this change when the Emirate of Basal declared its independence from the ESE. Revolt has been a constant undercurrent of Eastern life, but this was the first revolution to be led by a legitimate emir, a man named Nigel Shirow. Shirow had spent much of his life in hiding because of his brother Salman's machinations and gained an understanding and appreciation for commoners. When he finally rose to power, he broke ties with the Patriarch and called for freedom for his nation. A bloody civil war ensued, with fanatical Patriarchal troops committing atrocities on the civilian population while unlucky MILICIAmen are stationed to keep the revolt from spreading.

Vital Statistics

Founding Date:	TN 1492
Method of Government:	Hereditary Aristocracy
Head of State:	Patriarch Oliver Masao
Member Cities:	Strathclyde (capital), Bangweuleu, Basal (in revolt), Cimmaro, Javari, Okavango, Skavara, Smyrna
Population:	29.6 million

Mystic Outlooks

A large part of the Eastern reputation of backwardness comes from outsiders who cannot understand the importance locals place on esoteric and quasi-mystical matters. For a traditional Easterner, material matters are only half the equation of life and matters of the spirit are just as important. This has led to a wide range of millennial and mystical movements taking root in the Emirates. Revisionism found its only fertile Southern ground in the ESE and the Massadan branch of the church remains strong in the league. Erzach Ibn-Muhammad, the only Terranovan Jerusalemite prophet, is also believed to have hailed from the East. This trend is currently evident in the activities of Adrianna Xing and Rafael Bhravo. Xing is a Revisionist mystic from Bangweuleu. She claims she has been visited by Mamoud and calls herself his Apostle. Bhravo is the exiled child emir of Okavango and is currently traveling the league at the head of a growing procession of children and holy men. Easterners also hold memories of Earth as almost mystical and the prospect of a return to the home world is still talked about in some circles.

Revolution

The Basalite revolt has been ongoing for two cycles, has cost thousands of lives and has had aftershocks across the league and beyond. The CNCS rapidly recognized the independence of Basal and it is widely believed that Shirow receives substantial Northern support in the form of supplies and intelligence. Easterners tired of the Patriarch's rule have traveled to Basal to swell the local forces or set up covert support for him in their own regions. Other emirs have begun to talk about change and several are providing covert support to the revolution. The Republic and AST are obviously very concerned by these events. The MILICIA has had troops stationed in Basal since the beginning of the revolt, but they are under orders to defend military targets only. Those in the know take this limited engagement as a sign of discord between Lord Protector Molay (who despises Shirow), Prime Minister deRouen (whose sole concern is political survival) and Lord Chancellor Kenichi Tanaka. Tanaka is the Republican charged with overseeing the East, but has no respect at all for Patriarch Masao. The Patriarch himself seems to be enjoying the chaos.





Humanist Alliance - 2.2.5

The Humanist Alliance (HA) was created as a bold effort to create a perfect society, where citizens could live in peace and reach their full potential. Much like the doctrines of Revisionism in the Badlands and the North, the Humanist way was born of the terrible suffering of the Reconstruction era. Yuri Gropius, a bold thinker of the time, saw the blood and chaos around him and set out to better his world. Using his own idea on behavioral science and borrowing from the philosophies of the ancient thinker Plato and the example of Greater Samarkand, a 30th century utopian state on Earth, Gropius built Terra Nova's first true league of city-states and established a radical social system. At 16 cycles, after undergoing extensive testing, Humanists are assigned to one of three castes. A small minority become preceptors (the scientist-leaders of the league), a slightly larger number become protectors (the guardians, soldiers and police of the league) and the remaining 90% or so become commoners who undertake all other tasks. This system is designed to ensure that everyone ends up a position best suited to their capabilities and desires.



Gropius' utopian state survived his death and thrived for over two centuries. The central direction of the state's resources proved very effective and allowed the Alliance to build an unparalleled high technology base. Gropius and his system came to virtually replace religion in the Alliance and his successors took on the title of Illuminatus (enlightened one). Unfortunately, technological advancement and planning was not enough to halt Republican troops for more than a few cycles and the Alliance was forcibly brought into the Allied Southern Territories in TN 1670. Since then, the Alliance has made the best of its position in the AST and tried as best it could to preserve Gropius' dream.

The Republic has demanded certain "reforms" be made to the system and slowly some changes have been made. For the most part, however, the Republic is most concerned with ensuring that the high technology weapons developed in the Alliance are under their control. The Ghost stealth aircraft as well as the Fire Dragon and Damocles striders are only the best known examples of Humanist military technology. Some believe the Alliance has many more advanced vehicles and prototypes they keep under wraps.

☐ Vital Statistics

Founding Date:	TN 1482
Method of Government:	Self-Perpetuating Hierarchy
Head of State:	Illuminatus Salvador Anastapulos
Member Cities:	Perth (capital), Gardena, Gropius, Oxford, Raleigh, Thebes, White Rock
Population:	23.4 million

☐ The Price of Utopia

The "perfection" of Humanist life does not come without a serious price. Concepts such as absolute privacy, political freedom and unrestrained career choice are totally foreign to the Alliance. Many fundamental choices are made for the citizenry without any say on their part unless they happen to be high-placed preceptors. Social peace and happiness is ensured by aggressive programs aimed at eliminating "deviance" (what would be considered crime or alternative thinking in other leagues). Hypnotherapy, reeducation assisted by drugs, and electronic surveillance are all very common in the Alliance. The Humanist Insight and Regulatory Authority (HIRA) is responsible for uncovering deviance and also deals with internal security. The pressure to conform can be overwhelming and while Humanists have a high life-expectancy and are guaranteed all basic needs, the league still has the highest suicide rate on Terra Nova. Some internal dissidents feel that Humanist society is too strict (even more strict than Gropius intended) and have taken to armed revolt. The most prominent of these groups operates in the city of Gropius itself. The Southern Republic also distrusts the Humanist system and has tried to force changes, with only marginal success.

☐ Operation LongNight

When the Humanist Alliance capitulated to the Republican invaders, the Illuminatus of the time established a complex long term plan called Operation LongNight. This plan was designed to maintain Gropius' utopia through the "long night" of Republican rule. LongNight's timetable was very long because the Illuminatus realized that revolt could be very damaging to so ordered a society. In the meantime, the Alliance used its widespread control to prevent corruption from without. HIRA and the Department of Health and Morality (DHM) became the major instruments for LongNight. Unfortunately, the plan was dealt a serious blow by the invasion from Earth. Just before the CEF's arrival, LongNight seemed to finally be reaching fruition, but the cohesion created by a common enemy and the carnage of war seems to have derailed the plan. The current Illuminatus and his Inner Circle are scrambling to preserve their utopia in the face of growing instability.





2.3 - THE BADLANDS

The Badlands is the most volatile and hostile geopolitical region on Terra Nova. From roughly 15° North to 15° South, the Terranovan climate is arid and harsh, with marginal savannahs and dune seas stretching for hundreds of kilometers between water sources. Sandstorms and tempests regularly sweep the region, making life even harder. This harsh equatorial band, however, is home to 16 million people, largely because it is the only independent region on the planet. Neither of the two polar confederations has dominance in the Badlands. Of course the deserts also form the buffer between the polar powers and is regularly home to military task forces jockeying for position. As tensions increase, so do the stakes and many communities have come under pressure to align with one side or the other.

The equatorial arid band consists of four different deserts. All share extreme temperatures (reaching 50° C during the day) and near complete aridity. Precious water is only available from rare oases linked to the underground rivers of the MacAllen Cave Network. Indigenous life has adapted to the harsh conditions and plants either have huge root networks or live under the top layer of sand; animals are often nocturnal to avoid the blazing heat. Each desert is unique, however, ranging from the dune seas of the Barrington Basin to the scrub of the Western Desert. The Karaq Wastes and Eastern Desert, in turn, feature many rocky mesas and bolder plains. Perhaps the harshest place on the planet is the Great White Desert, a section of the Western Desert filled with deadly white sand. White sand is a corrosive substance derived from volcanic ash ejected by the many active volcanoes that line the region. Because of the plentiful natural wells (remnants of the same volcanic system that created the desert in the first place), the fringe of the White Desert is home to many homesteads.

More information on the Badlands can be found in the sourcebooks **Life on Terra Nova** and **Into the Badlands**.

2.3.1 - Desert Life



Across these harsh lands millions have made their homes. Several large city-states continue to thrive in the desert, chief among them Peace River. This corporate city is generally recognized as the greatest Badlands power, mostly because it is home to Paxton Arms, the planet's largest weapons manufacturer. Port Arthur, a community founded by abandoned Earth soldiers, is currently challenging Peace River's dominance and has recently helped found an alliance of independent city-states. Other communities have had to align with one power or another and both confederations have protectorates in the region.

Badlanders have developed a wide variety of ways to survive their harsh homeland. The most common communities are homestead counties, groups of family farms (raising native springers, hoppers, and waterroot) that cooperate and support a small trading town. Homesteaders are highly conservative and self-reliant. Others live in massive oasis towers, enclosed, half-buried complexes built over water sources. These massive buildings are designed to withstand tempests, can house thousands and serve as stops on major trade routes. The trading caravans that stop at oasis towers are nomadic communities in their own right, often including dozens of vehicles and riding animals, constantly crisscrossing the deserts. The most rugged Badlanders live in semi-nomadic tribes that minimize their reliance on technology, which is liable to break down or run out of fuel. One enigmatic tribe known as the Sand Riders is known to live within the Great White Desert itself. The most "modern" of Badlanders live in full-fledged city-states that feature all the conveniences of polar life.

Polar citizens often believe that Badlanders are small-minded hicks, but a surprising number of desert-dwellers are well-traveled. Caravans carry people thousands of kilometers and homesteaders often send some of their children off to get an education in the big city or with a relative in another community. The War of the Alliance displaced a huge number of people as well, while others went to ground to fight a resistance battle.

Regardless of their living conditions, all Badlanders share a healthy respect for just how precarious their existence is. They all seek shelter (and usually sleep) at midday and they all know how precious water is. Water purification and conservation are natural instincts to Badlanders, who shower with fine sand abrasive and use large super-cooled nets to strip the wind of its moisture. Badlander clothing is also specially adapted, often featuring a heat reflective poncho and a lining of heat exchanging gel. Because of their harsh lifestyle, Badlanders have a strong sense of community and a low tolerance for visitors from the poles trying to impose their will upon them.

Unfortunately, they seem not to have a great deal of choice in the matter. The Northern Guard and Southern MILICIA tend to fight their battles across the Badlands and are often heralded (or accompanied) by a legion of "political advisors" and "trade representatives." While Badlanders can continue to refuse polar dominance, there is often little they can do to stop entire divisions from rolling across their lands.



The Paxton Protectorate ◆

The Peace River Defense Force (PRDF) is the most active native military force in the Badlands. Consisting of the equivalent of a division of well-armed and well-trained soldiers, and organized roughly like the Northern Guard, the PRDF is responsible for defending Peace River and enforcing the Paxton Protectorate. The Protectorate is a corporate policy to ensure the peace and security of the Badlands. While the PRDF cannot patrol the whole Badlands, it does have a significant rapid-deployment air wing which gives it good range. Some of the Western Desert and all of the Karaq Wastes are under PRDF protection and dangerous rovers and polar forces can expect to be challenged by Paxton units.

The PRDF also regularly sends deep patrols further into the Western Desert where they sometimes confront the Arthurian Korps. Paxton sees the Korps as a threat and shooting matches have been known to break out when units meet. The distances involved make these battles relatively minor, usually ending in a rapid withdrawal of one side or the other. Paxton Arms is currently reevaluating the necessity of the Protectorate as the polar armies get more and more aggressive. With their interest in selling arms to North and South, Paxton executives are challenging the logic of defending small communities from their clients. Others argue that withdrawing from the Protectorate is tantamount to promoting a global war. The PRDF itself has remained neutral in the debate thus far, but General Lesli Moreshead, the PRDF's commander, may be forced to take matters into his own hands soon enough.

Despite its important role, the Defense Force is in fact only a recent entity. Before the War of the Alliance, Peace River maintained only a smaller militia geared exclusively for local defense. At the height of the war, however, Paxton mobilized the volunteer Peace River Army and helped turn the tide in Terra Nova's favor. Based on this success, Paxton established both the enlarged PRDF and the Protectorate itself. The Defense Force is not comparable in number to either the MILICIA or Northern Guard., but it does benefit from Paxton's best weapon systems as well as some polar designs purchased for credit.

For more information on Paxton Arms and Peace River, see *Chapter 3: Peace River*, p. 32.

Rovers ◆

Rovers are outlaw raiders, usually making their living by stealing from small communities and trade caravans. Despite tales of huge rover armies, most gangs can only threaten isolated homesteads and small trading convoys. Lightly armed bands are easily chased off by even a nominal defense force, and those communities with enough money to invest in light military vehicles, such as Gears, have little to fear from almost all rovers. Most gangs gather around a charismatic leader who provides arms, money, alcohol or some other desired item. Gangs usually last only as long as their leader is able to bring them success.

The aftermath of the War of the Alliance has made rovers more dangerous than ever. The Peace River Army (a Badlander army backed by Paxton) mobilized and armed a large section of Badlander society and battlefields remain littered with discarded or damaged weapons. Many gangs have acquired Gears and heavy weapons, making them much more powerful. Several communities have armed themselves in response, or have called on the PRDF, the Arthurian Korps or even polar forces for aid. Unfortunately, both North and South have realized that rovers can serve as excellent tools with which to harass their enemies and several gangs have acquired new weapons from their patrons. A small minority of rovers have established themselves as bandit heroes, protecting communities from outsiders in exchange for shelter. The largest of these bands is the Desert Wolves, operating in the Western Desert near Prince Gable.

Living Free ◆

Badlanders pride themselves on many things: their rugged life, their tenacity and their raucous sense of humor. But independence is the most valued Badlander quality. The endless equatorial deserts stand between the two giants of the CNCS and AST and the locals like living away from these geopolitical mammoths. The unfortunate price of living free on Terra Nova is living in harm's way: when the two confederations fight it out, they inevitably do so in the Badlands, for neither wants to fight on enemy soil. Although no formal state of war exists between the AST and CNCS, entire divisions of the Northern Guard and Southern MILICIA trudge through the dunes and come into conflict. The frequency of these conflicts is rising and more and more people feel war is imminent. In recent cycles the North has arranged for a protectorate over the holy city of Massada, while the South has occupied the industrial town of Lance Point.

While most Badlanders were born and raised in the sands, an increasing number of polar citizens are fleeing their homes to find a new life in the desert. Dissidents, rebels and free thinkers come to escape persecution, while others simply wish to live life without answering to anyone else. Officials from both poles are greatly concerned by the growing number of soldiers who are leaving for the Badlands. Many of these are retired veterans of the War of the Alliance who feel disgusted by the prospect of fighting their former allies, but a small but influential number of young and idealistic pilots are also leaving their nations behind. The defections of Northern Duelists Danghen and Maena Jarak is only the most recent example of this trend.

Some Badlanders have refused to accept the increasing polar influence in their homes and taken up arms to preserve their freedom. When the Southern MILICIA suppressed a worker's revolt in the Badlands community of Lance Point, the fleeing workers formed the Badlands Revolutionary Front under the charismatic leadership of Ernesto Jaxon. The BRF started out as a rag-tag group of rovers with political aspirations, but their struggle has inspired many other revolutionaries and the BRF banner is now claimed by a diverse group of cells across the desert. Perhaps the most dangerous of these cells operates in Peace River and fights to overthrow the corporate giant Paxton Arms (see *Chapter 3: Peace River*, p. 32, for more details).



2.3.2 - Port Arthur and NuCoal

The most populous Badlands city-state, Port Arthur was originally known as the Western Basin Base. The Barrington Basin settlement was built by Earth's Colonial Expeditionary Force as a beachhead and later as a supply port. Soon after the end of the war, survivors from every side started to arrive at the camp seeking refuge. In TN 1921, Colonel Charles Arthur III, a former senior officer of the Colonial Expeditionary Force, built up a loyal following and unified the various factions in the city. Today, Port Arthur is one of the strongest Badlander powers, boasting a large population, a strong military (known as the Korps) and a lucrative spaceport. Port Arthur has recently joined the New Coalition, forging a strong alliance with other Badlands communities and becoming a serious rival to Paxton Arms' dominance in the region.

Arthurian society is weird collage of Earth and Terranovan cultures. On occasion, the differences between the various groups boil over, but normally they co-exist peacefully. Over one quarter of the population are Genetically Recombined Experimental Legionnaires (GRELs), the genetically engineered "supersoldier" shock troops designed to fight Earth's battles. About 2% of the city's population are normal Earthers. These exiles form the core of Port Arthur's military high command and intelligentsia. The majority of Port Arthur's population is composed of native-born Badlanders. These immigrants overcame their fear of the Earth military forces and established most of the businesses, wealthy diamond mines and farms around Port Arthur.

The GRELs are divided into eight classes, each designed for a specific battlefield function: Isaac (technician), Isabella (medic), Jan (leader), Cassandra (electronic warfare), Maxwell (gunner), Minerva (pilot), Mordred (shocktrooper), and Morgana (commando). In Port Arthur, GRELs live in segregated neighborhoods, and some fear they are becoming restless. Most Terranovan strategists believe that Port Arthur maintains enough equipment to arm and supply almost all their GRELs. This is of great concern because it means that, if necessary, the Korps could swell from 8,000 troops to close to 100,000 within a few Terranovan days. This level of armament could not be sustained for long, however, so Colonel Arthur is thought to reserve its use for defensive or rapid-strike purposes.

Vital Statistics

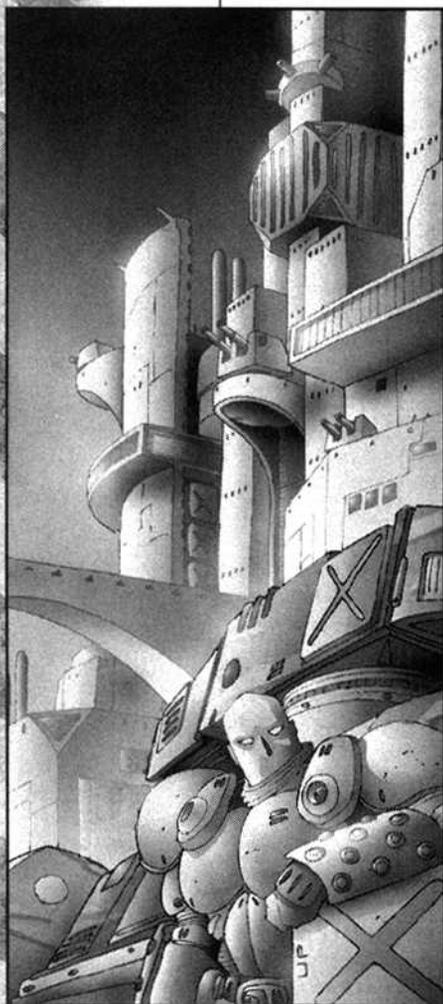
Founding Date:	TN 1921
Method of Government:	Military Oligarchy
Head of Government:	Colonel Charles Arthur III
Allied Cities:	The New Coalition (Fort Neil, Lance Point, Prince Gable, Temple Heights)
Population:	370,000

The New Coalition (NuCoal)

Despite the increasing pressure on Badlands communities to align with one of the polar confederations, most settlements wish to retain their independence. The small communities of the Westridge Range — an important rail axis — have banded together with the power of Port Arthur to maintain their neutrality in the coming conflict. This New Coalition (NuCoal) is the brainchild of Royz Malkom, the mayor of Fort Neil. Royz created NuCoal as a cooperative trade coalition and was able to gain the support of Port Arthur, which could provide the deterrent necessary to allow NuCoal to survive polar aggression. With Colonel Arthur on board, the NuCoal Agreement was signed on 16 Summer 1931. Beyond Port Arthur, NuCoal includes Prince Gable, a trade and commerce center, Lance Point, a petroleum-rich city-state, Fort Neil, a vehicle-manufacturing center, and Temple Heights, an agricultural and academic center. The NuCoal Agreement established a free-trade zone between all the signatories and a joint policy of low tariffs on outside trade. Despite its laudable goals and provisions, the coalition is being sorely tested. Barely a season after the signing of the Agreement, Lance Point was rocked by an all-out worker's revolt. Southern troops brutally crushed the uprising to protect their fuel supply and still occupy the city.

The Arthurian Korps

Port Arthur's military, called the Korps, counts 8,000 active troops and is divided into two basic units, a cavalry brigade and an infantry brigade. The infantry brigade serves as a home guard and is equipped with high-powered anti-armor rifles of Earth manufacture. The cavalry brigade, affectionately referred to as the "pack," is equipped with highly sophisticated Earth hover tanks armed with particle acceleration cannons and lethal missile systems. The most unusual thing about the Korps, however, is that most of its troops are GREL supersoldiers. These lethal, genetically engineered giants are extremely deadly in combat and give the Korps a battlefield efficiency envied by most Terranovan commanders. All commanders beyond the company level (and many below) are humans; most were born on Earth but some are native Terranovans.





Khayr Ad-Din - 2.3.3

Khayr ad-Din sits on the ruins of Monroe, a colonial-era community along the gamma maglev line. Monroe was a thriving settlement until a great tempest charged with corrosive white sand swept across the Western Desert and literally eroded it away to almost nothing. It took nearly a decade for the maglev to be rebuilt and even longer for the community to be reborn. Now, only the most generous call Khayr ad-Din a full-fledged city. At best, it is a poor community centered around a valuable resource: the Khayr ad-Din Waste Disposal Site. This giant junkyard covers nearly 26 square kilometers, built-up by over three centuries of waste dumped by cities along the gamma maglev line. The metals, machinery and consumer goods thrown away by polar citizens find a new life thanks to Khayr ad-Din's legion of scavengers, known locally as Trashers. While most are abysmally poor, others have made a decent life in the trash heaps and can even field refurbished Gears.

Huddled around the maglev terminal is a small community that thrives not only on the trash, but on trade and tourism. Caravan traders from across the Western Desert flock to Khayr ad-Din to sell their wares to polar purchasing agents who then load them on maglev trains. Since the end of the War of the Alliance, Khayr ad-Din has also become the global center for gladiatorial Gear dueling. Mechanized blood matches feature some of the best pilots on the planet, most of whom have fled the military for one unsavory reason or another. The most powerful crime lord of the city, Saddik "the Spider" Jahmoon, has built his fortune on gambling receipts and broadcast rights for the duels. He has refurbished the center of Khayr ad-Din into a vaguely livable section called the Core, featuring an endless variety of bars, brothels and gambling dens. Beggars, hustlers, killers and mercenaries now rub shoulders with polar gamblers looking for a thrill.

While the city is definitely a den of cutthroats, it also has elements of a true community. Khayr ad-Din is a city that epitomizes much of the Badlander spirit of survival, of independence and of final solutions to problems. Death is never that far away in the Trash City, but there are people who will help those in need. The rich hire mercenaries or bodyguards, while the poor band together into gangs or turn to lawgivers, an informal brand of police among the poor traders of the city. See **The Duelist's Handbook** for more information on the city of Khayr Ad-Din.

Vital Statistics

Founding Date:	TN 1550 (approx.)
Method of Government:	Anarchy
Head of Government:	None (various crime lords)
Allied Cities:	none
Population:	approximately 70,000

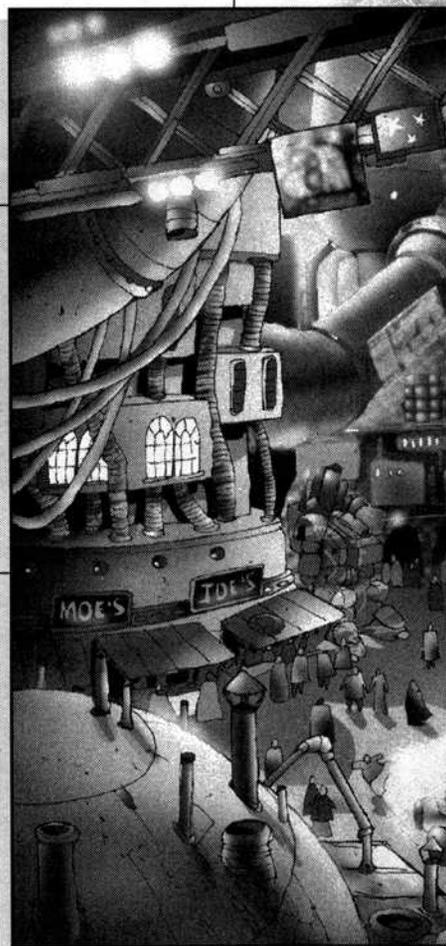
The Maglev

One of Khayr ad-Din's greatest resources is the gamma maglev line that runs through it. Its very existence is dependent on the line, which brings in travelers and trash to feed the city's barter economy. Terranovan Trans-Rail (TNTR), the international consortium which runs the three maglev lines that cross the Badlands, runs a whole section of Khayr ad-Din like a corporate fiefdom. Station chief Basyl Paleologus has absolute say in the large compound and takes advantage of this fact to line his pockets. The gamma maglev links Khayr ad-Din to Franklin Harbor (NLC) and Fort James (WFP) in the North and Réunion, Marabou, Siwa Oasis and Port Oasis in the Southern Republic. This allows relatively easy access for rich polar gamblers who wish to visit the dueling arenas of the trash city and also makes the city a center for caravan trading. Large import houses have set up in the city in order to get goods into the polar leagues.

Duelist's Haven

The dueling circuit established by Saddik the Spider has made Khayr ad-Din the home of many of the planet's best underground pilots. It has also gained the reputation as a heaven for Gear pilots looking to start over. Fugitives from polar justice and those who have turned their back on politics and warmongering sometimes come to the city to hide in the crowd of Duelists. Others come seeking a thrill that is not available to them. Rumor has it that Lash, the enigmatic current Khayr ad-Din champion is a fugitive from the North — just what she is fleeing is unknown.

Of course, the life of a Duelist is dangerous and often short. In the underground pits, there are relatively few rules and fatalities are not uncommon. This brutality is often criticized by "civilized" polar citizens, but it also attracts millions of viewers on global trideo. The pilots themselves understand the risks and put their lives on the line for a variety of reasons, ranging from noble quests for lost honor to pure and simple greed, or even just the search for a new thrill.





LIFE GOES ON



The MegaPlaza was buzzing with the murmurs of the crowd gathered in Arland Longchamps Park. The Blue Spider concert was a gift from Paxton to the populace, obviously meant as some form of peace offering to appease the disgruntled masses. In a "generous" gesture, President Gerald Simosa had arranged for free transportation for anyone in the Prospects who wanted to come up to the First Terrace for the concert. As a result, Prospectors from the Fourth Terrace had shown up by the thousands. Many among them were filthy, their clothes in tatters. Up here, they looked out of place. Most had come with one or many friends, bringing bad booze and a temper to match. Marshal Terri Chen sighed.

This concert is a power keg, she thought. And of course, it was the Peace Officer Corps that had to contend with the mess. Whoever came up with this sick little scheme should be shot without trial.

She walked over to the park gate where a dozen Peace Officers were checking IDs and scanning concert-goers. Two Paxton Security officers, a brutish bald man and an athletic redhead, had been assigned to this gate by none other than Milani DuBeau-Slovenski herself. If rumors about the Black Queen held any truth, they probably only *looked* stupid. No one was paying any attention to them. Chen almost missed it when the bald man whispered to his partner and slipped outside the gate. On a sudden hunch, she followed him discreetly into the crowd.

He was moving rapidly, occasionally glancing over his shoulder, but he failed to notice her. She saw him pause, look around and lock eyes with a teenage Prospector. He pulled out his sidearm, grabbed the boy by the shoulder and exchanged a few words with him. Chen rushed forward through the crowd, all shoulders and elbows against the current. Something felt horribly wrong. Pulling a gun in the middle of a potential mob was suicidal. She was almost upon him when he shot the kid in the chest. There was screaming and chaotic movement, and Chen grabbed the bald man's arm. Surprised, he tried to resist, so she bent his wrist backwards and broke it, locked him into a choke hold and took the gun away. Suddenly, the crowd was silent, watching morbidly, angrily. There was some shuffling and some muttering.

The kid was frantically clutching at his chest, trying to close the wound, gurgling in pain. There was an awful lot of blood, there. Chen knew he was going to die. Even if medical help could get here in time, this wasn't covered by his worker caste insurance. With this crowd, it could get ugly. She released the PaxSec officer and spun him around to face her accusing stare.

"What the HELL do you think you're doing!?"

"He was reaching for something inside his vest, ma'am," the bald man offered with a cool, level gaze. "I'm sure it was a gun."

Immediately, Chen sensed something was wrong with his tone, with his eyes. He was in pain from his broken wrist, but he wasn't agitated enough. His body language was all wrong. Then it hit her and she laughed, a dry, humorless laugh. He wasn't a PaxSec officer, but some kind of fanatic who wasn't afraid of dying at the hands of a riotous mob just to ruin Simosa's party. He must have hoped that the sight of someone in PaxSec uniform killing off a few Prospects would send the crowd in a killing frenzy. The Black Queen would have a fit when she realized her own security force had been compromised.

Peace Officers caught up with Chen. Her orders were curt. Take the man away. Find the redhead. Let DuBeau-Slovenski know about the impostor. Standard procedure.

Moments later, as the Peace Officers dragged the impostor away, Chen heard the kid on the ground exhale for the last time. As if on cue, Blue Spider stepped onto the stage and the crowd cheered. The bystanders pressed on. There was nothing else to see here.

Life went on.



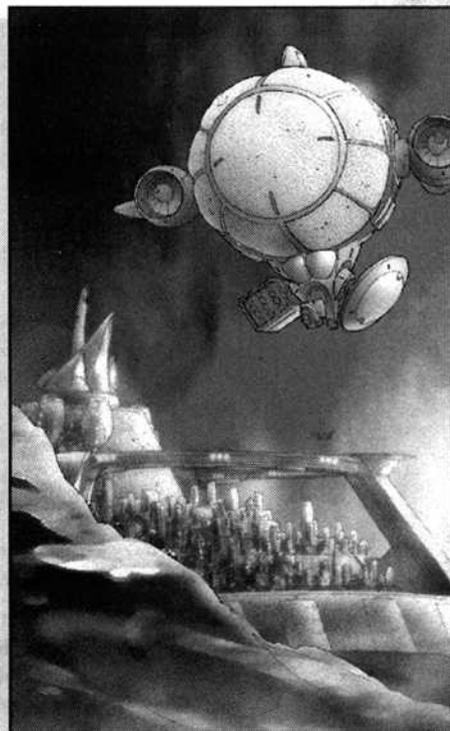
OVERVIEW - 3.1

Paxton Arms is the most powerful corporate entity on the planet and a nation in its own right as owner of the Peace River city-state. Paxton Arms seems to be doing well in TN 1933. As Terra Nova's largest armaments manufacturer, its factories, most located deep beneath the surface, are running at full capacity, feeding the arms race between the two polar leagues. Profits are high and the quality of life of Riverans is improving.

Paxton Arms, however, is facing a political crisis. During the last decades, especially in the wake of the War of the Alliance, it has moved from a simple corporation to becoming the most powerful political force in the Badlands. Certain individuals within its executive caste feel the pull of wider responsibilities to their fellow Badlanders. After the departure of the colonial forces, they forced the creation of the Paxton Protectorate to defend the people of the Badlands from polar exploitation and violence. Rather than minimizing Paxton's political imperatives, however, the Protectorate has multiplied them. Paxton is now on the verge of leading a league of its own. The time is quickly coming when it must choose between the profits of neutrality and what some claim is its manifest destiny to lead the Badlands to true independence.

Inside the walls of Peace River, factions within the executive caste fight a war of propaganda and intrigue to choose the direction of the corporation. Meanwhile, as members of the worker caste demand change, dissatisfaction in their ranks causes growing civil unrest. Furthermore, the polar leagues and Paxton's other enemies constantly watch for signs of weakness while the whole planet slowly slides towards the next global war.

Violence has become a problem within Peace River as well. The Badlands Revolutionary Front has set up shop in the desert city-state and become a banner under which worker radicals gather. Tired of endless empty promises of class-system reform while Paxton executives make fortunes from war machines, the members of the BRF have turned to violence to get their point across. Inspired by the revolt in Lance Point, they demand freedom from the caste system and the wars between North and South. Executives have responded with anger and an iron fist.



History - 3.1.1

In TN 1595, Erbert Paxton moved into the Badlands from the newly created Mekong Dominion, determined to build a corporate empire free from political restrictions. Discovering rich mineral deposits, Erbert purchased the nearby oasis town of Peace River and created Paxton Mining.

Following Erbert's death in TN 1641, Paxton Mining continued to grow, diversifying into the manufacture of mining machinery. Still, Paxton was slowly shut out of important markets by unfair practices that served the interests of the polar leagues. Only St. Vincent's War (TN 1723-29) saved the company from bankruptcy. Following the war, the poles were devastated, but Paxton President Kyle Oglin foresaw that military confrontation would continue and turned idle factories to manufacturing armaments. It was a stroke of brilliance and in TN 1750 — as profits soared — Paxton Mining became Paxton Arms.

Paxton underwent uninterrupted growth until TN 1913 when worries about a coming polar war were replaced by the terror of the Earth invasion. Paxton, fearing an assault it could not defeat, declared itself neutral. In the tradition of its founder, however, Paxton did not wait for others to come to its rescue. Having won the time it needed, Paxton kept its factories at full production, slowly building a network of contacts and supply lines with Badlands resistance groups, and stockpiling arms. In TN 1916, it unleashed the Peace River Army into the lightly defended rear areas of the invaders.

Victory in TN 1917 brought no return of peace to Paxton Arms. Rather, the upheaval of the war brought to the surface long-suppressed social and political dilemmas. In the post-war period, careful social reforms, the formation of the Paxton Protectorate and Peace River Defense Force (PRDF), and continuing heavy demand for its products from the polar leagues have all failed to stem the growing internal difficulties of the corporation.

Society - 3.1.2

Erbert Paxton was a social reformer as well as businessman, and drew on the ideas of Yuri Gropius when creating his corporation. He wanted all employees to be brothers, a corporate family where none were superior to others and all worked together for the betterment of the whole. While Erbert lived, his composite family remained vibrant and active, and soon prospered into a full-fledged community that could have laid the pattern for a new model of society. Those who followed him, however, lacked his vision and commitment. Preserving their own power and that of their peers became more important than anything else — save perhaps for corporate profits. Thus by TN 1700, the family had ossified into an industrial caste system, rigid, exploitative and oppressive. While some caste mobility is possible for exceptional people, Paxton executives are generally descended from several generations of other Paxton executives.



◆ The Caste System

The corporation's executives entrenched themselves as an absolute elite. They divided ownership among themselves using a system of shares and elected the entire Board of Directors but for a single nonvoting worker representative. Restricted access to higher education made it harder for other groups in Paxton to compete, and the executive caste grew enormously wealthy and privileged.

Still, the executives were a small group. To fill the gap, they developed a lower management caste made up of the white collar personnel (about 30% of employees) needed to direct the corporation. Their loyalty was assured through substantial material benefits, indoctrination and the right to elect the Peace River Council to advise the Board of their concerns.

The vast majority of employees became the worker caste. Though comfortably supported from cradle to grave, they were not given any opportunity to advance in the corporation. This lack of outlets for bright workers and the well-meaning but stifling paternalism of the executive caste led to alcoholism and violence as releases for worker frustrations.

Some attempts were made to include the workers in the corporation. Through their network of workers committees, they elected 10 Councilors and a Director. The executive caste's desire for control, however, meant these advisory processes were usually ignored. Unwilling to offer true partnership, the executive caste resorted to buying off the lower castes. When this failed they used harsher methods, but in general workers realized the value of what they had and their grievances were not so great that they were willing to risk it all to achieve change.

The number of Riverans not directly employed by Paxton also grew, reaching 35% of the population by TN 1900. The executive caste, fearing a shift in power, placed all private employees in the worker caste. The result was a stifling of city-life and removal of a potential safety valve for disaffected workers.

◆ The Winds of Change

The social and economic costs of the caste system were slowly forcing consideration of reform when outside events forced the issue in TN 1913. During the War of Alliance, the executive caste had to rally the lower castes by appealing to their patriotism. In doing so, they irrevocably overturned the stability of the caste system. Lower caste members came back from the war demanding a greater say in their corporation, for which they had died and bled.

In TN 1918 Gerald Simosa was elected President by the executive caste with a mandate for reform. Over the last fifteen cycles, he has slowly moved to return the corporation to the vision of Erbert Paxton. He has introduced a measure of social mobility through competitive entry to the management and executive academies, and by allowing independent businessmen to petition for management caste status. Despite these and other smaller changes, frustrations remain high and more and more frequently lower caste radicals and greedy executives argue that reform has failed, that the corporate family structure must be abandoned. The former want to see the corporation collapse altogether, while the latter call for an end to corporate patronage and a transition to a more profit-oriented approach. As tensions rise, the forces of moderation in all castes are struggling to find a new purpose and place for their people and their corporation while the ranks of extremists swell.



PRESIDENT GERALD SIMOSA



President Gerald Simosa is the Chief Executive Officer of Paxton Arms and the official leader of Peace River. Simosa was born into the executive caste in TN 1869 and his life differed little from his peers. Following graduation from the Peace River Business Academy, he started climbing the corporate ladder until he finally became President in TN 1918.

President Simosa is extremely loyal to Paxton Arms and the ideals of Erbert Paxton. He places Peace River's success as a community ahead of profits. The company's prestige in the Badlands is also very important to him, not because it is profitable but because of concern for the region, and because of what he sees as Peace River's destiny of leadership. To these ends he sees Port Arthur as Paxton's chief external threat, disliking their constant interference in Paxton's sphere of influence and openly despising Port Arthur's Colonel Charles Arthur III.

The origins of Simosa's beliefs lie in his time in the Badlands Affairs Bureau as a young executive. From his travels Simosa felt that Badlanders deserved more than the crumbs and violence the polar leagues were providing. Upon taking up other positions in Peace River, he realized Paxton was guilty of the same exploitation of its people. Simosa has worked for reform ever since and feels that his beliefs were justified by the response of both Riverans and Badlanders to the Earth invasion.

An open, friendly man, Simosa started having problems when real opposition to his reforms manifested itself. His unwillingness to make brutal decisions would have cost him his presidency but for his recruitment of Milani DuBeau-Slovenski as Head Executive Officer. Despite recurrent and growing concern over her often brutal methods, Simosa realizes that they form an almost perfect team. He wonders, however, how long Milani will be content with being the power behind the throne.



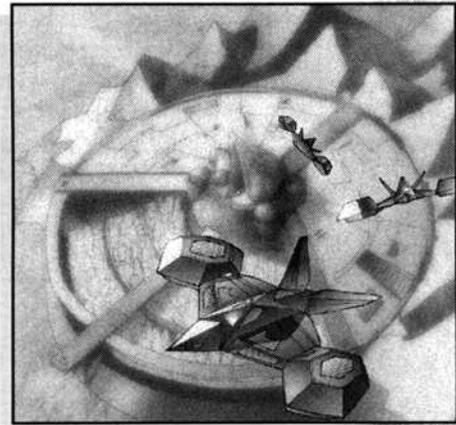
CITY TOUR - 3.2

Nothing remains of the simple Oasis Tower Erbert Paxton purchased in TN 1595 on the western edge of the Karaq Wastes. Instead, a massive city rises from the bosom of a great red rock mesa, part oasis tower, part arcology and pride of the Badlands. The city grows out of the mesa and continues far into its depths.

The majority of the surface city, called the Habitat Core, is a terraced arcology rising from beneath the shadows of the Storm Wall. It is a complex maze descending from the luxurious beauty of the upper management condominiums to the gloomy brutality of the Prospects.

Rising 400 meters over the Habitat Core, the Executive Tower stands at the center of both the city and Paxton Arms. Despite a heavy armor plating to resist the storms prior to the construction of the Storm Wall, the Exec Tower remains a tall and elegant structure. Inside, the tower displays a splendor which few Polar structures can match.

Amidst these man-made edifices, dotted with parks and other public areas, it would be easy to forget that Peace River lies in the center of the Badlands. Only the vista of a red-yellow dune sea reminds the populace that Peace River is an island of civilization in a sea of sand.



Executive Tower - 3.2.1

The Paxton Executive Tower is the ultimate development of the oasis tower concept. It rises 900 meters above the desert floor, emerging from the top of the Industrial Sector to overshadow the Habitat Core and Storm Wall. The exterior is heavily armored and has significant defense emplacements.

The tower's lower levels contain archives, vaults, computer centers, PRDF High Command, the Paxton Security Service and all the machinery and supplies necessary for the Tower to be self-supporting. The upper section combines offices with luxury apartments. Only the ground floor Plaza is open to the public, and except by appointment, polite but firm Security Service personnel guard the executive caste's privacy.

The tower, however, is more than just a simple residential and office complex. It personifies corporate wealth and executive excess and features beautiful hanging gardens. Further gardens are located on the roof or hang out from the tower on large balconies, all protected by sliding storm shutters. Indeed, some of these balcony gardens are the personal preserve of a single senior executive.

Exclusive restaurants, clubs, theaters and shops selling every imaginable luxury good are scattered around the ground floor Plaza. The embassies of the polar leagues and various Badlands states are located just above as much international as corporate politicking goes on in the Tower's decadent comfort.

The Executive Tower is the ultimate statement of the power of the executive caste and its architectural presence was designed to awe and cow the masses.

Paxton Central Offices ◆

The offices of the Paxton Board of Directors and the personal offices of its President are located near the center of the Tower. While luxurious, they do not possess the calm, smoothly functioning atmosphere one would expect. There is instead a palpable air of tension, and many staffers have an unusually furtive demeanor.

TN 1933 is an election cycle and President Simosa's reform faction is under serious attack from the rationalist faction of Chief Financial Director Fidel Jacobi. Since Paxton stands upon the verge of decisive change, the normal infighting has gotten vicious. Only in Simosa's carefully guarded offices do calm and fortitude hold sway.

Paxton Treasury Directorate ◆

The offices of Fidel Jacobi, the Chief Financial Director of Paxton Arms and the second most powerful man in the corporate hierarchy, are located on the top floors of the Tower. They are more lavishly decorated than those of President Simosa and reflect Jacobi's ambition. His arrogant contempt for the lower castes is reflected by his employment of only born and bred executive caste members.

Jacobi was the first to raise the idea of abandoning the corporate family model, appealing to the greed of his fellow executives. All who work in the Directorate are beholden to him and few know exactly what occurs on these floors. Not even the Paxton Security Service are cleared to enter without invitation; Treasury has been allowed since the days of Erbert Paxton to have their own security force.

All too aware of what is at stake, Jacobi has been at the forefront of support for the PRDF, secretly increasing General Moreshead's budget through discretionary funding. He does not trust President Simosa to abide by the results of the election and intends to be ready to take control of Paxton Arms through more underhanded means if necessary.



◆ PRDF High Command

The PRDF High Command, known colloquially as the Bunker, is located deep under the tower. Guarded at all times by the Security Service and by stringent security procedures, the Bunker is totally secure. It is an austere facility, with senior officers having quarters far above. Despite the lack of comforts, however, an increasing number of executives have come to consult with General Lesli Moreshead in his glass-fronted office overlooking the Operations Room. His vote on the Board has given him unsolicited power in the struggle between Simosa and Jacobi.

General Moreshead has surprised his fellow Directors with his political savvy and inflexibility as he resists the manipulation of his force for political ends. Still, Moreshead is aware that the PRDF is too powerful to stay neutral forever in the growing political ferment. Whatever the turn of events, Moreshead is determined that he will not be driven from Peace River or his command. Once commander of the Humanist Alliance Protector Force, he was driven out by the machinations of the AST.

3.2.2 - Habitat Core

The Habitat Core descends in three massive semicircular terraces from one side of the Executive Tower to the top of the Storm Wall's base, with a further level underneath the permanent shadow of that massive structure. Status in caste society determines where one lives: the higher the caste, the higher the terrace. The municipal levels lie beneath the living areas that cover most of the terraces. They contain the city's service industries. Most structures in the Habitat Core are all connected via the municipal levels. Many are linked via flying bridges while others are simply one continuous city-wide structure.

Hidden amongst this architectural jungle are little pockets of sunlit gardens and small plazas thronging with people and ringed by coffee shops, bars and restaurants. No surface or space is not decorated or painted; even the Storm Wall's massive struts rising above the Habitat Core are beautifully lit at night like some modernist sculpture. The caste system, however, has lent an atmosphere of frustrated disaffection to the society of the Habitat Core and — like the Prospects themselves — the real ugliness lurks out of sight.

◆ Peace Officer Corps HQ

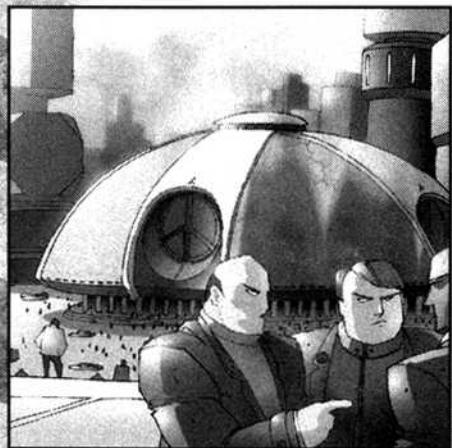
The Peace Officer Corps Headquarters is a squat, ominous slate-gray building built into the wall of the Second Terrace. While precinct buildings are scattered throughout Peace River, the HQ is home to the POC Academy, city prison, municipal courts, the office of the Peace River Marshal, specialist police units and the administrative offices of precinct-based units.

The most important special units are the Crowd Pacification Group (CPG), responsible for riot control; Tactical Response Group (TRG), which handles violent situations; Special Weapons Operations Squad (SWOS), in charge of heavy ordnance, including Gear deployment and bomb disposal; and Criminal Intelligence Bureau (CIB).

The HQ features its own subway station, the Corps' main heliport and special connections to the road tunnels that run under the Core. The only place in Peace River the Corps cannot get to quickly is the Executive Tower, which is out of their jurisdiction.

Peace River Marshal Terri Chen oversees the Headquarters. Chen's effectiveness and willingness to hit the street make her a popular commander and a well-respected figure in the city. After 45 cycles in the Corps, Chen has seen it all, but the rising spiral of violence has forced her to adopt measures she abhors. Chen has dealt with the Security Service for cycles in their role as the Internal Affairs instrument for the Corps and understands the necessity of a joint effort against terrorism. She is afraid, however, that the Corps is getting caught in PaxSec's politicized agenda.

◆ Peace River Council Chamber



The simple domed chambers of the Peace River Council are located amongst the senior management condominiums on the First Terrace. The council's ninety members, along with ten non-voting worker caste members, work here in crowded, badly designed and poorly equipped offices.

Most management caste members have traditionally been elected as a retirement benefit. The worker caste radicals filling the remaining seats are no better, their interventions more disruptive than constructive. As a result, the council has earned a reputation for uselessness. Since it is only a consulting body that has largely been ignored over the cycles, this has presented no great problem. Hoping to change the Council, Administrator Hitashi has ordered a major refurbishment of the Chambers while President Simosa is trying to motivate more competent members of the management caste to run for office next cycle.

For over two cycles, the main debate within the Council has been reform of the corporate family. Often heated and usually uninformed, the debate has nonetheless been useful to President Simosa. It has raised the concerns of the general population via the live broadcast of the Council debates. The nature of the debates has enraged Fidel Jacobi. He has repeatedly called for the dissolution of the Council as a cost-saving measure and because of its counter-productive contributions to the city.



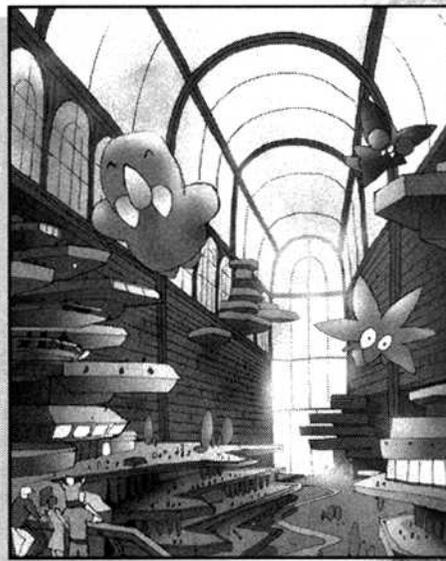
Erbert Paxton MegaPlaza ◆

Built on the First Terrace, Erbert Paxton MegaPlaza is a massive shopping and entertainment complex and the public center of Peace River. While people may usually frequent their local bars or shops, when they go out on the town, they come to the MegaPlaza and its diverse businesses. Important sites like Arland Longchamps Park and War Memorial, and the offices of the Peace River Administrator add to the prominence of the MegaPlaza. President Simosa proudly regards it as his brightest legacy to his city.

The complex is a great leveler, a place where all castes rub shoulders, and has done much to stimulate desegregated social activity. Some suspect that this was President Simosa's intention when he commissioned the MegaPlaza in TN 1920. Its high profitability limits grumbling about the huge expense of construction and possible political motivation.

To the average Riveran, political concerns are irrelevant. Whether they come to shop, visit an old comrade's name amongst the flowers of Longchamps Park, swim in the Badlands' only public pool, attend a Peace River Theater Company play or watch a game of hoop-ball or merely wander around, the MegaPlaza is a guaranteed source of pleasure.

The MegaPlaza is also the center of independent business in Peace River. Even if their production facilities or warehouses are down in the municipal levels of the Habitat Core, the cheap office space in the MegaPlaza has encouraged more than half of the city's independent businesses to locate their offices there. Thus the MegaPlaza Management Committee has become the unofficial Peace River chamber of commerce.



Storm Wall ◆

In TN 1770 Paxton engineer Thor Heidal offered a solution to the problem of expanding Peace River without resorting to series of oasis towers. Heidal proposed an enormous set of storm shutters which he called a Storm Wall. The initial expense and technological difficulties held back approval, but it soon became clear that Peace River was growing so fast that no other solution was going to be cheaper or as versatile.

In TN 1796 the Wall was finished. Rising from a 300 meter solid base, a great 100 meter wide strut thunders upwards for another 350 meters to become level with the top of the Industrial Sector. Machinery built into the industrial section drives huge shutters along the base, protecting Peace River against sandstorms and war. The Wall is a source of pride in Peace River, especially since — when viewed from above — Heidal's web of roof struts form the corporate peace-symbol logo. To make Peace River's power even clearer, Heidal built some of the Peace River airfield's smaller runways onto the roof struts.

The Wall contains a multitude of other facilities, including a large proportion of Peace River's defenses. However, because it has been off-limits to non-restricted personnel since it was built, the Wall's full capabilities are a matter for wild speculation by Riverans and careful consideration by Paxton's enemies. One thing is certain: none of the half dozen orbital and missile attacks launched by the Earth forces during the War of Alliance did significant damage.

Peace River Airfield ◆

While air transport is not popular over the Badlands because of its strange weather patterns, Paxton has enough wealthy and secretive customers to warrant an airfield. Originally a simple strip with a few buildings atop the Mesa, the airfield was replaced by a more ambitious facility in the TN 1790s, during the early cycles of corporate success. Peace River Airfield was designed as three separate but integrated facilities. Since the War of Alliance a fourth has been added.

Paxton integrated the majority of the Airfield's facilities — an array of hangers, workshops and control facilities — into the base of the Exec Tower. This had the dual benefit of protecting expensive aircraft and facilities and not spoiling views from the Tower's residential area. The runways were just extended along the Storm Wall's roof struts.

In order to provide wealthy arrivals with the best possible welcome to Peace River, a terminus was constructed into the side of the Executive Tower. Designed to impress visitors, this luxurious installation provides a breathtaking view of the city.

Following the War of Alliance, Paxton needed a base for the new PRDF's air-arm. Rather than construct a new airfield from scratch, Paxton dug an entire new base beneath the existing one, with lifts to carry aircraft up to runway level. All the PRDF's air power, from the deadly Black Wind stealth hoppers to helicopter troopships, are based here along with military facilities like barracks and armories. Military aircraft now outnumber civilian ones using the Airfield.

The Airfield is now one of the most recognized icons of Paxton's corporate image. Indeed, the four runway struts leading out from the Executive Tower over the Habitat Core and the top of the Industrial Sector turn the entire city-state into a giant peace symbol — Paxton's corporate logo. Paxton executives are proud of this achievement; some other Riverans liken the experience to living inside a giant billboard.



◆ The Prospects

Lying beneath the permanent shadow of the 300-meter high base of the Storm Wall, the Prospects are the gloomy home to the least skilled of the worker caste. Not surprisingly, half of all Peace Officers work in the Prospects because most of the city's violent crime, criminal gangs and other unsavory activities occur among the Sector's massive concrete apartment blocks.

In the 100-story linked housing projects, there are few social centers other than bars. Only a few recreation facilities were put on the Fourth Terrace. It was thought people would prefer to go up to the light and airy Third Terrace instead. Unfortunately, workers housed here did not have the money for regular inter-terrace trips. The result has been a boredom that has ripped at the social fabric of the inhabitants, and alcoholism, domestic violence, suicide and political radicalism have been as much the result as crime.

Often other Riverans forget that the majority of Prospectors are hard-working people trying to live in a bad situation, and that discrimination against them just exacerbates matters. Social commentators, however, have noted how it has been people from the Prospects who have been the most eager to take up chances to try for the management and executive academies.

3.2.3 - Industrial Sector

Merging seamlessly with the municipal levels of the Habitat Core, the Industrial Sector sinks down 2 kilometers and fills the massive armored semi-circle behind the Executive Tower. Only the upper levels are of human proportions. Here, the light, high tech components of Paxton products are created; the corridors are well lit and painted with soft pastel colors. The further down one goes, the more the facility swells into inhuman immensity. Deep within lies the vast, vaulted main blast furnace chamber. A dark, infernal place of continual noise, it seems to beat like the heart of the mighty corporation and city above.

Hundreds of assembly lines, forging plants, refineries, paint shops and thousands of other facilities fill the Sector. There are also immense warehouses containing both products to be sold and Paxton's strategic reserve of important raw materials like uranium and oil. Isolated in a distant part of the Sector, behind a hundred meters of solid rock and armor, lay the ammunition plants and magazines. Each is also sealed from the others, so that no accident can destroy more than one operation.

There are a few areas of human habitation or proportion, such as the PRDF Main Garrison, the maglev station and the Paxton Research and Development Compound, but they are few and far between. The depths of the Sector are almost all huge and dark, or cramped, twisted and darker still. Some minds are incapable of dealing with the Sector and old-timers maliciously unnerve new workers with stories of executives driven mad and throwing themselves into industrial shredders or furnaces.



HELENA HITASHI ■



Helena Hitashi is the Administrator of the Peace River Habitat Core. Although President Simosa is technically leader of the community, Helena is responsible for the day-to-day affairs of the city-state and all its inhabitants, whether they be employed by Paxton Arms or not.

Born into the worker caste, Helena became a leading radical before her expulsion from Peace River for leading a violent protest march in TN 1913. Helena was only readmitted because of her brilliance as a commander in the War of Alliance. Unrepentant, she immediately resumed her political activities. Through these activities she repeatedly met President Simosa and both learned to respect each other. In TN 1923, Simosa took a significant political risk and made Hitashi Administrator. She has proved equal to the position, struggling to change Riveran society despite constant setbacks.

President Simosa's unbending support has created a strong bond of friendship between the two. Aware of his political problems, Hitashi does everything she can to help her ally. She knows well that if Jacobi wins the presidency, all her struggles will have been in vain. However, she and her close ally worker Director Rodrigo Ferdinand are increasingly under attack from their own caste. Extreme radicals led by Eduardo Kosta-Diga and the terrorist Badlands Revolutionary Front (BRF) have been targeting both as traitors. Despite all that they have achieved, they cannot defend themselves without doing political damage to Simosa.

Administrator Hitashi continues to have some strong support in the worker caste, but she has felt less and less welcome in recent cycles. She has made efforts to make herself available to the poorest of Riverans, opening "administrative access" offices (community centers and service bureaus) in the Prospects and other neighborhoods. These have unfortunately become favorite targets for the Badlands Revolutionary Front.

Exacerbating matters, Helena's personal life is in tatters. She has had strong feelings for Paxton HEO Milani DuBeau-Slovenski since they first met 5 cycles ago, and fell fully in love in the TN 1930s. They had a brief liaison in TN 1932 but it soon fell apart. She feels that Milani is still interested, but cannot make her face her feelings. Still hurt by this rejection, Helena feels increasingly lonely and isolated, throwing herself into her work.

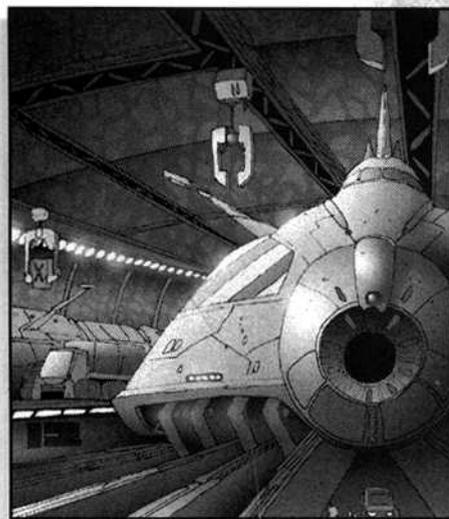


Alpha Maglev Link Station ◆

The sheer volume of Paxton Arms sales means that the alpha maglev is the only economical way of moving product to the poles. Raw materials, on the other hand, come mostly from the Badlands and arrive via a constant flow of convoys. Nevertheless it was still profitable to construct a maglev siding into the Industrial Sector. The maglev line is so important that Paxton Arms is a major shareholder in Terranovan TransRail, the neutral conglomerate controlling the three lines.

The station is huge, resembling a loading dock more than a passenger terminal. It has four docks, each capable of loading or unloading an entire train at once. A small sealed and humanly proportioned terminal and bank of elevators seem grudging concessions to passenger traffic, but it is comfortable, pleasing to the eye and sound proof. Outside the passenger terminal, few figures can be seen and the harshly lit station often seems inhabited only by work Gears and other vehicles. The lighting is a new feature installed in response to attempted infiltration via the maglev. In TN 1926 a man was found wandering around the Sector. It was discovered he had entered via the maglev, but his motivation remained a mystery; a week lost in the Sector had driven him mad.

Despite widespread belief that any further infiltrators would suffer the same fate, the Security Service ordered the Peace Officer Corps to search all arriving maglev trains more thoroughly. The lighting of the Station should also make any covert exits from the trains that much more difficult. Peace Officers generally consider maglev duty to be a pain. Indeed, searching through the massive cars can take long hours. Most officers feel if PaxSec wants it searched, they should do it themselves.



PRDF Main Garrison ◆

Built into the far side of the mesa from Peace River, the Peace River Defense Force Main Garrison is almost a small city in its own right. Except for airmen and senior officers, all single PRDF personnel live here. Only married troops are given housing in the city, and they must still report for inspection every morning.

The Garrison is built right up against the wall of the Mesa. The innumerable mess halls and barracks thus have natural lighting through windows, minimizing feelings of isolation or oppression. The officers' mess even has a large garden balcony resembling those in the Executive Tower. Heavily armored shutters prevent storms or attacks from breaching the integrity of the Garrison.

The many vehicle depots are grouped around the cavernous main hangar, in which small unit exercises can be held. The PRDF uses the desert for most exercises, however, and its real purpose is to allow troops to issue forth in reinforced battalion strength in the event of a siege. The main hangar doors are hardened to withstand a close nuclear strike, as are the smaller doors used in normal operations.

Other facilities include the PRDF Officer Academy and Boot Camp, control rooms for Peace River's air defenses and automated artillery systems, a restricted level connected to the MacAllen cave network, extensive supply dumps, and the administrative offices of the PRDF. The Garrison is a lively place, home to many young people, and the pride with which they serve is obvious.

Paxton Research and Development Compound ◆

Even the precise location of the R&D Compound is restricted information. It lies within the Industrial Sector, but only one elevator bank from the Executive Tower goes there. While there must be other links, anyone who knows about them is under strict orders not to talk about them.

The work force in the Compound is also unusual; at least a quarter come from the executive caste and the rest belong to the management caste. The best minds come here and genius has always been rewarded with higher caste. Paxton relies too heavily on R&D to maintain its position to allow anything to inhibit success. For that same reason the Security Service has carte blanche when dealing with threats to Compound security.

A hothouse environment where money is no object, the Compound pushes the boundaries of Terranovan science every day. While only one project in ten reaches production, Paxton knows the value of any and all information. The Compound is said to bristle with captured Earth weaponry, including antimatter devices. Rumors about captured GRELS, the near-sentient "Bowser" Gear and other more outrageous projects sweep Peace River every season.

Such wonders as the new Paxton light recon Gear, a stealth cruise missile designed to take out landships, repeating laser infantry rifles, orbital range laser cannons, NNet-equipped infantry armor, special "devices" designed for the Security Service and a hundred other deadly high tech toys are but a few of the many speculations that regularly sweep over the city-state. No one knows for sure, but whatever the Compound contains, it consumes fifteen percent of Paxton's total budget.

According to the Paxton Security Service, there has never been a successful infiltration of or theft from the Research and Development Compound. Unfortunately for them, that is not true. Operatives of the Mekong Dominion infiltrated the compound in TN 1927 and implanted destructive computer virus that took a full season to isolate and destroy. When put in charge three cycles later, HEO DuBeau-Slovenski stepped up security to prevent any repeat infiltration.



3.3 - PAXTON SECURITY SERVICE (PAXSEC)



The Paxton Security Service, originally created with the founding of Paxton Mining as a traditional facility security service, was transformed with the creation of the Peace Officer Corps in TN 1829. No longer simple security guards, PaxSec became an efficient and deadly secret police, protecting Paxton from internal and external threats. Now answerable only to Head Executive Officer Milani DuBeau-Slovenski, PaxSec is feared throughout Peace River and by Paxton's international enemies.

The head of PaxSec is Colonel Reichter Lenaris, a fifty-cycle veteran of the service at the peak of his career. Though respected within his corporation and feared by his opponents in the shadowy world of intrigue, the Colonel has no regard for such lofty sentiments. His pleasure comes from playing the game. Some subordinates whisper it would not matter to the Colonel who he worked for.

The Colonel only feels comfortable working for those he respects, and he respects those who ruthlessly wield power. Milani DuBeau-Slovenski fit his criteria perfectly. Indeed, the Colonel has enjoyed working for her over the last three cycles more than anything since the war.

The PaxSec uniform is a variation on the gray uniform or armor of the POC. PaxSec officers wear a black version, unadorned but for two small inverted peace-symbols on the collar or their helmets. The combination of the uniform and arrogant demeanor of service agents makes them a formidable sight. Their equipment and abilities are a match, for they are Paxton's best, PaxSec accepting only combat veterans. Usually, uniformed agents can only be seen at the Executive Tower and R&D Compound, or situations like major terrorist incidents.

The Colonel prefers more subtle operations and PaxSec agents are much more likely to never even be noticed by those around them. Many problems have been nipped in the bud by judicious assassinations or blackmail. To support these sinister efforts, the service's many deep cover agents scattered through the city and in strategic foreign centers feed information back to the Colonel. Within Peace River, plain-clothes agents usually carry a hidden PaxSec symbol on their person. Merely displaying it is often enough to ensure terrified cooperation from any Riveran.

The Service is uncannily successful. The Colonel is increasingly worried, however, that someone has penetrated his networks. He has little more to go on than intuition and a few small, seemingly unrelated incidents, but with the next world war perhaps mere cycles away, he regards paranoia as a healthy attribute.

The Service is also concerned about enemies internal to Paxton Arms and the Peace River mainstream. Fidel Jacobi's Treasury Directorate (out of PaxSec's jurisdiction) is a constant thorn in the Colonel's side and he also fears that Peace Officer Marshal Terri Chen has too many plans of her own. Only HEO DuBeau-Slovenski's orders have stayed Lenaris's thus far.

◆ Organization

Colonel Lenaris and HEO DuBeau-Slovenski operate the service with a very flat command structure. The Colonel controls only three bureaus: Operations, Intelligence and Training. Together, DuBeau-Slovenski and Lenaris are able to keep close eye on all operations, and indeed direct many of them personally.

One result is that all PaxSec agents have wide discretionary powers. Combined with its agents' high intelligence and training, this makes the service much more responsive than most opponents, offsetting its small size to some extent.

Recruitment and training is a long, slow process which usually takes about seven cycles. The Colonel takes members from all three castes, and even recruits talent from small communities in the Badlands. Training is realistic and harsh, and deaths are not altogether unheard of.

◆ Current Concerns

PaxSec currently has three main tasks; Milani DuBeau-Slovenski has charged the Colonel with exterminating the terrorist Badlands Revolutionary Front, disgracing or eliminating Fidel Jacobi, and keeping track of the machinations of the polar leagues in the Badlands. Lenaris also wishes to discover the fate of Nicosia Renault, the famed mercenary master spy missing since the War and the only opponent he knows to be skilled enough to penetrate his networks.

Operations against the BRF are not going well. In fact the almost total lack of information has led the Colonel to dismiss them as a threat, but he is trapped by the continuing terrorist actions claimed by them and subsequent political pressure. Thus he has resorted to assassinating suspected BRF contacts to flush the terrorists out.



MILANI DUBEAU-SLOVENSKI



Milani was born in TN 1889. Her mother was in labor for over 36 hours — a full day — before Milani came out, crying angrily. Days later, exhausted, her mother expired. Resented by her father and two older brothers for her mother's death, Milani grew up an angry child. Educated in a series of boarding schools, she achieved academically but her distant and aloof manner earned her wicked nicknames. She easily won entry into the Peace River Business Academy, where she learned to use feminine wiles in addition to her formidable mind and driving ambition. More academic successes and a series of convenient paramours saw her graduate with the highest honors. Milani's move into the corporate world was easy; the cutthroat nature of Paxton Arms suited her perfectly. She quickly climbed the corporate ladder and turned into a ruthless businesswoman.

◆ Profession

At the beginning of TN 1930 Milani became Head Executive Officer for Paxton Arms, apparently working closely with CEO Gerald Simosa to solve the company's problems. In reality they have formed a different partnership. Simosa presents the public face while Milani deals with the blacks operations and assassinations. In doing so, Milani has earned the nicknames of "Head Executioner" and "Black Queen." Most employees at Paxton steer clear of her and dread her appearance in their departments. Only the incompetent need really fear her, however, since her major concern is to make Paxton ready for the coming world war. To this end she is methodically eliminating deadwood and other threats to the corporation.

◆ Attitudes

Milani is a cold, lonely and vengeful woman, but her demeanor betrays none of that. She is determined to let no one control her. Yet now that she is at the very top of Paxton Arms, she finds her freedom empty. Rather than face these feelings, Milani drove away Helena Hitashi, the only person to ever truly affect her emotionally, and instead loses herself in a fast, furious and amoral lifestyle. Power is her only joy, and with it she inflicts the same suffering on her enemies that she has experienced.

◆ Combat Reactions

Although she enjoys long hours at the shooting range, Milani is not used to combat. She will use her 6mm Maus pistol if she has no other choice, but would rather lie and lure her attacker into a trap. Milani takes great care, however, to never put herself in such positions — laying plans within plans in order to control every situation. Her pistol is always in top condition — she maintains it every night — and she carries it with her at all times, along with a clip of extra ammo, just in case things go wrong.

▢ Vital Statistics

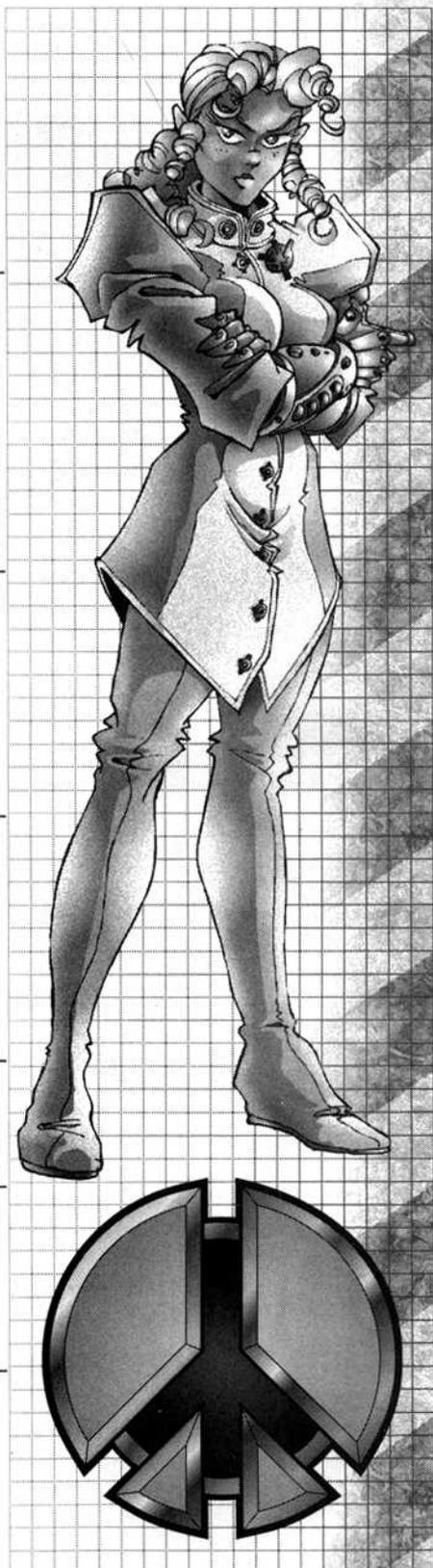
Age:	44 cycles	Height:	1.67 meters	Weight:	79 kg	Hair:	red-brown	Eye:	dark gray
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▢ Attributes

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

▢ Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	1	Investigation	1	2	Psychology	1	1	Business	2	1
Law	1	1	Small Arms	2	0	Etiquette	2	0	Leadership	2	0
Theatrics	2	0	Forgery	3	1	Notice	2	2			





3.4 - BADLANDS REVOLUTIONARY FRONT (PEACE RIVER CELLS)



When rebel workers seized control of the industrial Badlands city of Lance Point in TN 1931, a wave of solidarity swept through the worker caste and groups organized to provide aid. One of these was led by a fiery young agitator named Sundra Gabriel. The subsequent massacre at Lance Point by the Southern MILICIA showed her that the bosses respected only force.

When word of Ernesto Jaxon's Badlands Revolutionary Front being formed from surviving rebels and fighting in the hills around Lance Point reached Sundra, she realized her true destiny. She immediately set about recruiting members for a Riveran BRF, concentrating on the Prospects. By TN 1932, she had four cells operating.

At first attacks were limited since weapons were hard to come by. Small successes lead to more recruits however, including some disgruntled management caste members. One of these, Harris Bilton, was able to start a steady flow of small arms, protected from discovery by subtle assassinations and manipulation of clerical documentation. Using some of her shadier recruits, Sundra also started smuggling some weapons out of Peace River to trade for explosives and money to fuel her efforts.

Narrowly escaping capture by PaxSec in late TN 1932, Sundra fled to a Revisionist mission on the pilgrimage route to Massada. From there she maintains control of the BRF's fifteen cells via the smuggling network and personal visits while disguised as a Massadan Revisionist missionary. The failure of PaxSec to follow up its early successes has convinced Sundra that the BRF was ready; for the last two seasons she has ordered bombings and assassinations by the dozen.

By carefully minimizing casualties amongst the lowliest members of the worker caste and judiciously spreading about some of the smuggling profits, Sundra has been very successful in building support in the Prospects. Each BRF cell now has a number of safe houses and lists of trustworthy supporters for support tasks. More importantly, even uncommitted Prospectors now refuse to inform on the BRF, frustrating attempts to locate them.

The BRF is slowly expanding throughout the Prospects, creating caches of small arms in preparation for the major rebellion Sundra foresees. The Riveran BRF has no ties to any foreign power. Despite their reputation among executives, they are patriots and wish to save Peace River rather than destroy it outright.

Through her smuggling operation, however, Sundra has established ties to some important allies. She sells her weapons to the Forzi smuggling cartel out of Wounded Knee and they in turn have provided a way to receive many other resources or even weapons that can be used without fear of being traced. This has greatly slowed investigations into BRF attacks, because they often use weapons produced at the poles. PaxSec and the POC have been unable to uncover this critical connection thus far, but the CNCs and AST are both looking into the theft of their armaments.

◆ Organization

The main problem for PaxSec is that the BRF has no hierarchical organization. Each cell is completely independent, knowing virtually nothing of the others. The smuggling operation is also separate and run by professionals recruited from the Prospects' criminal gangs. Even the secret weapons caches are hidden by supporters unaware of just what they are concealing. This system has successfully concealed the extent of BRF mobilization from PaxSec, who believe Sundra leads a single cell.

Only Sundra Gabriel knows it all. It is her impressive genius for guerrilla warfare and leadership that allows the BRF to operate as a unit. She provides each cell with lists of targets and lets them decide how and when to hit them. The result is a frustrating randomness into which Colonel Lenaris and HEO DuBeau-Slovenski are desperately trying to read a pattern.

◆ Current Concerns

Sundra has recently decided that attempts at reform threaten the major worker uprising she is preparing for. She has consequently added worker caste moderates to her list of targets and started distributing pamphlets attacking the motivations of moderates, especially Helena Hitashi and Rodrigo Ferdinand.

Reading the political situation in Peace River astutely, Sundra has realized that a victory by the Jacobi faction would bring her worker revolt much closer to reality. Thus she has decided upon a series of atrocities against the executive caste to try and discredit President Simosa. Sundra realizes she is playing a dangerous game, however, since she does not wish to weaken Peace River to the point that it falls to polar or other outside forces.



SUNDRA GABRIEL

Sundra was born in the Prospects in TN 1900. Her childhood was hard but loving, her parents doting on her and her brother although they both worked long hours. Sundra was the family's pride and joy, her intelligence winning her scholarships to executive caste schools. Her success seemed assured until her life fell apart around her in TN 1923. Her father was diagnosed with black lung, a fatal disease caused by contaminated air in the ore refineries, and rapidly succumbed. His wife died soon after him, probably from grief.

Sundra's bitterness knew no bounds and in TN 1925 she turned down a place at the Peace River Academy for politics. While political agitation came easily to her, willingness to kill and injure is a recent development. Her brother, Thom, was killed in TN 1930 in an industrial accident. To her, Paxton Arms became a monster consuming everyone she loved, and her hatred for the corporation now knows no bounds.

◆ Profession

For 8 cycles Sundra has been a professional agitator and revolutionary. Fanatical belief in her cause and personal loss have steeled her against feelings of remorse for those she kills or maims. Understanding the importance of knowledge, Sundra has worked and studied until she is one of the best informed people on the social and political situation in Peace River. If her enemies realized how much Sundra knew and how cunningly she directed her plans, she would soon find herself the most wanted person in the Badlands. Her military skills are also self-taught, but she is looking for formal training after noticing gaps in her knowledge. She has made initial contacts with Ernesto Jaxon, unaware that he is no more a soldier than she is.

◆ Attitudes

With the death of her family, Sundra has become a cold, calculating and unfeeling woman. All the killings she has planned and performed since then merely freeze her emotions further. Only the hatred and anger behind the cause fire any response in her. Yet this is very much against her natural personality, for behind the hard killer is a keen intellect that once delighted in friends, jokes and had great plans for the future.

◆ Combat Reactions

Sundra is inured to violence and will resort to it without hesitation if it means success. She will take any action, no matter how barbaric, justifying it in name of the cause. Her lack of restraint makes her a frightening opponent. Realizing that the BRF will not succeed without her, Sundra will not throw her life away; at the time however, she will not allow herself to be taken alive if at all possible. She carries at least two weapons at all times, hidden beneath the Massadan sister's robes that are now her usual mode of dress.

□ Vital Statistics

Age:	33 cycles	Height:	1.52 meters	Weight:	59 kg	Hair Color:	brown	Eye Color:	brown
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□ Attributes

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

□ Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Ambush	1	0	Investigation	1	1	Stealth	2	0	Bureaucracy	1	1
Leadership	2	2	Streetwise	3	2	Demolitions	1	1	Notice	2	1
Tactics*	2	0	Dodge	1	0	Psychology	3	1	Theatrics	2	1
Etiquette	1	2	Small Arms	1	0	*(Guerilla specialization)					





4.0 - SILHOUETTE BASICS

The **Silhouette** rules system is an extremely flexible game engine. Depending upon a gaming group's preferences, it can serve as a roleplaying game, a tactical board game, or a smooth integration of both. Roleplayers may wish to ignore the tactical sections of these rules. Similarly, wargamers should feel free to use only the tactical rules system. Gamemasters should feel free to adjust the "realism" of the campaign, from an accurate simulation of reality right up to a movie-like flash of action and adventure. No matter the type of game played, however, the following characteristics will always remain at the base of each and every Silhouette game session.

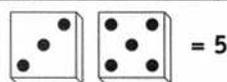
4.1 - DICE AND DIE ROLLING

The Silhouette system uses everyday six-sided dice to add a random element to the game. These are sometimes referred to as "1d6" in the rules, "2d6" for two dice, 3d6 for three, and so on. The same die rolling convention is used for both the roleplaying and wargaming aspects of the rules, so this is not repeated in the respective rule sections.

When two or more dice are rolled simultaneously, their results are **not** added together. **Instead, the highest result is considered to be the outcome of the die roll. If more than one "6" is rolled, each extra "6" adds one (1) to the total.** If every die rolled turns up "1," the die roll is a Fumble and counts as an overall result of zero and no modifiers may change this value. Unless specifically mentioned otherwise, **all** die rolls work in this way.

The totals of die rolls are often influenced by modifiers. Modifiers are added to the total of a die roll. If negative modifiers lower the total below zero, the final result is always zero and cannot go any lower. Modifiers are **not** applied to Fumbles.

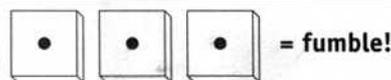
Die Rolling Examples



Example 1: *Player A rolls two dice. The dice read 3 and 5. The total of the die roll is 5 (the highest individual die result).*



Example 2: *Player B rolls five dice. The dice read 1, 6, 4, 6, and 6. The total of this die roll is 8 (the highest roll + 2 for the two extra sixes).*

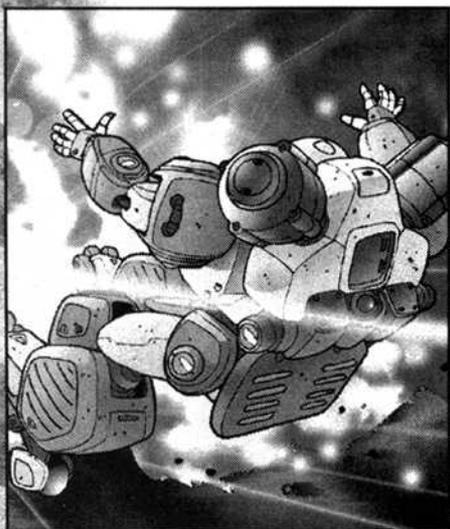


Example 3: *Player C rolls three dice. All three dice read 1. He has fumbled the die roll. The total is considered to be 0.*



Example 4: *Player D rolls two dice and has a +2 modifier. The dice read 1 and 5. The total of the die roll is 7 (highest roll + 2).*

4.1.1 - Fumbles



A Fumble is a mistake or mishap that cause the failure of the action attempted. It is not necessarily caused by an error or the incompetence of the character, and may well be the result of environmental factors. No matter what caused the Fumble, however, the total die roll is always zero.

In the tactical game, Fumbles produce clear results. This is hardly the case in the roleplaying rules due to the mind-boggling number of possible actions and outcomes. The effects of each separate roleplaying Fumble must thus be decided and described by the Gamemaster. In general, the harder the task attempted, the greater the effect of the Fumble.

Tactical System Fumble Effects

Situation	Fumble Effect
Initiative	lose automatically; if both Fumble, reroll
Attack	miss automatically
Defense	hit automatically unless attack also Fumbles; for damage purposes treat roll as 0
Active Sensors	fail to achieve Line of Sight automatically
High Speed 180° turn	crash; roll 1d6 — take Light (1-4) or Heavy (5-6) damage



ACTION TESTS - 4.2

Many actions involve an element of chance. Did the shot hit? Do the sensors detect the enemy ambush? Is the spy's disguise convincing? Is that dose of poison sufficient to kill? In such situations, an **Action Test** is called for. Action tests consist of a die roll whose result is compared to a fixed value called a **Threshold**. Threshold values reflect the difficulty of the task. Higher Thresholds indicate more difficult situations.

Because of the peculiar probability curve of the six-faced die system used by Silhouette, the difficulty level of the Thresholds increases dramatically after 7, i.e. the progression between Threshold levels is not linear. The chart below should help to determine the difficulty level of any given test.

If the die roll total — with any situation modifier added — surpasses the chosen Threshold, the test succeeds. The degree of success is defined by the **Margin of Success (MoS)**: a value equal to the die roll (plus modifiers) minus the Threshold. The magnitude of the Margin of Success reflects the success of the Action Test. For example, a MoS of 1 is a marginal success, while a MoS of 6 would be a spectacular success.

If the die roll, again with modifiers added, is less than the Threshold, the test fails. The degree of failure is defined by the **Margin of Failure (MoF)**: a value equal to the Threshold minus the die roll (plus modifiers). A high Margin of Failure indicates a miserably failed Action Test. For example, a MoF of 1 would be a close call, while a MoF of 6 would be a definite (and potentially deadly) failure.

If the total die roll and the Threshold are equal, a draw occurs. In roleplaying situations, draws are often interpreted as marginal successes or ambiguous results. In combat, draws tend to favor the defender. In the tactical rules, draws also favor the defender.

□ Typical Thresholds

1	Moronic
2	Routine
3	Easy
4	Moderate
5	Challenging
6	Difficult
7	Very Difficult
8	Extremely Difficult
10	Near Impossible
12+	Pray for Divine Intervention!

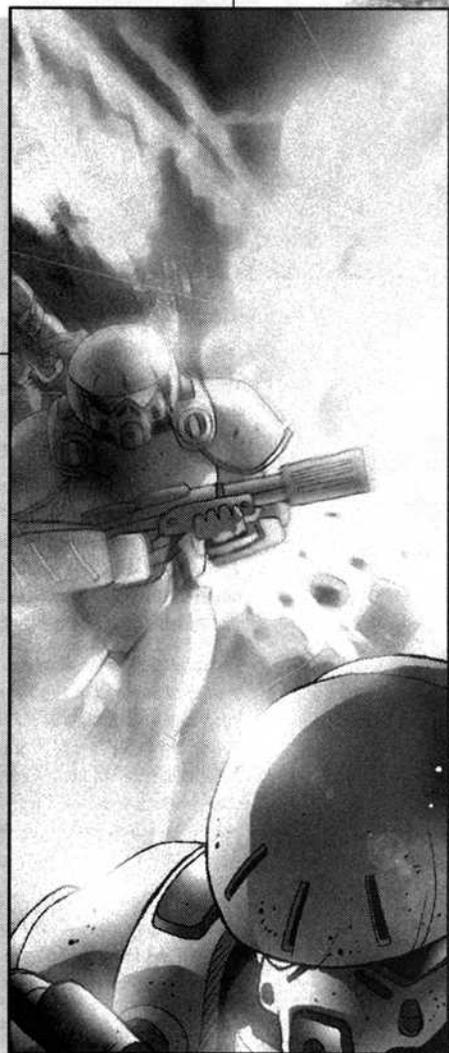
□ Threshold Example

Example 1: *Lhon knows an enemy infantryman is located nearby. He will try to spot him by using his Notice Skill. The Threshold required will vary according to what the infantryman is doing. For simplicity, we will disregard any sensor device Lhon might be carrying and assume he is motionless. Likewise, we will assume the infantryman is not aware of Lhon's presence.*

Example 2: *If the infantryman stands atop a stonehead and waves his poncho, the Threshold required to spot him is 1 (Moronic). Lhon would have to be a fool not to see him. If the infantryman stands still atop the head, he's still fairly obvious. A Threshold of 2 (Routine) would be appropriate.*

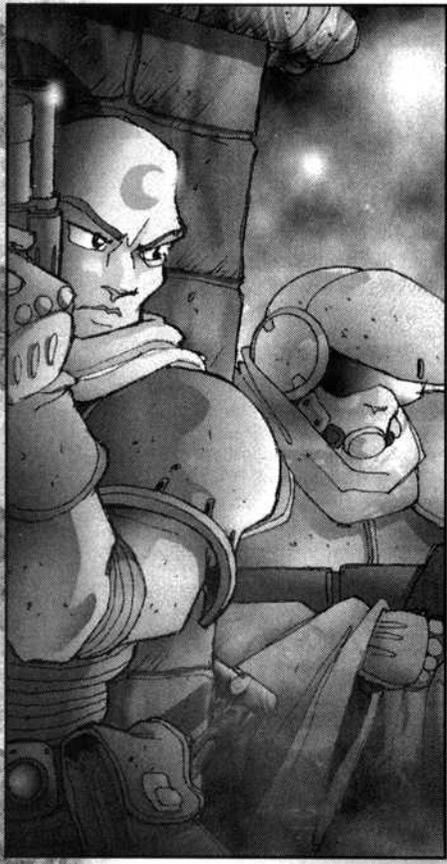
Example 3: *If the infantryman stands behind nearby bushes but moves (for example, reloading his gun), he's still easy to spot. The bushes mask him, so a Threshold of either 3 (Easy) or 4 (Moderate) would be fine. If he's motionless, his camouflaged poncho will blend in with the vegetation, raising the Threshold to 5 (Challenging) or even 6 (Difficult).*

Example 4: *Hiding under a derelict Hunter head and behind the bushes would make him extremely difficult to spot. Lhon cannot see him and must rely on sound, so a Threshold of 7 (Very Difficult) is appropriate. Should the infantryman be dug in and completely motionless, Lhon will never spot him without some kind of sensor device — a Threshold of 10 or more will apply.*





4.2.1 - Opposed Action Tests



Sometimes two individuals will oppose each other's actions. Attacks can be dodged. Guards may notice people sneaking past them. Negotiations obviously require more than one participant. When two or more individuals oppose each other's actions, an **Opposed Action Test** is called for.

Each opponent makes a die roll using the appropriate Attribute or Skill. The highest result wins the test. The Margin of Success of an Opposed Action Test is equal to the winner's roll minus the loser's roll. If more than two participants are involved, separate Margins of Success are worked out between each of the participants as needed. Tied rolls result in draws. In general, draws are marginal wins for the resisting person.

Action Test Examples

Example 1:	<i>Ethos shoots at a moving target in a marksmanship contest. The Threshold of the action is 6. His die roll with modifiers is 7. He hits with a Margin of Success of 1 (7 minus 6).</i>
Example 2:	<i>Shanna drops a microdot containing top secret information while escaping across a grassy field. Later in the day, she sneaks back to the field and begins to search for the tiny device. The Threshold for this impossible task is 18 (!). With modifiers, Shanna rolls a 12, resulting in a Margin of Failure of 6. Despite her best efforts, she fails miserably in her attempt to recover the lost microdot.</i>
Example 3:	<i>Buxby the Great, stage magician to the stars, attempts to impress his audience by pulling a rabbit out of a hat. The Threshold to impress the bored crowd is 5. Buxby rolls a 5, producing a draw. The audience is unimpressed but at least they do not throw tomatoes at him like they did last time.</i>
Example 4:	<i>Evan tries to stab Chen. Since Chen is aware of the attack and obviously does not wish to become an oversized pin-cushion, the attack is an Opposed Action Test. Evan rolls a 7. Chen rolls a 5. Therefore, Evan has a Margin of Success of 2 (7 minus 2). Chen staggers back, clutching his wound in agony.</i>

Skill Rolls: When, How and Why?

Roleplaying is not just about dice. There are a few situations when asking for Skill checks detracts from the purpose of the game. Roleplaying should be fast and entertaining, something that dice rolling is not. You normally make Skill tests in one of two situations: in combat, and when the result matters.

Even when asking for Skill checks, you should be careful to keep it short and simple. The standard way of rolling is not always the best one, and you should feel free to simplify the system. For instance, imagine that a PC wants to sneak past a sentry. The standard way of doing it would require that you figure the PER Attribute of the sentry, plus his Notice Skill, plus whatever relevant equipment and environmental factors would give him modifiers on his Notice check. Then, you have to make an opposed Action Test and see who between the Player Character and the sentry has the highest result. The simple way of doing it is just to replace all of the sentry's Skills and Attributes with a difficulty Threshold (for instance, a Threshold of 5).

Lastly, a quick piece of advice on interpreting die results. A success is not just a success, nor is a failure just a failure. The greater the Margin of Success, or the Margin of Failure, the more dramatic the results. A MoS of 3 or better is a resounding success, and should be described accordingly. A MoF of 3 or better is a catastrophic failure, and should have unfortunate consequences. As an example, if a Player Character is trying to use Acrobatics to jump down a three-meter wall and land safely, and gets a Margin of Success of 4, the description should be something like this (assuming you are running a cinematically styled game): "You throw your gun into the air, dive athletically forward with your arms extended, grab a thick branch, wheel around it, let go and land in a perfect crouch, not a hair out of place. You extend your hand and, as if by magic, your weapon lands smack into your palm. You look at the two guards coming your way and grin as they stop dead in their tracks, stunned."

Having no Margin at all (a MoS/MoF of 0) is a mitigated success. The action has succeeded, but not entirely, just enough so that the character may proceed with his plan, with perhaps one or two "threats" still hanging. For instance, when deactivating an electronic lock, an infiltrator could have succeeded in bypassing the lock mechanism without triggering the alarm system, but one false move and next thing you know, the sirens start blaring and the guards are on their way.

Gamemastering is not just a matter of keeping Players on their toes, but of making them feel good about their characters.

RATINGS, SKILLS, AND SKILL TESTS - 4.3

In both forms of the game, people are rated in terms of their Skills. A Skill is a learned talent or ability which is often improved with practical experience. Only a few Skills are used in the tactical game, but there is no theoretical limit to the number of Skills in the roleplaying game. Skill levels transfer directly from the roleplaying system to the tactical system and vice-versa. In addition, it is a common practice in the tactical game to rate an individual, such as a Gear pilot, in terms of their general training. For example, a pilot rated as Veteran is assumed to have Skill level 3 in all relevant tactical game skills (Piloting, Gunnery, etc.).

Skills are useful in determining the outcome of Skill Tests, a common form of Action Test. In a Skill Test, the number of dice rolled is equal to the Skill level of the person involved. If the character does not have the required Skill, two dice are rolled and the lowest result used (if a "one" turns up on either die, it is a Fumble).



☐ Skill Level Values

Skill Level	Training Quality	Description
0	Untrained	Little or no skill. Cannot use this Skill in tactical game.
1	Rookie	Basic training. Common Skill level for hobbyists and other amateurs.
2	Qualified	Standard Skill level for anyone who earns his living using the Skill.
3	Veteran	Hotshots and old professionals. Represents years of experience.
4	Elite	True professionals. Individuals whose Skill commands fear, respect, or envy from all in their professions. Most individuals never achieve this Skill level, even at the peak of their careers.
5+	Legendary	The best of the best. Living legends and heroes from the history books (or the movie screen, for Skill level 6 and up).

Ratings - 4.3.1

Items or individuals are often assigned ratings to indicate how effective they are at a certain task. Both a vehicle's Maneuver score and its speed are ratings, as is a person's Build Attribute and his Stamina Trait. Many ratings, such as a vehicle's Maneuver or an individual's Attributes are **Zero-Average Ratings**. They are the ones presented in the plus/minus format (for example +1, 0 or -2).

This type of rating assumes that the rating will be used as a modifier for die rolls. An average score is unexceptional, and is therefore rated as a zero. Any below average scores are rated as negative numbers and any above average scores are rated as positive numbers.

Ratings mark the difference between learned abilities and true talent. Thus, an average Gear pilot with a long career could have a Skill level of 3 in Piloting, while the young up-and-coming hotshot pilot might only rate a level 1 in Piloting but a +2 in Agility. Because of his experience, the veteran will succeed more on average, but only the hotshot will be able to pull the truly heroic stunts.

Pyramid of Skills ▣

One of the greatest problems in character creation is that of Skill levels. The Silhouette system was designed so that high level Skills are extremely expensive and almost crippling to purchase during character creation. We felt a rating of 4 or 5 should be a goal in itself, not something a PC starts with (even in a heroic campaign). Some Player Characters are invariably going to try to build a character with one or two Skills at level 3, sometimes even at level 4, and will take a few other Skills at level 1. That's just not how reality works. It should not be allowed or encouraged.

In real life, when someone acquires a Skill at the equivalent of level 4, he doesn't just have that Skill and nothing else. There are probably a few support Skills at level 3 which he acquired over the cycles spent learning about his expertise. These level 3 Skills themselves were probably learned in parallel to several other level 2 Skills which were mildly related to the character's specialty, and so on down to numerous level 1 Skills. This forms a pyramid of Skills which is more believable than the odd "spoke" of a level 4 Skill among level 1 Skills. GMs should encourage Players to build characters along this pyramidal structure and offer suggestions as to what Skills they should have on their list. There are Skills which they may not want to purchase now, but which you feel are necessary to the profession they have chosen. Emphasize the importance of those Skills and the consequences of not purchasing them. This is very important. Some new Players may not be aware of everything they have to purchase when they get into the game, and should be helped in the process, not punished for their lack of experience.

If they choose to ignore the GM's suggestions, however, they're on their own. When they complain during game time that they're missing a Skill which "fits the character's concept and should be there," or that they've "got a similar Skill on which they should roll instead of the one you've selected," you can say you've given them fair warning. You didn't buy the Skill, you don't have it. Period.



5.1 - THE CHARACTER SHEET

In **Heavy Gear**, information about characters portrayed either by the Players or by the Gamemaster is recorded on character sheets. These sheets list each character's abilities, possessions and vital statistics (name, height, weight, etc.).

Taking a look around the different elements on the character sheet is a good way to become familiar with the decisions to be made when making a character. The sample shown below contains the statistics of a typical starting Player Character, along with explanations about the various record fields of the sheet. The blank character sheet found at the end of the book may be photocopied for personal use.

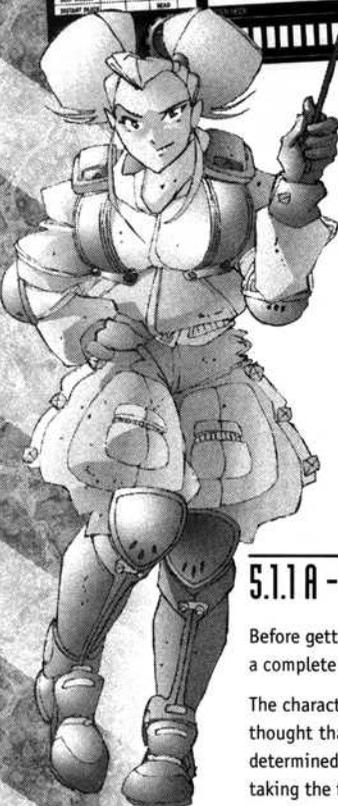
Defining a Character

- **Picture of the character (optional)**
- **Civil identification**
- **Physical description and measurements**
- **The ten basic Attributes of the character (Agility, Appearance, Build, Creativity, Fitness, Influence, Knowledge, Perception, Psyche, Willpower) are noted in the left side middle box. The value normally range from -3 to +3, with 0 being average. The costs increase exponentially and characters with several high Attributes often have negative Attributes to compensate. See page 54 for details.**
- **The five Secondary Traits of the character (Strength, Health, Stamina, Unarmed Damage, Armed Damage) are noted just under the main Attributes. They are calculated from several basic Attributes or Secondary Traits. They cannot be increased without increasing the basic Attributes. See page 55 for details.**
- **The current status of any wounds received by the character have their own box. The Flesh Wounds Threshold is equal to half the character's STA trait. The Deep Wound Threshold is equal to the STA trait. Instant Death occurs past twice the STA trait. A column is available to note the any armor that the character might be wearing. Flesh Wounds cause a -1 penalty while Deep Wounds cause a -2. See page 105 for details.**
- **The learned abilities of the character, called Skills, are noted on the right upper table. The CPLX column is used to indicate with an S (for Simple) or a C (for Complex) the level of complexity of the Skill. The Player should put the level of the Skill in the column marked LVL. The +/- column is used to record the value of the Attribute (and any other modifier) associated with each Skill. See pages 49 and 67 for details.**
- **The statistics of any weapon currently carried are listed just under the Skills. ACC is the Accuracy modifier of the weapon; DAM is the Damage Multiplier; RANGE gives the basic (short) range of the weapon. AMMO lists how many shots can be fired. ROF is the Rate of Fire, a statistic used for automatic firing. See page 78 for a complete weapon list.**
- **The statistics of any equipment currently carried are listed under the weapons. This space can also be used to jolt down some basic notes on the personality and background of the character. It is recommended, however, to write a more detailed and complete background on a separate sheet or notebook.**
- **These boxes are used to keep track of the System Shock status of the character. This value is modified by the various injury-related penalties and calculated based on the Health Secondary Trait. See page 56 for detail.**

5.1.1 A - Quick Character Overview

Before getting into the nitty gritty details of character creation, we thought it would be useful to make a quick recap of what makes up a complete roleplaying character. This short section outlines the various elements that should keep in mind when making their choices.

The character Attributes and Skills are what will mostly concern the Player during the character creation process, and will require more thought than anything else. Almost everything else — Secondary Traits, Injury List, Movement and System Shock — are going to be determined based on those choices. Players should spend a bit of time reflecting on what kind of character they want to play before taking the final plunge into the character creation process. Once they get into it, there are going to be many questions which they will be able to answer much faster if they've familiarized themselves with the various components of a roleplaying character.





CHARACTER CREATION

5

Attributes ◆

After vital statistics, the first major element is Attributes. Attributes are zero-average ratings (a rating of zero represents a “normal” person) used to describe the character’s innate mental, physical and social strengths and weaknesses. Attributes are summarized below and fully detailed in *Attributes Descriptions*, p. 54.

Attributes

Name	Abbreviation	Description	Name	Abbreviation	Description
Agility	AGI	Physical prowess and coordination	Influence	INF	Charisma and persuasiveness
Appearance	APP	Physical comeliness	Knowledge	KNO	Education and logical thinking
Build	BLD	Physical size and mass	Perception	PER	Alertness and ability to discern details
Creativity	CRE	Mental innovation and quick thinking	Psyche	PSY	Mental health, empathy and luck
Fitness	FIT	Physical conditioning and endurance	Willpower	WIL	Mental endurance and conviction

Secondary Traits ◆

The Secondary Traits are a group of five ratings that are neither Attributes nor Skills but are dependent upon them. All Secondary Traits are computed from Attribute and Skill ratings. They are detailed in *Secondary Traits Descriptions*, p. 55, and are summarized below.

Secondary Traits

Name	Abbreviation	Description
Strength	STR	Raw physical strength
Health	HEA	Physical well-being and resistance to disease
Stamina	STA	Physical endurance
Unarmed Damage	UD	Base Damage Multiplier in hand-to-hand combat
Armed Damage	AD	Base Damage Multiplier in melee combat

Skills ◆

Skills are a measure of learned abilities and range from 1 to 5 in terms of ability. The four columns of the Skill List are Name, Complexity, Skill Level and Modifiers. **Complexity (Cplx)** is a rating of how difficult a Skill is to learn: Skills are either Simple or Complex. **Skill Level (Lvl)** is the same term that was described earlier in the *Silhouette Basics* chapter (page 55). The **Modifiers (+/-)** entry is where the total of all relevant modifiers to the Skill roll (if any) are noted — this include the governing Attribute (e.g. Agility governs Piloting) for easy and quick reference.

Injury List and System Shock ◆

Injury levels and System Shock are a measure of how much physical punishment a character can receive before being wounded. The numbers indicated are compared with the total damage received to determine the extent of injury in combat. See *Physical Status, System Shock Rating*, p. 56, and *Chapter 6: RPG Rules*, p. 98 for more details on combat.

Weapon List ◆

This is a list of the weapons carried by the character (if any). The list includes columns for weapon type, damage, ranges (Short, Medium, Long and Extreme), and other notes. Note that personal weapon damage is on the Personal Scale, not the Vehicle Scale (see *Abstract Vehicle Rules*, page 117).

Equipment List ◆

Below the Weapon List is the Equipment List. Prized belongings and items that are carried by the character should be listed here. The Armor points of personal armor should be noted in brackets after the item name, for example Flak Vest (+20).

Description and Personal History ◆

The character sheet provides some space to note details of the characters physical appearance and background. It is often best, however, to take a separate blank sheet to provide a fully detailed history and visual portrait of the character.



5.2 - CHARACTER DESIGN PROCESS

Before sitting down to actually roleplay, Players will have to create their own characters. These can be almost any type of person, although the following process assumes characters above the average, but not to the level of the elite. Gamemasters may wish to adjust the number of Character Points and Skill Points available (see below) to reflect the style of their campaign.

In order to keep the character generation rules as clear and concise as possible, the full descriptions of the various Attributes and Skills have been grouped together further in this chapter (see page 54).

◆ Step One: Conceptualization

The character must first be imagined. Is it a he or a she (you need not play a character of your own gender)? Is he tall and muscular or lean and intellectual? The *Defining a Character* box offers a few questions that will help outline the character.

The more answers provided, the more detailed (and alive) the character will be. Once the character's look and feel are decided upon, a name should be chosen. If time and talent permit, a drawing of the character is always a nice addition.

Defining a Character <input type="checkbox"/>	
• What is the character's gender?	• What is the character's physical appearance?
• Does the character have a distinctive physical trait?	• Describe the psychological traits of the character.
• Does the character have any good habits?	• Does the character have any bad habits?
• How old is the character?	• Where is the character from?
• What was the character's family like?	• What relationship did the character have with his family?
• Does the character have any current personal relationships?	• What is the character's occupation?
• If a military type, what is the character's rank?	• Which organization(s) does the character belong to?
• What are the character's personal goals?	• Is the character hiding any secrets?
• Who are the character's friends and rivals?	• What is the character's name and/or nickname?

◆ Step Two: Select Attributes

Once a concept is decided upon, Players should purchase Attributes to flesh out the rough mental image of the character. A certain number of Character Points (CPs) are available to purchase Attributes. The cost in CPs of an Attribute rating is listed in the *Attribute Costs* table. Purchasing very low stats "gives back" some CPs. A rating must be purchased in all ten Attributes. None are truly more important than the others, and all have their uses. If any CPs are left over, each point becomes one Emergency Die (see *Emergency Dice*, page 115) or a Skill Point, at the Player's choice.

Joe Average, the man on the street, has only 10 Character Points available. This is just enough to purchase a 0 (an average value) in all Attributes. Children and cripples may have less, though no character can start with less than one CP. Player Characters are heroes, so they receive more points — how much more depends on the style of the campaign. This should be decided by the GM before character creation begins.

Character Points Available <input type="checkbox"/>			
	Joe Average	Player	Major NPC
Gritty Game	10	20	30
Adventurous Game	10	30	50
Cinematic Game	10	50	70

Attribute Costs <input type="checkbox"/>			
Attribute Rating	Character Point Cost	Attribute Rating	Character Point Cost
+5	36	0	1
+4	25	-1	0
+3	16	-2	+1*
+2	9	-3	+4*
+1	4	-4	+9*

* These values are added to available CPs instead of being subtracted. Values below -4 should not be authorized.



Step Three: Select Skills ◆

Players should now choose Skills for their characters. Depending on the intended style of the campaign, the Player receives a certain number of Skill Points (SPs) to purchase Skill Levels with. A Skill cannot be purchased at a level higher than its governing Attribute plus two. For example, if John's Agility is +1, he cannot purchase the Dodge Skill at any level greater than 3. If the governing Attribute is -2 or lower, the Skill can be purchased at level 1 for double the normal cost. This rule applies only when creating new characters, and may be disregarded for NPCs.

The *Skill Costs* table lists the Skill point costs for Simple and Complex Skills and the minimum value required in the governing Attribute. Starting Skill levels are generally low but can be improved through experience.

☐ Skill Points Available

	Joe Average	Player	Major NPC
Gritty Game	20	30	40
Adventurous Game	20	40	60
Cinematic Game	20	60	80

☐ Skill Costs

Skill Level	Simple Skill Cost	Complex Skill Cost	Minimum Attribute
1	1	2	-1*
2	4	8	0
3	9	18	+1
4	16	32	+2
5	25	50	+3
6	36	72	+4
7	49	98	+5
Specialization	5	5	n/a

* If Attribute is less than -1, level one can be purchased at double cost.

☐ Skills and Ratings Examples

Jon does not know Mandanese and would be hard pressed to obtain directions to the nearest washroom if he was stranded in the Mekong Dominion. He doesn't know how to read or write, and the sounds of the language confuse him completely. Jon has Skill level 0 in Mandanese.

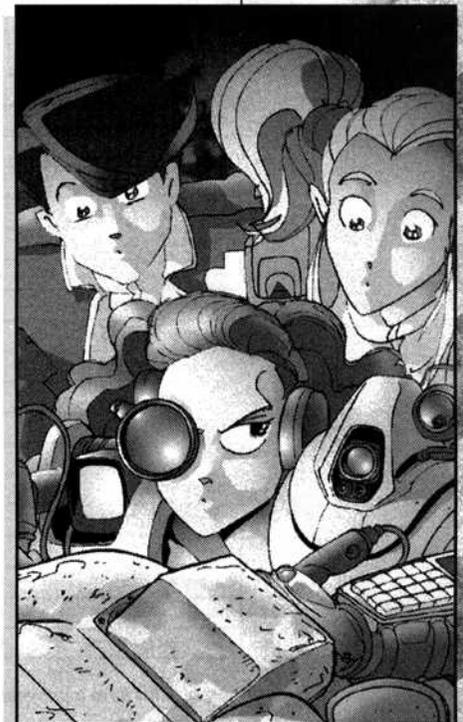
Pamilla has been taking a few shooting lessons at her local GunLovers™ chapter. She knows the basics, such as how to load a gun, point it and shoot, or how to put the safety on, but she still has a lot to learn. She cannot disassemble and reassemble her weapon very rapidly, nor could she describe its specifications very precisely to a connoisseur. At best, Pamilla has Skill level 1 in Small Arms.

Jim is a professional mechanic. He is competent, and can earn a living repairing common civilian vehicles. He can do an oil change, diagnose engine problems, and replace damaged parts, but his work is nothing exceptional, not enough to earn a loyal clientele. Jim has Skill level 2 in Mechanics.

Suzhan is an up-and-coming junior executive at Paxton. Her work is impeccable and her financial predictions extremely accurate. She constantly impresses her bosses with her insight and seems to be on the fast track to success. Suzhan has Skill level 3 in Business.

Grant is a senior NCO in a special forces unit. He has seen more action than all his teammates combined and has repeatedly proven his worth on the battlefield by achieving seemingly impossible goals. He is a consummate master tactician and his advice is invaluable to his commanding officers. Grant has Skill level 4 in Tactics.

Tanya has just won her third global award for her role in "Hourglass Women," a touching movie about the life and tribulations of a Badlands woman coming to terms with her troubled youth through the life of her daughter. Her vibrant and subtle performances are known worldwide. Tanya has Skill level 5 in Theatrics.





◆ Skill Specializations

A character may obtain a Skill Specialization at a cost of 5 SPs, regardless of whether it is a Simple or Complex Skill. A Specialization allows the character a +1 modifier to his Skill test totals under certain conditions. For example, a soldier could have a Small Arms specialization in rifles and thus add one to every roll made while using a rifle. A scientist could have a Physical Sciences specialization in nuclear physics, and gain the +1 whenever a relevant roll is called for. The Skills section later in this chapter includes suggested Specializations, but the Gamemaster can add more.

A character may purchase several Specializations in the same Skill, but no more than **one** Specialization (i.e. +1 bonus, maximum) can be applied to any single die roll. Players may be tempted to focus their characters on excelling in a few Skills by purchasing Specializations and high levels in three or four Skills. Quite often, the advantages of this are more than offset by the inflexibility of the character, which will surface whenever the GM thrusts him into unfamiliar situations.

The **Master Skill List** below lists the available Skills along with their governing Attribute and complexity, as well as the page on which the Skill is explained. The Skills are listed in alphabetical order for easy reference.

Master Skill List

Skill	Attribute	Complexity	Page	Skill	Attribute	Complexity	Page
Acrobatics	AGI	Simple	57	Intimidate	BLD	Simple	59
Aircraft Pilot	AGI	Complex	57	Investigation	PER	Complex	66
Animal Handling	CRE	Simple	59	Law	KNO	Complex	64
Archery	AGI	Simple	57	Leadership	INF	Simple	62
Athletics	FIT	Simple	61	Life Sciences	KNO	Complex	64
Bureaucracy	KNO	Complex	63	Literature	CRE	Simple	60
Business	KNO	Complex	63	Mechanical Design*	KNO	Complex	64
Camouflage	CRE	Simple	60	Mechanics	KNO	Simple	64
Combat Sense	PER	Simple	65	Medicine*	KNO	Complex	64
Communications	KNO	Complex	63	Melee	AGI	Simple	58
Computer	KNO	Complex	63	Music	CRE	Simple	61
Cooking	CRE	Simple	60	Naval Pilot	PER	Complex	66
Craft (Specific)	CRE	Simple	60	Navigation (Specific)	KNO	Complex	65
Dance	AGI	Simple	57	Notice	PER	Simple	66
Demolition	KNO	Complex	63	Parachuting	AGI	Simple	58
Disguise	CRE	Simple	60	Physical Sciences	KNO	Complex	65
Dodge	AGI	Simple	57	Psychology	KNO	Complex	65
Drive	AGI	Simple	57	Riding	AGI	Simple	58
Earth Sciences	KNO	Complex	63	Security	KNO	Complex	65
Electronic Design*	KNO	Complex	63	Seduction	APP	Simple	59
Electronic Warfare	CRE	Complex	60	Sleight-of-Hand	AGI	Simple	58
Electronics	KNO	Complex	63	Small Arms	AGI	Simple	58
Etiquette	INF	Simple	62	Sniping*	PER	Simple	66
First Aid	KNO	Simple	64	Social Sciences	KNO	Complex	65
Foreign Language (Specific)	KNO	Simple	64	Space Pilot	CRE	Complex	61
Forgery	CRE	Complex	60	Stealth	AGI	Complex	58
Forward Observing	PER	Simple	65	Streetwise	INF	Simple	62
G-Handling	FIT	Simple	62	Strider Pilot	AGI	Complex	59
Gambling	PER	Simple	66	Survival	CRE	Simple	61
Gunnery (Specific)	PER	Complex	66	Swimming	FIT	Simple	62
Haggling	INF	Simple	62	Tactics	CRE	Simple	61
Hand-to-Hand	AGI	Simple	58	Teaching	CRE	Simple	61
Heavy Gear Architecture*	KNO	Complex	64	Theatrics	INF	Simple	62
Heavy Gear Pilot	AGI	Complex	58	Throwing	AGI	Simple	59
Heavy Weapons	AGI	Simple	58	Tinker	CRE	Complex	61
Human Perception	PSY	Simple	66	Visual Art	CRE	Simple	61
Interrogation	CRE	Simple	60	Zero-G*	AGI	Simple	59

*These Skills have a prerequisite (see Skill Descriptions, p. 57).



Step Four: Calculate Secondary Traits ◆

The character's Secondary Traits, Wounding Scores, and System Shock are calculated using the following formulas. Although the formulas may appear quite involved, most of them are simply an averaging of two or three Attributes. Some Traits have minimum values, meaning this is the lowest value they can have regardless of Attributes and Skills.

□ Secondary Attributes Formulas

Strength	$(\text{Build} + \text{Fitness}) + 2$, round towards zero
Health	$(\text{Fitness} + \text{Psyche} + \text{Willpower}) + 3$, round off
Stamina	$(5 \times (\text{Build} + \text{Health})) + 25$, minimum 10
Unarmed Damage	$3 + \text{HTH Skill} + \text{Strength} + \text{Build}$, minimum 1
Armed Damage	$3 + \text{Melee Skill} + \text{Strength} + \text{Build}$, minimum 1
Flesh Wounding Score	$\text{Stamina} + 2$, round up
Deep Wounding Score	Stamina
Instant Death Score	$\text{Stamina} \times 2$
System Shock	$5 + \text{Health}$, minimum 1

Step Five: Purchase Equipment ◆

There are two ways to select equipment. If the character resembles one of the archetypes, he may simply use the archetype's equipment list. Alternately, personal gear may be purchased "à la carte." In that case, the Gamemaster chooses the budget according to the campaign and the character's background. He may also wish to approve all equipment before the game starts.

■ Sample Character

Let us introduce Sergeant Alex Westmore, a Gear pilot in the 3rd Oasis Rangers. Alex is a large, athletic man, gifted with keen senses and good coordination. Unfortunately, Sergeant Westmore is somewhat self-destructive and has a few disfiguring scars gained from a brash and rough youth.

From this description, we assigned Alex +1 AGI (cost 4), -1 APP (cost 0), +2 BLD (cost 9), 0 CRE (cost 1), +2 FIT (cost 9), 0 INF (cost 1), 0 KNO (cost 1), +1 PER (cost 4), -1 PSY (cost 0), and 0 WIL (cost 1) for a total of 30 CPs spent on Attributes.

Sergeant Westmore is a proficient Gear combat pilot. He is also fully trained in various armed and unarmed close combat techniques. In addition, he has undergone basic training in most military Skills. In his spare time, Alex enjoys sipping fine brandy and smoking a good cigar while playing poker.

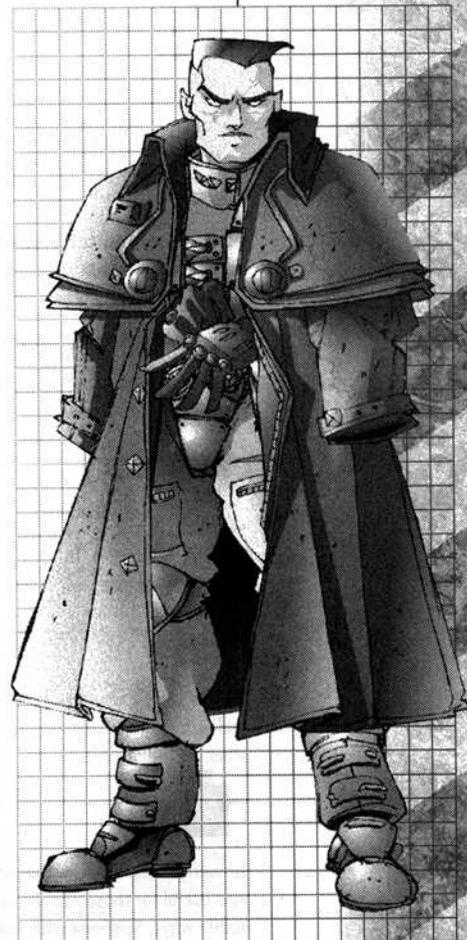
Westmore was assigned a Skill level 2 in Heavy Gear Piloting (cost 8), Heavy Gear Gunnery (cost 8), Hand-to-Hand (cost 4), and Melee (cost 4). He was also assigned level 1 in Tactics (cost 1), Leadership (cost 1), Communications (cost 2), Electronic Warfare (cost 2), Athletics (cost 1), Combat Sense (cost 1), Dodge (cost 1), Small Arms (cost 1), Notice (cost 1), Survival (cost 1), Stealth (cost 2), First Aid (cost 1), and Gambling (cost 1). A total of 40 SPs was spent on Skills.

Because of his size and excellent physical shape, Westmore is a very strong man who can withstand substantial physical punishment without flinching. Despite his excellent physical fitness, his hurried and somewhat rocky lifestyle leads him to fall sick as much as any other individual. Alex's strength, size and combat skills (with or without weapons) combine to make him a deadly brawler and swordsman.

Westmore's Secondary Traits are calculated, yielding a Strength (STR) of +2, a Health (HEA) of 0, a Stamina (STA) of 35, an Unarmed Damage rating (UD) of 9 and an Armed Damage rating (AD) of 9 also. His Wounding Scores are equal to 18, 35, and 70 for Flesh Wounds, Deep Wounds and Instant Death, respectively. His System Shock rating is equal to 5.

Sergeant Westmore is equipped with his uniform, flak suit, standard-issue sidearm, field kit, and survival knife. In addition, he sports a cutlass and sunglasses. In his pockets, he carries a dozen fine cigars, an ornate lighter, a small flask of brandy, and two loaded magazines for his 9mm pistol. His pride and joy is his customized, near-mint quality, Hunter Gear.

Westmore's personal gear is listed in the equipment section of his character sheet.





5.3 - ATTRIBUTE AND TRAIT DESCRIPTIONS

The basic abilities, knowledge and weaknesses of a **Heavy Gear** character are defined by their Attributes and Traits. These largely represent the characteristics people are born with or acquired in their formative years. These range from physical Attributes such as Agility and Strength to mental proficiencies such as Willpower and Knowledge. The table below gives a brief description of what each level represents in term of abilities. Extremely low Attribute and Secondary Trait levels, such as -3 or lower, are generally encountered only in children or cripples and are thus given mainly as a reference. The Build Attribute represents the physical size of the character and thus has its own column giving the weight equivalence for each level.

Attribute Description <input type="checkbox"/>					
Rating	Description	Weight Equivalent	Rating	Description	Weight Equivalent
+5	Superhuman	180-249.9 kg	-1	Poor	60-69.9 kg
+4	"I'm sure I've seen you on Trideo!"	140-179.9 kg	-2	Weak	50-59.9 kg
+3	Exceptional	115-139.9 kg	-3	Pathetic	40-49.9 kg
+2	Superb	95-114.9 kg	-4	Hopeless	25-39.9 kg
+1	Good	80-94.9 kg	-5	Beyond Hopeless	10-24.9 kg
0	Average	70-79.9 kg	-6	Dead	9.9 kg or less

5.3.1 - Attributes

The ten basic Attributes represent a character's natural proficiencies and potential. Some Attribute are fairly general and covers many diverse abilities, while others represent only a single facet of the character's body or mind. It will be customized later with appropriate Skills, though Players are encouraged to further detail their character's Attributes. Attributes are costly to improve, so often vary little throughout much of a campaign (see *Character Improvement*, p. 115).



Agility (AGI) ◆

Agility is the character's hand-eye coordination, nimbleness, and reflexes. This Attribute is most well suited to action-oriented characters such as Gear pilots, bodyguards and pickpockets, all of which are likely to have high Agility ratings.



Appearance (APP) ◆

Appearance rates the physical attractiveness of the character. This can modify how other people react to him. Many heroic and cinematic characters have high Appearance scores in order to better impress those who they come in contact with.



Build (BLD) ◆

Build is a rating of the character's size and body frame. It does not represent the character's physical strength, only actual body size and mass. These are suggested weights; they can be modified by +/- 20 kg according to their character's planned appearance.



Creativity (CRE) ◆

Creativity is a measure of the character's ability to use his knowledge in innovative ways. It is also a measure of the character's ability to think on his feet. This Attribute is useful for most characters who are likely to be thrust into unfamiliar situations and for leaders who have to make many decisions while on the run.



Fitness (FIT) ◆

Fitness rates the character's cardiovascular endurance and muscle tone. While Build measures raw size, Fitness measures how well maintained the character's body is. Most olympic athletes would rate a high Fitness, while anyone with a negative Fitness gets winded when he walks a few blocks. Illness can temporarily reduce this Attribute, as can other hardships such as starvation.



Influence (INF) ◆

Influence measures the character's charm, wit, and persuasiveness. A high Influence rating is a must for any charismatic leader. It is also useful for those who desire to spend lots of time in corporate or social settings, or characters who need to get past security in more subtle ways. Someone with low Influence has almost no social life since he is either obnoxious or socially inept.



◆ Knowledge (KNO)



Knowledge is the character's ability to learn and recall information of any kind, from math formulas to simple trivia. It also takes into account the number of years of formal education the character has successfully completed. Scientists, technicians and "brainiac" characters typically have high Knowledge ratings.

◆ Perception (PER)



Perception is a measure of the character's attentiveness to detail and overall alertness. Like Agility, Perception is crucial for action heroes since the enemy who cannot be seen cannot be dealt with. Perception is especially important for scouts and investigators, who need to pay attention to obscure details and find things hidden from view.

◆ Psyche (PSY)



Psyche is an abstract measure of the character's karma, happiness, sensitivity and love of life. Psyche also reflects the empathy of the character as well as his innate luck. Psyche is best reflected by its extremes; someone with a low psyche seems to have a black cloud over his head all the time, and people will avoid him. A person with a high Psyche is highly empathic and tends to be easily trusted.

◆ Willpower (WIL)



Willpower is a rating of the character's self-discipline, determination, and pain threshold. Unlike Psyche, Willpower does not imply a love of life; it does however reflect the character's ability to deny death using sheer strength of will. Headstrong and arrogant characters are good candidates for a high WIL, as are shock troopers who want to be able to take a bullet.

Secondary Traits - 5.3.2

Secondary Attributes are calculated based upon Attributes and certain Skills (see formulas on page 53) and help round out the definition of a character. The Trait descriptions follow the same pattern as Attribute descriptions.

◆ Strength (STR)



Strength is a measure of a character's raw physical power and brute strength. It is a zero-average rating, like Attributes. Strength is the average of Build and Fitness, rounded towards zero. Cross-indexing with the Attribute Description table (page 54) shows the maximum weight that can be dead lifted and carried a few paces — the lowest weight value is used. Thus, a character with a +2 Strength can heft around 95 kg and stagger for a few steps before running into difficulty.

◆ Health (HEA)



Health rates a character's resistance to illness, toxins, and physiological shock. It is a zero-average rating, like Attributes and Strength. Health is the average of Fitness, Psyche, and Willpower, rounded to the nearest whole number. People who never seem to get sick and those who can drink large quantities of potables likely have high Health scores.

◆ Stamina (STA)



Stamina is a rating of how much sheer physical punishment a character's body can tolerate. Stamina is **not** a zero-average rating: it is equal to five times the total of Build and Health, plus 25. No character may have a Stamina lower than 10. While a high Stamina will decrease the chances of injury, it is still quite easy for a character to be wounded by gunfire or other deadly weapons.

◆ Unarmed Damage (UD)



Unarmed Damage is the Damage Multiplier of any unarmed attacks performed by the character. Unarmed Damage is equal to three plus the total of Hand-to-Hand Skill level, Strength, and Build. The minimum Unarmed Damage rating is 1. This damage is on the Personal Scale, not the Vehicle Scale (see pages 117). It is a reflection of how much force and accuracy a character can put behind a punch.

◆ Armed Damage (AD)



Armed Damage is the base Damage Multiplier of any of the character's armed melee attacks. Armed Damage is equal to three plus the total of Melee Skill level, Strength, and Build. The minimum Armed Damage rating is 1. The DM of a melee weapon is equal to the character's Armed Damage and the weapon's own base DM. This damage is on the Personal Scale, not the Vehicle Scale.



5.3.3 - Physical Status

Physical Status represents the level of resistance to physical wounds. There are three types of injuries. Flesh Wounds are nasty but not crippling wounds. Deep Wounds are immediately life-threatening injuries. Instant Death is the third type of "injury" and requires no further explanation.

Each level of injury has a wounding score. Wounding scores are the amount of damage an attack must cause to produce a certain type of wound. An attack produces the type of injury whose wounding score is equal to or under the amount of damage inflicted by the attack. Only the most severe of the possible results is applied. For example, if an attack does 40 points of damage to an average individual (whose wounding scores are Flesh Wound = 13, Deep Wound = 25, Instant Death = 50), the attack victim suffers a Deep Wound (40 is greater than the Deep Wound score "25" but is less than the Instant Death score "50").

The wounding score of Flesh Wounds is equal to half of the character's Stamina (round up). The wounding score of Deep Wounds is equal to the character's Stamina. The wounding score of Instant Death is twice the character's Stamina. Personal armor adds its Armor points to **each** wounding score when the character is under physical attack. The modified wounding score should be noted in parentheses after the original wounding score.

Action Penalties are negative modifiers to all actions that reflect the pain and confusion induced by wounds. A character is penalized -1 to **all** actions per Flesh Wound and -2 to **all** actions per Deep Wound.

The final column of the injury list is used to note how many of each type of injury a character has sustained, and possibly what they are.

5.3.4 - System Shock Rating

The System Shock rating is a measure of how many injuries a character can take before going into shock and dying. If the total of System Shock and a character's wound-induced action penalties equals zero or less, the character goes into shock (see *Injuries*, page 105). System Shock is equal to five plus the character's Health. System Shock cannot be lower than one.

System Shock is shown on the character sheet as a row of boxes — unused boxes are simply crossed out. As wounds are taken, boxes can be crossed out according to action penalties, representing the damage.

■ HOOKS & TIPS — THE PSYCHE ATTRIBUTE

An often misunderstood attribute, Psyche is a Gamemaster's best friend against die-hard rule lawyers. This attribute is often misconstrued as unimportant, if not downright useless. Most Players will prefer to have a negative Psyche in order to boost their other Attributes and Skills. We provide a few recommendations to GMs who would like to encourage roleplaying among their Players.

The basic rule of social interaction is that you attract more flies with honey than with vinegar. When faced with a situation where they must gather information from various individuals, low-Psyche PCs have to rely on intimidation or violence. This tends to make them more enemies than friends, however, and they can quickly find themselves shunned from most social circles. Even with a high Intimidate or Streetwise skill, they may have a hard time gathering information if everyone they want to talk to flees or hides from them. Characters with high Psyche have no such problems. While they may not be quite as successful in the short term, they often establish long-lasting relationships or become very popular with people in general. Rather than having to seek out information, they may receive free tips from people who bear them good will.

■ HOOKS & TIPS — STAMINA AND DESCRIBING WOUNDS

Whenever a character gets wounded, there are consequences. Because the Silhouette system works thresholds that create very specific and clear-cut game effects, it is often assumed that unless there's a Flesh Wound or a Deep Wound, nothing has happened. Nothing could be further from the truth. If the attack connects, there is at least a minimal level of pain. Even though the damage may not be enough to cause a penalty, it does not prevent the pain from being at least distracting. When there is a Flesh Wound, it hurts. A lot. When there is a Deep Wound, it hurts to tears. The black and white nature of the Silhouette wound system is often misleading. Gamemasters should carefully consider the impact of damage and see how it relates to reality.

Flesh Wounds may seem negligible, but that is incorrect. They represent deep cuts, bleeding bruises, cracked ribs, twisted articulations, etc. Several Players work under the assumption that although they have a Flesh Wound, they should not see the -1 penalty apply to anything intellectual they do. This stems from the fact that few Gamemasters take the time to properly describe what the wound looks like. If you tell the Player, "You have a Flesh Wound — you're at -1 on everything you do," he will simply shrug and ignore the effect, then start to argue that the penalty should not apply. If you tell him, "You've fallen face first on the ground — you've broken your nose and your forehead is bleeding enough to partially blind you," they will understand why their Skill checks are tougher.

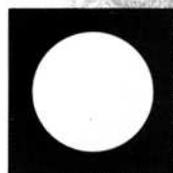
Deep Wounds are even worse. They represent fractures, internal bleeding, punctured lungs, torn ligaments, cut muscles, etc. They are rapidly incapacitating, enough to cause a -2 penalty on all rolls. The pain is sharp and extremely distracting. As with Flesh Wounds, they should be described with great detail to ensure that PCs realize the extent of the damage they have received.



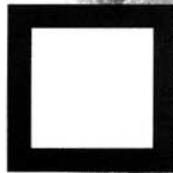
SKILL DESCRIPTIONS - 5.4

While a character's Attributes define his potential, his Skills define his actual abilities. This section details all the "standard" Skills. Gamemasters should feel free to invent new Skills if they are required in their campaign. A new Skill should not be too general nor too specific — Shooting is an example of something too general, as it might allow any sort of ranged weapon to be used, while Identification of Badlands Flatworm Subspecies is definitely too specific.

Skill description have several components. The complexity icon defines whether the Skill is Simple (circle) or Complex (square). Skills that have prerequisite(s) add a triangle icon (the prerequisites themselves are noted in the description). The Specialization entry lists a few suggestions for Skill Specializations. Some Skills list Prerequisites necessary for learning the Skill. The next entry lists some professions that normally have some training in the Skill. The final entry is a short, plain-English description.



Simple



Complex



Prerequisites

Agility Skills - 5.4.1

The Skills governed by the Agility Attribute are generally those which require a high degree of hand-eye coordination and quick reaction times, as well as those that require precisely controlled movements of the body.

Acrobatics



Specializations: Leaps and Jumps, Tumbling, Tightrope, Trapeze, Diving **Often Possessed By:** Athletes, Circus Performers, Martial Artists

The Acrobatics Skill is the ability to perform activities requiring tumbling, balancing, or gymnastics. The intensive training regimen involved keeps this Skill from being too widespread.

Aircraft Pilot



Specializations: Jets, VTOL, Hot Air Balloon, Prop, Helicopter **Often Possessed By:** Combat Pilots, Commercial Pilots, Hobbyists

The Aircraft Pilot Skill is required in order to be able to fly various aircraft, including planes, vectored thrust vehicles, and helicopters. Few non-pilots earn this Skill to any degree due to the time involved in training.

Archery



Specializations: Longbow, Compound Bow, Crossbow, Sling **Often Possessed By:** Athletes, Hunters, Primitives

The Archery Skill allows the character to effectively use such primitive missile weapons as longbows, slings, or crossbows. This Skill is seldom used in combat situations due to the inadequacies of the weapons involved.

Dance



Specializations: Ballroom, Tribal, Modern, Ballet **Often Possessed By:** Sophisticates, Professional Dancers, Youth

The Dance Skill is a measure of how proficient the character is in performing the prescribed steps of a dance. The ability to mix in at various venues is always helpful.

Dodge



Specializations: Unarmed Attacks, Melee Attacks, Ranged Attacks **Often Possessed By:** Soldiers, Police, Criminals, Convenience Store Clerks

The Dodge Skill is a measure of how able the character is in avoiding incoming attacks and making the best of available cover. It is used as a general "defense" Skill. Virtually every Player Character should have this Skill to some degree.

Drive



Specializations: Racing, Cargo Trucks, Combat Vehicles, Motorcycles **Often Possessed By:** Joe Average, Race Drivers, Tank Drivers

The Drive Skill is the ability to control the movements of combat or high-performance wheeled or tracked vehicles, such as tanks, APCs, or motorcycles. Most characters are assumed to have their license and drive competently enough for day-to-day needs.

CHARACTER CREATION



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Hand-to-Hand

Specializations: Striking, Grappling, Tripping, Throwing Often Possessed By: Boxers, Martial Artists, Police, Soldiers

The Hand-to-Hand Skill measures the proficiency of a character in close-range combat using unarmed fighting techniques. A high level in Hand-to-Hand implies that the character is using some form of martial art, such as karate or boxing.



Heavy Gear Pilot

Specializations: Specific Model Often Possessed By: Military Pilots, Techs

The Heavy Gear Pilot Skill is a measure of how good the character is at maneuvering, dodging and brawling with a walker vehicle controlled via a neural net.



Heavy Weapons

Specializations: Mortars, Grenade Launchers, Missiles Often Possessed By: Soldiers, Police, Criminals

The Heavy Weapons Skill is a measure of the character's proficiency with man-portable support weapons such as mortars, grenade launchers and missiles. The Skill includes basic knowledge of the maintenance procedures.



Melee

Specializations: Knives, Clubs, Fencing, Impressive Moves Often Possessed By: Soldiers, Police, Criminals, Martial Artists

The Melee Skill reflects how good a character is at attacking and defending with close-combat weapons, such as knives, cudgels or swords. This type of weapon use is probably the most widespread of all since it involves little training and mostly inexpensive weapons.



Parachuting

Specializations: High-Altitude, High-Wind, Night-Time Often Possessed By: Skydivers, Paratroopers, Pilots

The Parachuting Skill allows the character to use and control a parachute or similar device and to correctly absorb the landing impact. It also includes the ability to prepare and pack parachutes, make minor repairs, and estimate wind speed and evaluate weather patterns.



Riding

Specializations: Specific Animal, Racing, Dressage Often Possessed By: Equestrian Athletes, Ranchers

The Riding Skill measures the character's ability to control a riding animal and is used in lieu of a Piloting or Drive Skills when astride such a creature. The Skill also includes a basic ability to care for the animal. Training is generally available only in the countryside.



Sleight-of-Hand

Specializations: Pickpocket, "Magic" Tricks, Shoplifting Often Possessed By: Criminals, Stage Magicians, Spies

The Sleight-of-Hand Skill measures how good the character is at the subtle hand movements required by pickpocketing or stage magic.



Small Arms

Specializations: Pistols, Rifles, SMGs Often Possessed By: Soldiers, Police, Criminals, Hunters

The Small Arms Skill is a measure of the character's proficiency with man-portable firearms such as pistols, rifles, and submachine guns. The Skill includes basic knowledge of maintenance procedures.



Stealth

Specializations: Urban, Indoors, Jungle, Woodlands, Nighttime Often Possessed By: Thieves, Spies, Soldiers, Police

The Stealth Skill is the character's ability to move about undetected, be it by human observers or by electronic surveillance devices.



Strider Pilot



Specializations:	Specific Model	Often Possessed By:	Military Pilots, Techs, Artillery Specialists
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Striders are the walking fire-support planforms of Terra Nova. These vehicles are sufficiently different from ground vehicles and the humanoid Gears to require their own piloting skills.

Throwing



Specializations:	Knives, Javelins, Balls, Grenades, Darts	Often Possessed By:	Soldiers, Game Players, Athletes
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The Throwing Skill is the ability to accurately throw objects such as grenades or other weapons.

Zero-G



Specializations:	Specific Martial Art, Hand Weapons	Often Possessed By:	Spacecraft Crew, Asteroid Miners, Space Marines
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Zero-G reflects the ability of the character to perform combat or non-combat actions in weightless or micro-gravity (under 0.1 g) environments. The lowest Skill level of either Zero-G or the physical Skill suited to the task at hand is used. Only physical actions require the Zero-G Skill when making an Action test in low gravity.

Appearance Skills - 5.4.2

People have used their looks to gain advantages since the beginning of recorded history, and these practices will probably continue for a very long time. By accentuating their attractiveness, a person can modify what other people's first impressions will be.

Seduction



Specializations:	Specific Sex, Eye Contact, Specific Seduction Style	Often Possessed By:	Con Artists, Fashion Models, Gigolos, Prostitutes
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Seduction measures a character's ability to sway others by the judicious use of looks and sex-appeal. The Skill includes an understanding of what people find attractive and the ability to adapt to different preferences.

Build Skills - 5.4.3

Most of the tasks which are related to Build are innate, not learned, thus there is only one Skill for this Attribute. As they say, perception is everything.

Intimidate



Specializations:	Coerce, Terrify, Enforce	Often Possessed By:	Bullies, Police, Drill Sergeants, Muggers
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Intimidate is the ability to appear large and menacing in order to scare another person into doing what you desire. More subtle or specific methods of coercion are covered by the Etiquette, Interrogation and Streetwise Skills.

Creativity Skills - 5.4.4

This group of Skills is a reflection of an individual's ability to come up with new solutions to an immediate problem. An artist tries to find new ways to entertain his audience, a lost person tries to make the best he can with what he has at his immediate disposal, a commander tries to find a new way to achieve his mission objectives. All of these show the ingenuity of an individual under at least somewhat stressful conditions.

Animal Handling



Specializations:	Specific Animal, Herding, Performing Tricks	Often Possessed By:	Farmers, Ranchers, Circus Performers
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The Animal Handling Skill measures the ability of a character to care for and train various animal species. The Skill includes knowledge of the animal's preferred foods and daily habits, reproductive cycle and the basic signs of disease.

CHARACTER CREATION



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Camouflage

Specializations: Jungle, Urban, Desert, Winter **Often Possessed By:** Soldiers, Commandos, Hunters

Camouflage represents a character's proficiency at using make-up, special clothing, and netting to conceal himself or other objects by matching the texture and color scheme of the thing which is to be hidden to that of the surrounding terrain. In general, a number of minutes equal to the Size of the object is necessary to do the job, unless the location is particularly favorable to hiding.



Cooking

Specializations: Vegetarian, Country, Meats, Baking **Often Possessed By:** Joe Average, Professional Cooks

Possessing the Cooking Skill allows the character to concoct appetizing dishes. A fine meal that is tailored to the consumer's tastes can impress anyone. People who lack this Skill tend to mess up the more complex recipes available.



Craft (Specific)

Specializations: Commercial, Specific sub-category of the Craft **Often Possessed By:** Artisans, Metalsmiths

The Craft Skill covers the ability to produce useful and artistic creations with one's hands. A specific craft must be chosen: it can include such things as jewelry, metalwork, woodcraft, weaving, etc. This Skill can be taken multiple times if the ability to produce many types of craft goods is desired.



Disguise

Specializations: Specific Disguise, Theatrical Special Effects **Often Possessed By:** Actors, Undercover Agents, Special Effects Specialists

The Disguise Skill covers the physical aspects of changing one's physical appearance, including proper use of prosthetics, makeup, masks, and clothing. The result of the Skill roll is used as a Threshold to see through the disguise. Actual impersonation or mimicry of a specific person or type of person require the Theatrics Skill, however.



Electronic Warfare

Specializations: Sensors, ECM, Underwater Sensors **Often Possessed By:** Combat Pilots, Sensor Op Specialists, Explorers

Electronic Warfare is a catch-all Skill that covers the myriad aspects of sensor operations, electronic counter-measures (ECM), and electronic counter-counter-measures (ECCM). This Skill is used for detection rolls, electronic jamming, and other similar activities. In the tactical game, this Skill also covers communication devices.



Forgery

Specializations: Electronic, Written, Art, Counterfeiting **Often Possessed By:** Criminals, Spies, Police Experts

The Forgery Skill is the character's ability to accurately duplicate a variety of objects, such as official documents, works of art, money, and handwriting. It also encompasses the ability to recognize a forgery as such, and give an opinion as to its origin.



Interrogation

Specializations: Casual Questioning, Torture, Specific Type of Informant **Often Possessed By:** Police Officers, Intelligence Experts

Interrogation measures a character's ability to extract information from an unwilling informant. Gamemasters can use Opposed Action Tests with informants rolling either WIL or Interrogation, whichever is higher.



Literature

Specializations: French Poetry, Shakespeare, Science Fiction **Often Possessed By:** Professors, Students, Authors, Avid Readers

The Literature Skill grants the character familiarity with existing literary works. This includes the ability to identify, produce or critique text. The wide availability of word processors has kept humanity dedicated to this form of passing on both information and entertainment to others.



CHARACTER CREATION

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☐☐ Music



Specializations: Classical, Rock, Mixing, Critic, Singing	Often Possessed By: Musicians, Music Engineers, Music Critics
--	--

The Music Skill encompasses the ability to understand musical notation, write a piece or song, perform music and critically evaluate performances.

☐☐ Space Pilot



Specializations: Specific Type of Vehicle	Often Possessed By: Spacecraft Crew, Aerospace Combat Pilots
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Space Pilot is the ability to figure out new vectors to maneuver spacecraft in combat and other close-range maneuvers such as docking.

☐☐ Survival



Specializations: Jungle, Desert, Winter, Urban, Foraging, Shelter, Space	Often Possessed By: Soldiers, Campers, Survivalists
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The Survival Skill allows the character to survive in hostile environments, such as jungles or deserts. Survival includes hunting, foraging, and obtaining shelter and water.

☐☐ Tactics



Specializations: Infantry, Armored, Aerial, Naval, Space	Often Possessed By: Military Officers and NCOs, S.W.A.T. officers
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The Tactics Skill represents the character's expertise in small-unit tactics. A prime example of use of the Skill is the positioning of troops while they are engaged with enemy forces.

☐☐ Teaching



Specializations: Any other Skill	Often Possessed By: Professors, Combat Instructors
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Teaching is the Skill of transmitting knowledge and expertise to others in a clear and coherent fashion. It is a Skill which few Player Characters who are not from an instructional background possess.

☐☐ Tinker



Specializations: Vehicles, Weapons, Appliances, Computers	Often Possessed By: Inventors, Technicians, Hobbyists
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The Tinker Skill is used in the modification and improvement of equipment and machinery, often without the use of specialized tools. Characters of any technically-challenged background, especially Badlanders, are prime candidates for this Skill.

☐☐ Visual Art



Specializations: Painting, Sculpting, Computer Graphics, Layout	Often Possessed By: Artists, Computer Programmers, Editors
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The Visual Arts Skill encompasses expertise in the various graphical forms of expression, such as painting, sketching and sculpting. This includes the ability to identify, produce and critique such works.

Fitness Skills - 5.4.5

The Skills which are governed by the Fitness Attribute place high physical stresses upon the body. Pushing one's body to the edge has long been a fascination of humankind, and in the rough environment of Terra Nova, physical exertion is commonplace. Sports of all kinds are also commonly played.

☐☐ Athletics



Specializations: Running, Football, Volleyball, Climbing, Break Fall	Often Possessed By: Athletes, Sports Enthusiasts, Soldiers
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Athletics represents the character's ability to engage in sporting activities of all kinds. It includes the necessary Skills and knowledge of the rules and regulations along with the physical training required by athletic activities.



	<input type="checkbox"/>	G-Handling <input type="checkbox"/>
Specializations:	None	Often Possessed By: Pilots

G-Handling represents the characters ability to remain conscious under high acceleration. It includes breathing techniques and the knowledge of the physical and medical effects of acceleration.

	<input type="checkbox"/>	Swimming <input type="checkbox"/>
Specializations:	Endurance, Speed, Diving, SCUBA Diving	Often Possessed By: Athletes, Lifeguards, Joe Average

Swimming is the ability to move effectively and efficiently in an aquatic environment. This Skill further encompasses the ability to perform other aquatic activities, such as diving and SCUBA diving. Swimming is fairly common in the North and South, where rivers, lakes and swamps are plentiful. In the Badlands, Swimming is an extremely rare Skill, possessed only by polar emigrés and those who explore the flooded MacAllen tunnels deep underground.

5.4.6 - Influence Skills

The arts of persuasion have always been a strong force in the history of humankind. The natural desires of people to try and get the most in return for their skills and work have manifested themselves through communications of various types for ages. The ability to convince another person of one's ideals without the use of force is far preferred to violence by many cultures. Player Characters will find Influenced Skills useful for social situations and when they need to get out of trouble without firing a gun.

	<input type="checkbox"/>	Etiquette <input type="checkbox"/>
Specializations:	Military, Business, Aristocratic	Often Possessed By: Sophisticates, Military Officers, Businessmen

Etiquette reflects the character's familiarity with proper methods of social interaction within formalized settings, such as military ceremonies, upper class gatherings or business negotiations.

	<input type="checkbox"/>	Haggling <input type="checkbox"/>
Specializations:	Specific Commodity, Specific Culture, Barter	Often Possessed By: Traders, Smugglers, Business people

Haggling measures a character's ability to influence the final price in a transaction. Haggling is an Opposed Skill roll, with the MoS x 5% as the maximum discount possible. The specific circumstances of the deal should be kept in mind, as should the Player's roleplaying. These can affect the price by as much as the Skill roll itself.

	<input type="checkbox"/>	Leadership <input type="checkbox"/>
Specializations:	Military, Political, Business, Cult	Often Possessed By: Military Officers and NCOs, Politicians, Businesspeople

Leadership is the capacity to lead others, either by example or through inspiration. At least one character in any group will probably possess this Skill to some degree or another.

	<input type="checkbox"/>	Streetwise <input type="checkbox"/>
Specializations:	Gangs, Organized Crime, Homeless, Prostitutes	Often Possessed By: Urban Residents, Gang Members, Criminals

Streetwise is a catch-all Skill for interacting with the "shadier" elements of society and includes basic knowledge of the underground of a city the character is familiar with.

	<input type="checkbox"/>	Theatrics <input type="checkbox"/>
Specializations:	Drama, Con Artist, Comedy, Directing, Media Editing	Often Possessed By: Actors, Directors, Con Artists, Undercover Agents

The Theatrics Skill covers all aspects of live or recorded acting, from drama to comedy. This includes the ability to produce, direct, act or otherwise work in these media, and also allows an actor to impersonate someone else. Guile and other forms of lying are also covered by this Skill.



Knowledge Skills - 5.4.7

These Skills are similar because they depend as much — or more — on long study and experience as they do on natural aptitude. Many of these Skills are the types taught at institutions of higher learning or acquired by diligent months or years of hands-on education.

Bureaucracy

Specializations: Government, Military, Customs, Bribery, Corporate **Often Possessed By:** Clerks, Administrators, Businessmen

Bureaucracy involves knowledge of what makes a government or corporate structure function. It also represents the ability to manipulate that structure to achieve desired results.

Business

Specializations: Finance, Management, Trade, Accounting, Economics **Often Possessed By:** Businesspeople, Bankers, Accountants

Business is the ability to manage the affairs of a corporation or a nation. This could include anything from compiling product feasibility reports to the creation of marketing campaigns to promote a product, whatever that product may be.

Communications

Specializations: Coded Messages, Jamming, Listening Devices **Often Possessed By:** Combat Pilots, Communications Specialists, Spies

The Communications Skill is required both to operate and effectively jam communications devices. It is also used in the design and breaking of codes used for communications between two parties.

Computer

Specializations: Programming, Systems Administration, Neural Nets **Often Possessed By:** Programmers, Technicians, Joe Average

The Computer Skill covers both the use and maintenance of diverse computer systems. It is one of the many technical Skills for mechanic-type characters to choose amongst, since computers are so common.

Demolition

Specializations: Mining, Military, Construction **Often Possessed By:** Military and Industrial Specialists, Terrorists

Demolition is the Skill concerned with setting and detonating explosive charges in such a way as to maximize damage done to the target. It also includes the knowledge required to produce various types of explosives from raw materials and deactivate these same charges.

Earth Sciences

Specializations: Geology, Geography, Mineral Survey **Often Possessed By:** Professors, Mining Specialist, Petroleum Specialists

Earth Sciences is a catch-all Skill that includes geology, geography, seismology and meteorology. A specialization *must* be chosen before a character can attain level 3.

Electronic Design

Specializations: Computers, Sensors, Communications **Often Possessed By:** Electrical Engineers, Computer Design Specialists

Electronic Design represents a character's ability to design totally new or highly modified electronic or computerized systems and configurations. A character must have Electronics or Computer at level 2 or more before purchasing this Skill.

Electronics

Specializations: Vehicle, Industrial, Robotics, Military, Security Systems **Often Possessed By:** Technicians, Engineers, Hobbyists

The Electronics Skill covers the use and repair of any electronic equipment not covered elsewhere in the Skill descriptions. This includes devices such as laser weaponry, targeting systems and sensor repair (Electronic Warfare Skill covers the use of sensors in the field).

CHARACTER CREATION



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First Aid

Specializations: Combat Medic, Aquatic Injuries, Sports Injuries **Often Possessed By:** Soldiers, Lifeguards, Sports Trainers, Paramedics

First Aid is the ability to stabilize wounded peoples' conditions so that they can be transported to more effective medical treatment.



Foreign Language (specific)

Specializations: Specific Dialect, Specific Jargon **Often Possessed By:** Travelers, Diplomats, Scholars

This is the ability to communicate and be literate in a foreign language other than the character's native tongue. All characters are assumed to have level two (standard) or three (if they are highly educated: KNO +2 or more) in their native tongue at no cost.



Heavy Gear Architecture

Specializations: Specific Gear Model **Often Possessed By:** Engineers, Vehicle Designers, Elite Gear Pilots

This Skill is used by many designers in order to acquire a very specific and intricate knowledge of a Gear or family of Gears. Also, some elite Gear pilots use this Skill to use their opponent's weaknesses against them in melee combat. The target Gear's Armor is reduced by half if a successful roll is made against a Threshold of 8. Any Overkill result is treated as a total shutdown of all systems of the Gear. If the target has either Weak Spot or Weak Facing Flaws, +1 is applied to the roll (+2 if both Flaws are present). A character must have both Electronics and Mechanics at level 2 or more before purchasing this Skill.



Law

Specializations: Corporate, Criminal, International, Civil, Research **Often Possessed By:** Lawyers, Legal Aides, Judges, Police, Politicians

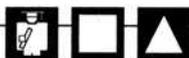
Law is the knowledge of the legal customs of a society, and their application in a courtroom setting. This Skill might be useful to Player Characters in political or espionage campaigns.



Life Sciences

Specializations: Zoology, Botany, Microbiology, Physiology **Often Possessed By:** Medics, Professors, Students, Researchers

Life Sciences is the study of life in its many forms. This includes all biological disciplines, with the exception of applied medicine. A specialization *must* be chosen before a character can acquire level 3.



Mechanical Design

Specializations: Vehicles, Industrial Equipment, Agricultural Equipment **Often Possessed By:** Mechanical Engineers, Vehicle Designers

Mechanical Design represents a character's ability to design totally new or highly modified complex mechanical systems such as vehicles. The Skill includes expertise in testing such systems, but Electronic Design is required to create the computerized operating systems. A character must have Mechanics at level 2 or more before purchasing this Skill.



Mechanics

Specializations: Automotive, Industrial, Locks, Military **Often Possessed By:** Technicians, Engineers, Hobbyists

The Mechanics Skill covers all mechanical and structural repair and design. This includes fields as diverse as automotive mechanics, robotics and locksmithing. A specialization *must* be chosen before a character can acquire level 3.



Medicine

Specializations: Neurology, Forensics, Surgery, Toxicology **Often Possessed By:** Physicians, Surgeons, Coroners, Researchers

Medicine is the ability to diagnose and treat traumas, diseases and infections. The Medicine Skill is required for any long term medical treatment (First Aid is used in emergencies) and for any type of internal surgery. A specialization *must* be chosen before a character can acquire level 3. A character must have both First Aid and Life Sciences at level 2 or more before purchasing this Skill.

 Navigation [specific] 

Specializations: Night-time, Map and Compass, Star Position, Terrain Type	Often Possessed By: Campers, Explorers, Pilots, Soldiers, Survivors
---	---

Navigation represents the character's proficiency in the various techniques used to track one's positions and movements. Air, Land, Sea and Space Navigation are purchased as separate Skills. If a character attempts to use his Skill to navigate in an environment other than one with which he is familiar, a -2 penalty is imposed on the roll.

 Physical Sciences 

Specializations: Nuclear Physics, Organic Chemistry, Astronomy	Often Possessed By: Professors, Researchers, Students
--	---

Physical Sciences includes the "classical" sciences such as physics and chemistry. It is a purely theoretical Skill. A specialization *must* be chosen before a character can acquire level 3.

 Psychology 

Specializations: Counseling, Perception, Learning, Psychological Warfare	Often Possessed By: Professors, Researchers, Clinical Psychologists
--	---

Psychology is the study of the various aspects of mental functions, such as perception, cognition, behavior and psychopathology. The Skill further includes the ability to conduct psychological therapy and counseling, including hypnotism.

 Security 

Specializations: Specific Type of Device, Banks, Military Bases	Often Possessed By: Thieves, Police Officers, Security Consultants
---	--

The Security Skill includes a knowledge of likely security procedures and the capabilities of many types of devices, but not the ability to dismantle or avoid them (which require the Electronics or Stealth Skills, respectively).

 Social Sciences 

Specializations: Sociology, Political Science, Philosophy, History	Often Possessed By: Professors, Students, Researchers
--	---

Social Sciences is a catch-all Skill for any of the humanities, with the exception of psychology and literature. It can be applied to studying ancient cultures as easily as modern societies. A specialization *must* be chosen before a character can acquire level 3.

Perception Skills - 5.4.8

Perception Skills are Skills that rely on a character's awareness of his surroundings, including both actions and objects. These take into account sight, sound and possibly other senses such as smell or the "sixth sense." To some extent, they are influenced by intuition and reaction time, but the main part of these Skills does indeed stem from the ability of the character to take in the details of what exactly is around him.

 Combat Sense 

Specializations: Urban, Jungle, Marsh, Night-time, Ambushes	Often Possessed By: Soldiers, Police, Criminals, Warzone Residents
---	--

A character with Combat Sense has trained himself to be aware of dangerous situations, such as firefights. Combat Sense is used primarily to detect ambushes and for initiative purposes. This Skill is useful to characters in a high-adventure campaign.

 Forward Observing 

Specializations: Specific Terrain, Specific Weapon	Often Possessed By: Forward Observers, Artillery Crew, Officers
--	---

Forward Observing is the ability to direct fire from remote weapons onto a target. This Skill includes some basic map and compass reading as well as terrain recognition and evaluation. Forward Observer also includes the ability to choose the best type of ordinance for a given situation.

CHARACTER CREATION



5

	<input type="checkbox"/>	Gambling <input type="checkbox"/>
Specializations: Specific Game, Cheating, Bookkeeping		Often Possessed By: Gamblers, Bookies, Suburban Husbands

Gambling represents the character's knowledge of the rules of games of chance. It further allows the character to estimate odds, cheat (if required) and place bets on events.

	<input type="checkbox"/>	Gunnery (specific) <input type="checkbox"/>
Specializations: Vehicle Model, Projectiles, Missiles, Energy Weapons		Often Possessed By: Combat Pilots, Combat Gunners

Gunnery Skill is required to fire any non-portable weapons, such as those mounted on vehicles. Heavy Gear Gunnery, Ground Gunnery, Naval Gunnery, Air Gunnery and Space Gunnery are purchased separately. If a character attempts to use his Skill to fire weapons on a vehicle type other than the one with which he is familiar, a -2 penalty is imposed on the roll.

	<input type="checkbox"/>	Investigation <input type="checkbox"/>
Specializations: Searching, Surveillance, Forensics		Often Possessed By: Police, Private Detectives, Spies

The Investigation Skill allows the character to collect information on people, places and events. This information can be gathered by any means not covered by the Streetwise or Computer Skills.

	<input type="checkbox"/>	Naval Pilot <input type="checkbox"/>
Specializations: Capital Ships, Submarines, Gunboats, Yachting		Often Possessed By: Sailors, Submarine Crews, Hobbyists

Naval Pilot allows the character to pilot water-based vessels of all types. This includes submarines, hydrofoils and surface vessels. This Skill is of limited use to many characters since large bodies of water are rare on Terra Nova.

	<input type="checkbox"/>	Notice <input type="checkbox"/>
Specializations: Specific Sense, Night-time		Often Possessed By: Researchers, Soldiers, Police, Investigators

Notice is the ability to perceive details that may be otherwise overlooked in haste. This includes finding a clue hidden in a crime-scene, spotting a face among the crowd, reading the fine print on a legal document, and many others.

	<input type="checkbox"/>	<input type="checkbox"/>	Sniping <input type="checkbox"/>
Specializations: Specific Weapon		Often Possessed By: Snipers, Elite Troops	

Sniping is the ability to place extremely accurate small arms fire onto a target. This Skill includes some basic meteorological knowledge to gauge wind influence and some terrain recognition and evaluation abilities. When used instead of Small Arms, Sniping allows the user to place his shot into a specific body part or system (if firing at a vehicle) with no penalty. The human head and the vehicles' Aux System are exception to this rule and are both -1 to hit. A +1 modifier is added to shots made at Long and Extreme ranges. The user must be stationary when using the Sniping skill and cannot use burst fire. A character must have Small Arms at level 2 or more before purchasing this Skill.

5.4.9 - Psyche Skills

The rather ethereal quality of the Psyche Attribute is reflected in the Skill which it governs, the ability to read the body language, eye movements, and other subtle signals which people send. What information this Skill imparts is even more at the whim of the GM than other Skills, and Players should not rely on it as a lie detector.

	<input type="checkbox"/>	Human Perception <input type="checkbox"/>
Specializations: Body Language, Voice Tone, Eye Contact		Often Possessed By: Barman, Psychologist

Human Perception is the Skill of understanding the state of mind of another person, mainly in regard to emotions. At higher levels, a careful observer may use the Skill to empathize with the person he is observing and can make prudent assumptions about her inner workings.



EQUIPMENT - 5.5

The various tools and pieces of equipment used in the 62nd century are roughly similar to the ones used in the previous centuries. After all, basic human needs have not changed much in all those years; a hammer is still a hammer (at least for gaming purposes). The only real difference is that many items are so much more advanced, they are ridiculously small, efficient and tough. They are made out of advanced composite or polymer material and equipped with high-speed silicone chips.

While the general technological level of humanity is very high, not everyone has access to these wonders. In many places, one must make do with slightly inferior equipment which can be built locally and easily repaired. Modern items are so small and compact it is often simpler to replace than to repair them — annoying, even dangerous, if one cannot replace a defective but critical item!

This section is devoted to listing and explaining several items that will be useful to the Players during a roleplaying session. This listing is neither inclusive, nor exclusive. The Gamemaster can create any item his or her Players may seek by simply taking an equivalent in the real world today (or other science fiction games) and converting it into Silhouette statistics. As long as the general level of technology of the **Heavy Gear** world is respected — no portable fusion generator or anti-grav unit, for example — anything goes.

The listing below is for generic items. The Gamemaster can customize them to simulate different models and/or manufacturers; additional equipment pieces will also be published in upcoming books. The Gamemaster has the final word on the abilities, cost and availability of all equipment and weaponry in a campaign.

Clothes and Protective Suits - 5.5.1

A variety of clothing and survival suits is readily available on the market. Each of these suits protects against a specific environment and can be combined with other suits (as well as armor — see page 84) for 1.5 times the total costs of all suits and armor. Some more fashionable clothes and suits are often available, with prices ranging from 75% of regular price (for propaganda-driven uniforms or other advertising clothes) to as high as 500% of the basic price tag (for high society clothes or elite uniforms). Local market conditions can also affect cost.

◆ Clothes

Clothing comes in a wide variety of styles, purposes and costs. To offer a comprehensive list of available clothing would be ridiculous, but the few categories indicated in the Equipment Table (page 77) give an approximation to the GM who, as always, has the final word.

◆ 1 Desert Suit

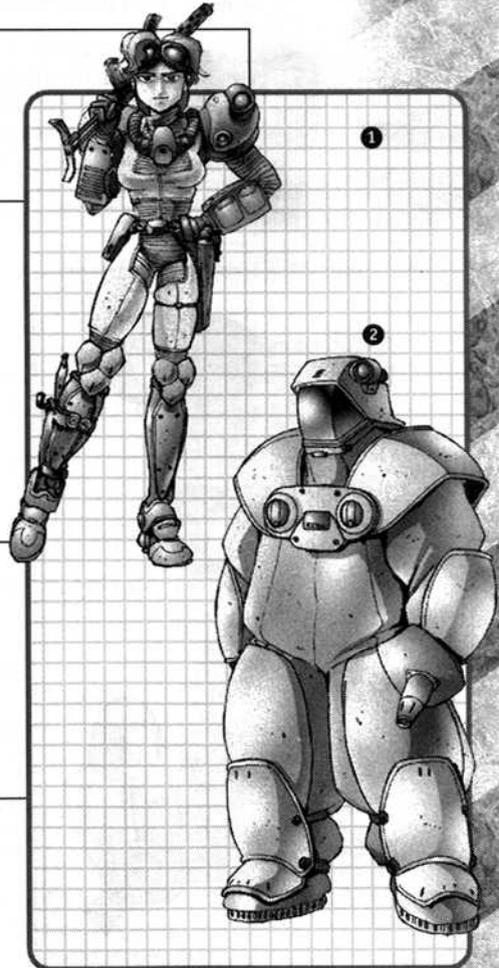
A skintight, synthetic polymer suit equipped with a heat exchanger at the belt. A special fluid flows through thousands of small tubes woven between the inner and outer layers of the suit, removing body heat through the heat exchanger. It greatly helps survival in deserts and other high temperature environments and is commonly worn by the inhabitants of the Badlands. The suit does not provide any significant protection against weapon fire, although it can be worn under any type of armor. The coolant fluid is non-toxic, even if splashed over open wounds, but is not potable. Some suits are specially designed to protect against dry environments, and can recuperate and distillate lost bodily fluids. With such a suit on, a man can comfortably function in up to 50 degrees Celsius environments with a minimum daily water ration of 250 ml.

◆ Diving Suit

A skintight suit of rubber-like synthetic material equipped with a transparent face plate. A small gill unit attached to the face plate extracts oxygen from the water and contains an emergency five-minute air supply in case the gills break down. The suit offers some thermal insulation, enabling characters to dive in temperatures as low as -5 degrees Celsius without suffering from hypothermia. Neither the suit nor the face plate provide any significant physical protection. Maximum diving depth is around 200 meters.

◆ 2 Fire Suit

Fire suits are designed to protect the wearer against very high temperatures (up to 1000 degrees Celsius) and resist most damage done from fire sources; consider the suit as having an Armor rating of 40 against fire attacks only. It includes a gas mask and air coolant unit.





NBC Suit ◆

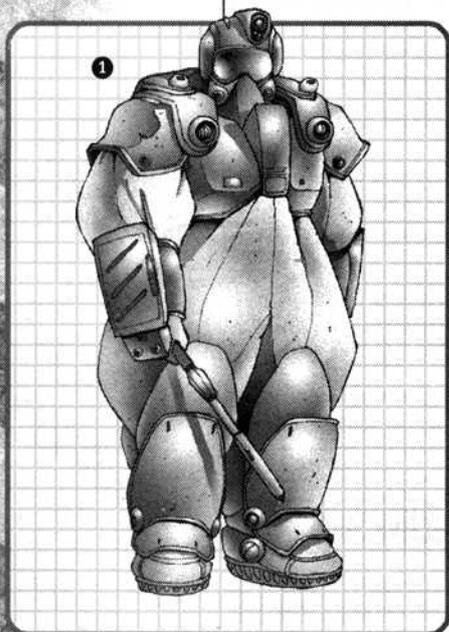
NBC suits, also called environment suits, are sealed garments designed to protect the wearer against the effects of NBC (Nuclear, Biological and Chemical) warfare. They are self-contained environments that shield a trooper for up to 12 hours without external supplies. Each suit contains a small medical kit which contain the antidotes to the most common chemical and bacteriological weapons. Unfortunately, the suits are quite cumbersome to wear and very tiring to fight in: they have a -1 encumbrance penalty, cumulative with any armor worn. It takes one action to put on an environment suit and another to "zip up."

Vacuum Suit ◆

Vacuum suits, the most complex and cumbersome of survival suits, allow a person to survive in a vacuum. These suits are made of a self-sealing material that will repair a hole of up to 0.5 cm in diameter in one round. The air and power reserve usually contains up to six hours' worth. They offer total insulation against cold, and will enable the wearer to comfortably withstand temperatures of up to 250 degrees Celsius. They also count as sealed against NBC effects. Vacuum suits are cumbersome and impose a -1 encumbrance penalty, cumulative with any armor worn.

Winter Suits ◆

Winter suits are insulated and internally heated to offer complete thermal protection for a period of up to 12 hours. After this period, it will allow the wearer to comfortably withstand temperatures as low as -80 degrees Celsius.



5.5.2 - Communication Equipment

On a planet with a low population density like Terra Nova, it is important to keep in touch with others. Communication devices are plentiful, and most homesteads will have a satellite dish to link them to one of the many orbiting satellites above. Unless mentioned otherwise, all devices count as a rating -5 vehicle comm system if military vehicles operate in the vicinity. The jamming signals the latter automatically put out will also reduce the devices' range to a tenth of their listed range. Military grade communication devices are generally far more expensive than civilian equivalents, but are more capable (-2 rating).

Cellular Phone ◆

A pocket communicator connected to a relay station which uses Hermes 72 satellites to bounce its signal to the proper location. The phone is about the size of a lighter and can function for years with normal use (repeated long distance calls may wear out the battery sooner, though).

Communication Headset ◆

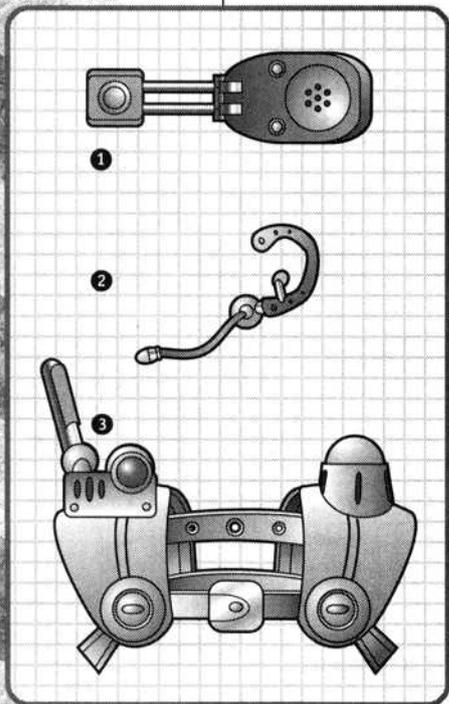
The headset is a small hand free radio set. It can be used to communicate with a unit on the same frequency up to 10 km away. It can also be used to transmit commands and information to a computer, acting as an interface device. The headset is made of polymer and is extremely light (30 g) and quite sturdy.

Communication Rig ◆

This shoulder-worn harness is a complete military communication system capable of amazing performances. Full encryption/decryption capacities are provided by a dedicated computer, and the whole system can be networked to a portable satellite dish to use the Hermes 72 satellite network. The harness weighs 2.5 kg and has a range of about 8 km under battlefield conditions (40 km otherwise). It counts as a rating 0 vehicle comm system for jamming and interception purposes.

Military Communicator ◆

Similar to the personal communicator (see next page), but with full encryption/decryption capabilities provided by an additional chip running a complex scrambling matrix. Military communicators often use a built-in booster unit.





1 Military Throat/Ear Comm Set

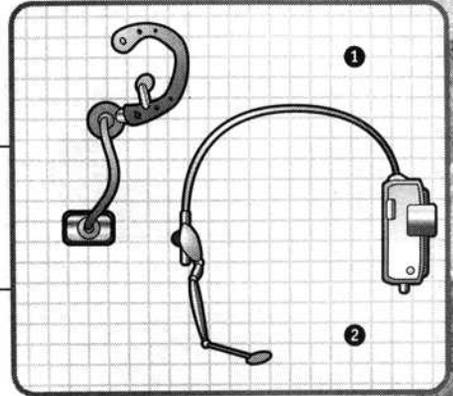
A smaller version of the communicator, worn as a 1 x 2 cm patch on the throat and an ear plug unit. Range is more limited (15 km), but it is more comfortable to use and includes full encryption/decryption capability. For triple the price, the comm set can be implanted just under the skin, although additional surgery is necessary to provide new frequency modules.

2 Personal Communicator

A small radio set, about 2 x 2 x 10 cm in size. Can be used to communicate with a unit on the same frequency up to 25 km away, more if used with a booster unit (50 km, double the price for booster).

◆ Throat/Ear Comm Set

This civilian device is essentially the same as the standard military throat/ear comm set, but without the full encryption and decryption capability.



Electronic Equipment - 5.5.3

A large number of personal devices are available for the convenience of the Terranovans. Most of these have benefited from advances in the field of electronics and are exceedingly small, usually being just large enough to be used easily by human hands. Some older or jury-rigged bulky equipment is also available, however.

◆ Audio Receiver

A small radio contained within an earplug unit. Control dials are small rounded knobs on the surface. The power drain on the energy cell is so negligible that usage is virtually unlimited (about 30 years). Range is up to 100 km, depending on the power of the emitter.

◆ Audio Recorder

Recordings are perfectly clear and computerized audio processors ensure perfect fidelity with no degeneration. The unit has a built-in, very sensitive microphone and speakers. Almost all models also have cordless earplugs.

◆ Bartender Glove

A novelty item gaining popularity in bars and clubs across the planet, the Bartender Glove is a nifty gadget which combines the functions of notepad, recipe book and drink dispenser and mixer in one handy package.

◆ Data Disk

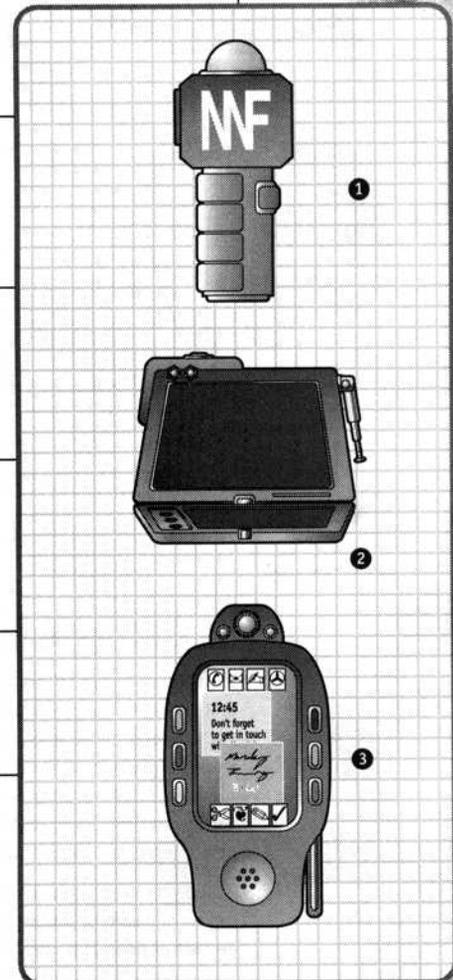
These optical data disks come in boxes of ten (10). They can be used to record any kind of digital information: text, sound, image, trideo, etc. Each disk can hold about one terabyte of data and has its own integrated miniaturized archival and compression chip. A disk is about 4 x 4 cm.

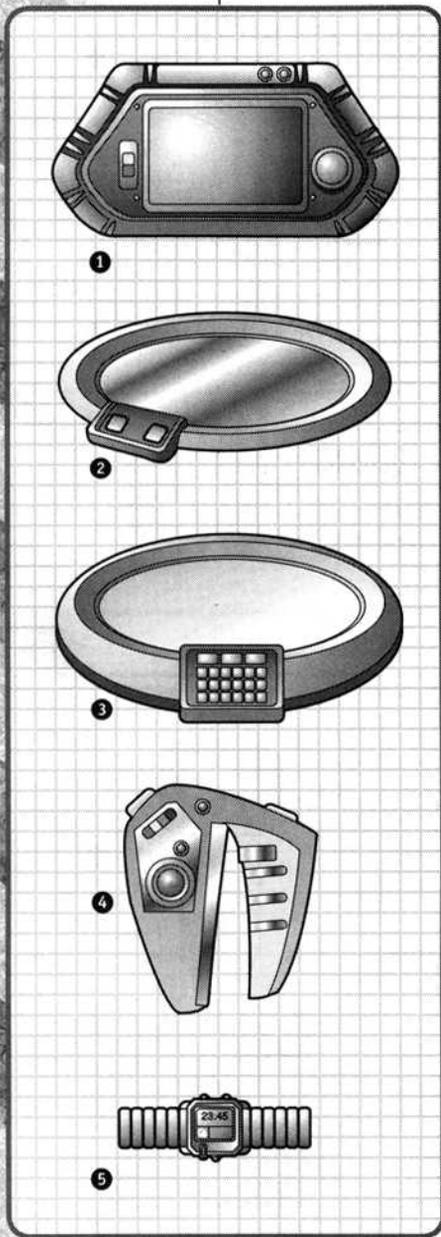
◆ Information Pad

Touch-sensitive pads such as this one are a widely used way to enter and read data from a computer system. Voice activation is also a popular option.

◆ Personal Assistant

A combination of electronic secretary, miniature computer and communication device, the personal assistant is a useful tool for the modern officer. This particular model is rugged and adapted to the rigors of military life. It combines a memcompass, electronic notepad and cellular phone. A stylus, located to the right of the casing, serves to enter notes on the touchscreen. The whole unit weighs 0.4 kg and has a one year autonomy.





Personal Computer ◆

A small hand-held box with a deployable flat screen. It can be used for a variety of tasks according to the programs loaded in memory. Most models come with a standard flat, deployable keyboard and voice activated controls. The computer uses standard data disks and can connect to any functional computer network through a built-in fiber optic cable. For double the price, one can add a trideo output: the information seems to float in the air above the computer. Expensive, but impressive.

Tray Data System ◆

This nifty gadget serves both as a tray and as an information storage system. The bottom of the tray is a sturdy display screen where information can be entered using a special dataglove.

Trideo Receiver ◆

A trideo receiver is similar to a video receiver except that it either projects a true 3D image above the surface of the board or simulates 3D on a flat screen. The power cell lasts about one year with constant use. Range depends on the power and location of the emitter.

Trideo Recorder ◆

Trideo recorders are similar to the video ones except that the images they record can be in two or three dimensions. For best 3D image quality one must separate the remote sensor cams and place them on each side of the subject. A small holographic projector mounted on top can be used to view the recording. The trideo recorder uses standard data disks.

Video Receiver ◆

A video receiver is a flat tablet equipped with a high-definition screen, speakers and a small slot for accepting data disks. It can be used to read text and play audio and video recordings. The controls are simple keys placed on the side. The power cell lasts for about two years of constant use. Range depends on the power and location of the emitter.

Video Recorder ◆

A small, lightweight unit used to record moving images and sounds. It uses standard data disks (see previous page). Image quality is studio-perfect every time and can be enlarged up to four times. A variety of functions are available according to the model: zoom, macro, pixel editing, image sharpening, etc. This item is substantially cheaper and sturdier than trideo technology and is often favored in the harsh Badlands.

Watch ◆

A normal digital watch with a micro-computer for taking notes, keeping appointments, and so on. Available in a variety of colors, shapes, sizes and quality, with specific features depending on the exact model.

▣ Hooks & Tips — Brands, Quality and Availability

There are thousands of manufacturing companies on the planet, some well known, others not. This section presents a sample of the tools, personal gear and equipment that is available to the Players, but is by no means complete or all inclusive. It would be impossible to list all existing variations and models that are currently available on the market. The Gamemaster may derive many of them from the statistics given above, however, by changing one or two numbers in the statistics, or adding or removing a few secondary features to the item. All of the equipment pieces named here are assumed to be reliable and sturdy, but others might not be so. If needed, the Gamemaster can assign an Unreliability rating to an object — between 2 and 6 — and roll two dice against it: if unsuccessful, the object ceases to function, with potentially deadly consequences.

Most of the items listed in the tables are easy to locate and purchase. Some, such as the medical equipment, is obviously restricted to certain professions, but the rest can be freely obtained. Weapons and armors can also be found on the free market, but they have their own set of rules. It is much harder to find a pistol in Valeria than in Khayr ad-Din, for example.

Headgear - 5.5.4

A number of protective devices for one's head are available. Many combine their defensive function with the sensitive electronics that are used to pilot a vehicle.

1 Aircraft Pilot Helmet

The aircraft pilot helmet is very similar in design to the one used by Gear pilots. It shares the built-in holographic HUD and communication equipment but includes additional life support features. The primary connectors for the life support system are located to the front and sides of the helmet, while the data connectors plug into the side sockets.

2 Cap

A cloth cap, usually decorated with insignias and patches. It is useful to provide insulation by minimizing the loss of body heat through the head.

3 Combat Helmet

This type of helmet is worn by virtually all infantrymen. A sturdy shell of reinforced polymer houses a complete combat communicator and a combat microcam to relay information to the squad leader. The helmet also include a laser-crystal visor and ear baffles to protect the wearer's senses.

4 Demolition Specialist Helmet

This piece of headgear was especially designed to meet the needs of demolition experts working in the field under hard conditions. The lightweight unit contains a voice-activated military communicator which is equipped with a throat mike with discriminating circuitry to allow clear communication at all times. Likewise, the audio protectors have similar filters designed to protect the ears while still allowing the operative to hear normally. The face plate is a tough, shatter-proof polymer designed to protect the face and eyes from shrapnel.

5 Gear Pilot Helmet

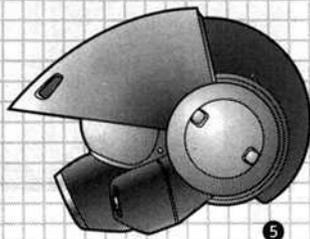
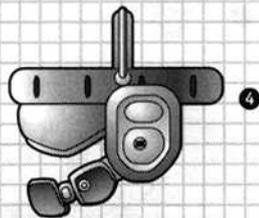
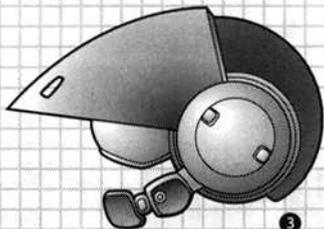
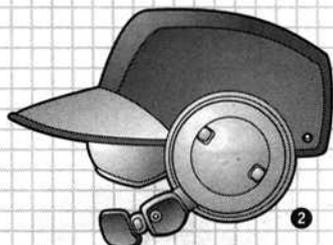
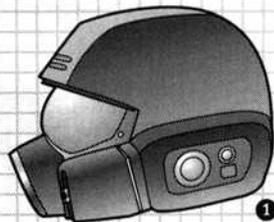
The helmet of a Gear pilot is an important part of the man/machine interface. In addition to its protective function, the armoplast shell houses a laser-crystal screen to feed the pilot information treated by the CPU's visual sub-processor, enabling him to "see" outside the cockpit. The helmet also contains some communication equipment and a gas mask. Some advanced versions replace the laser-crystal screen by a more complex full immersion projection system which provide the pilot with an unequalled view of the outside. Although the system is bulkier and tiring for the eyes, the quality of the virtual environment allows more information to be processed in a shorter time, a useful characteristic for test pilots struggling with new machines. The helmet also contains communication equipment and the standard gas mask.

6 Hat

One of many varieties of hats, this garment protects the head against sunstroke and cold alike, both of which are common dangers in the Badlands.

7 Strider Crew Helmet

The strider crew helmet is a sturdy contraption made of carbon-reinforced armoplast. The unit features a standard personal communication rig and an air filtration unit, should fumes enter the strider's crew compartment. Both systems, although fully independent, are usually connected to the strider's own internal systems. Data and clean air feeds are provided by twin polymer hoses which connect to sockets located to the front and sides of the helmet. The face plate houses a standard holographic HUD, displaying battle information right in front of the crewman's eyes.





5.5.5 - Medical Equipment

It is not always possible to prevent illnesses and deterioration of health. Accidents and combat can also severely threaten the well-being of PCs. Often, the quality of medical equipment available can make the difference between life and death. Those with access to fully equipped hospitals can (eventually) recover from most injuries that are not immediately fatal, including lost limbs. Badlanders and soldiers in the field, however, may only have access to first aid patches and field clinics.

Drugs ◆

Many types of drugs are available to help doctors in their tasks. Without going into the specifics, here are statistics for three major categories of medical drugs.

Drug Descriptions □

Painkiller Drug: A commonly available analgesic helps reduce the pain from wounds, diseases or chronic conditions. It is applied locally by hypodermic spray (Analgesic, Potency 8, Onset Time 10 minutes). A less potent version (Potency 6) is available in tablets.

Sleeping Drug: A safe sedative with some side effects (Sedative/Euphoric/Analgesic, Potency 9, Onset Time 30 minutes). It was carefully designed to make it very difficult to overdose: Fumbles are treated as Margin of Failures of 9, with intense nausea aftereffects.

Euphoric Drug: Not really a medical drug, though it is sometimes administered to victims of panic and anxiety attacks (Euphoric, Potency 12, Onset Time 15 minutes).

First Aid Kit ◆

The First Aid kit is a small 10 x 10 x 3 cm package that contains a variety of medical items used in case of minor wounds: a small autos dosage hypospray with loaded cartridges of painkillers, coagulants, stimulants and other useful drugs; self-sealing bandages; pseudo-skin; cauterizer; and a sterilizer. Use of this kit gives +1 to First Aid rolls.

Medical Belt and Scanner ◆

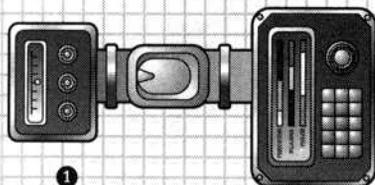
The medical belt is a utility harness that contains a variety of medical items: autos dosage dispenser (with loaded cartridges of painkillers, coagulants, and stimulants), hypospray, self-sealing bandages, cans of foamed pseudo-skin, pincers, scalpels and sterilizer. This is complemented by the medical scanner, a miniaturized diagnostic tool which records the patient's vital signs (heartbeat, body temperature, etc.). The scanner does not provide a ready-made diagnostic of the patient, but merely reports the situation. The whole set gives an effective +1 to First Aid and Medicine Skill rolls when used by a level 2+ doctor.

Medical Kit ◆

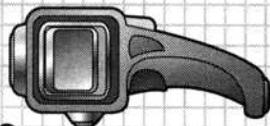
This a larger, better equipped version of the standard First Aid kit. It contains the same items plus a few others destined to be used by a doctor to perform minor field operations and surgery (scalpel, thread and needle). Often, the medical kit is incorporated within a glove-like apparatus so that the instruments are more readily available. The whole set gives an effective +2 to First Aid and Medicine Skill rolls when used by a level 2+ doctor.

Surgical Field Kit ◆

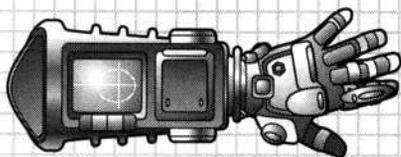
The Field Surgical kit is a miniaturized operating theater. It contains an emergency sterile inflatable bubble environment, high-speed drug analyzer/recombiner, staplers, clamps, scalpels, and so on. An experienced doctor (Medicine level 2+) can set up the theater in less than three minutes and start operating right away. The kit gives +3 to Medicine Skill rolls when used by a level 2+ doctor.



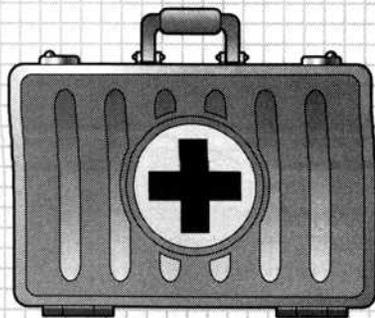
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Surveillance and Infiltration Equipment - 5.5.6

Information gathering is a vital task. Only by knowing what the other side is up to can you effectively protect yourself. It is also important to implement methods to prevent others from learning your secrets. A wide variety of people use these types of devices. While spies and covert operatives come instantly to mind, surveillance equipment is also part of the repertoire of police officers, scouts and reporters. Most politicians and executives also use counter-intelligence equipment.

◆ Binoculars

Computer-enhanced binoculars with range-finders are standard fare for officers. They can magnify up objects up to forty times at the touch of a button and give a rough estimate of the range (around 70% accuracy) using purely passive methods. Many models include motion dampeners in the basic package. Standard binoculars are about palm-sized.

◆ Journalist VR Rig

In the fast moving world of journalism, speed and subtlety is the essence. This lightweight head-mounted data recording apparatus transforms one man into a complete media team. Combining the function of binoculars, Head Up Display and video/trideo recorder, the rig allows hand-free use through auto-adjusting features and voice activated controls. The information recorded is stored on standard data disks which are held by a small unit clipped to the waist of the operator, generally in a discrete belt pouch hidden out of sight. This unit also contains the battery, which is good for about a day of continuous operations.

◆ Nightvision Goggles

Lightweight goggles equipped with a visual-enhancement system. They offer true sight by amplification of ambient light or through the use of UV. They are useless in pitch black darkness. Some very advanced (and expensive: triple price) models look like thick sunglasses.

◆ Scrambling Device

Built into a seemingly inoffensive piece of jewelry, the scrambling (or discretion) device is a broad band signal jammer designed to prevent unauthorized eavesdropping. The device generates electronic noise on ever-changing random bands, preventing everything but tight-beam transmissions from getting through. The scrambler can also be attached to a wall or window, vibrating it to prevent laser and touch sensors from functioning. Autonomy is limited (because of the high energy output) to 6 hours.

◆ Stealth Helmet

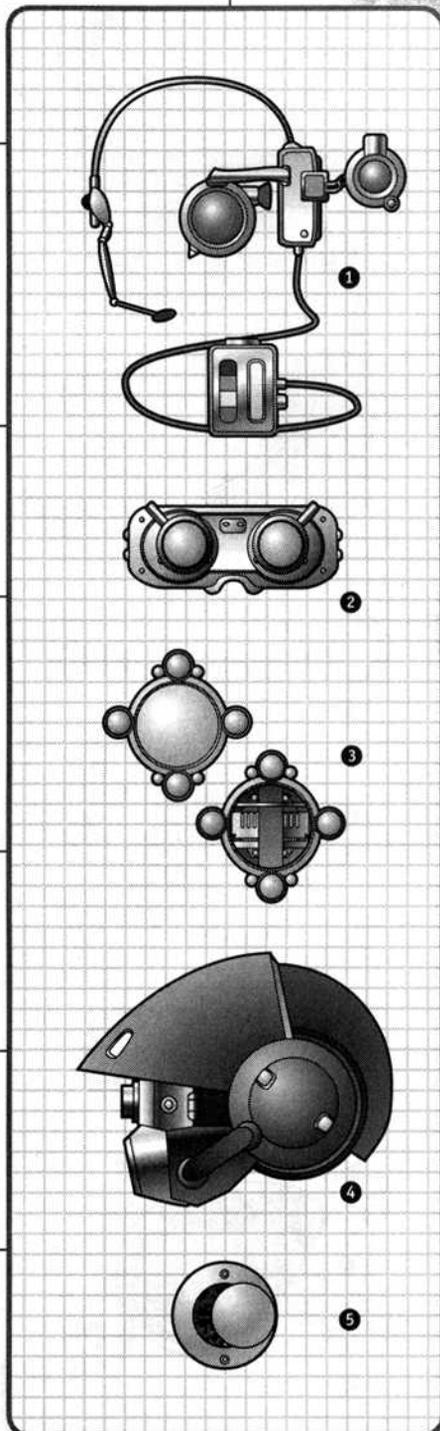
An important part of the modern intelligence operative's outfit, the helmet is made of lightweight reinforced carbon plastic. Its outer surface is coated with a rubber-like black polymer that has stealth characteristics. The helmet comes with low-light/thermal vision goggles and respirator built-in as standard equipment.

◆ Thermal Goggles

These are similar to the nightvision goggles except that they rely exclusively on infrared. These appear as moving patterns of various colors. Some practice is necessary before being able to correctly interpret the heat patterns. Also available in the same "sunglasses" model as the nightvision goggles, again at triple price.

◆ Tracers and Bugs

Improvements in electronics have made these nearly microscopic. A typical tracer or listening bug is about the size of a mosquito (the Earth variant, not the Terranovan) and can broadcast up to 5 km away, though it's easy to jam. The power cell can last for two months, though the internal memory only has room for a few hours' worth of information.





5.5.7 - Survival Equipment

This section covers equipment and tools helpful for survival in difficult environments. This includes wilderness areas such as outbacks or deserts. This equipment can also be used to make a field assignment much more comfortable.

Backpack ◆

A general use backpack that can hold up to 1 cubic meter and 100 kilograms of various equipment. The straps are large and padded to prevent chaffing.

Climbing Gear ◆

This pack, which can either be used for mountain climbing or speleology. Includes: a 50 m rope, with spikes and crampons; a compressed-air hammer for the spikes; an ice axe; climbing boots with rock screws, an oxygen mask with a two-hour supply; a radio flare; and a helmet with a HUD altimeter, a powerful headlight (50 m range) and a small radio communicator (10 km range, see *Communications*).

Flare ◆

The size of a small pencil, the flare is a one-shot compressed gas gun that fires a high intensity blast about 200 meters into the air. Specialized loads (colors, smoke, etc.) are available. The flare is not fast or hot enough to be used as a weapon, but can be used to blind. A Radio Flare works the same way but also generates a short, but powerful, radio signal. Most rescue units' sensors are attuned to this signal and will identify it as a call for help.

Gas Mask ◆

A lightweight plastic unit that fits over the mouth and nose. A small filtering device provides fresh air at all times, but the mask does not have an independent air supply. Characters equipped with a gas mask are not affected by all poison gas that must be inhaled (this includes smoke). The mask does not protect the user from poisons absorbed through the skin. The filter unit must be cleaned or replaced after every twenty hours of use.

Goggles ◆

These are used when driving open vehicles or in the desert, sometimes in conjunction with specially designed gas masks (see above) for complete facial protection. Almost all Badlanders possess at least one pair. Goggles are easily available in a wide variety of styles.

MemCompass ◆

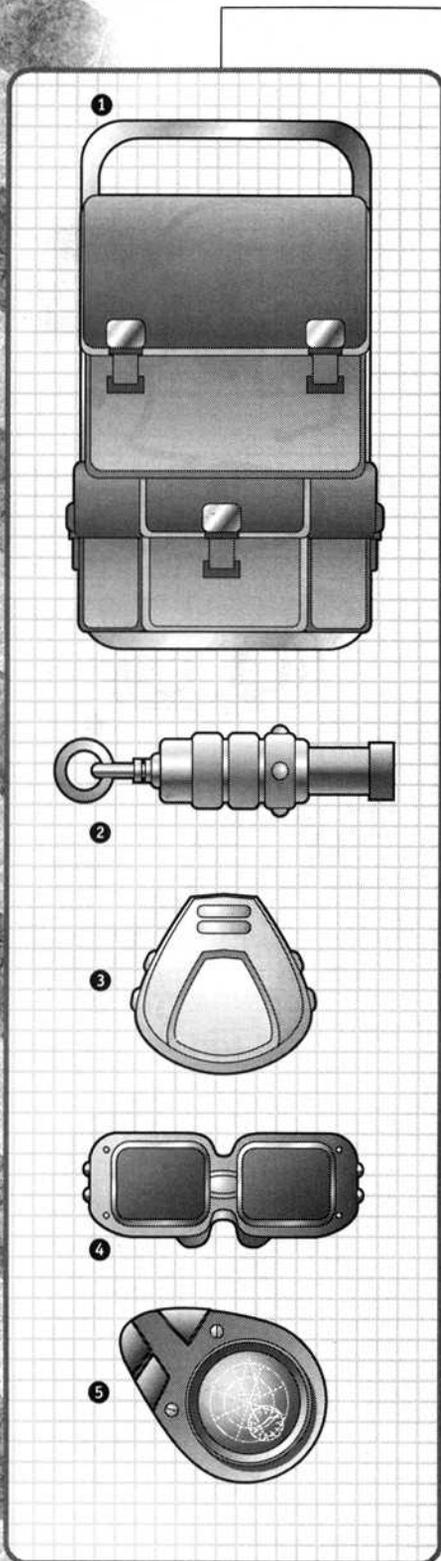
Terra Nova's surface is irregularly seeded with magnetic monopoles. Thus, a normal compass, while not useless, is unreliable and only used for short range navigation. The MemCompass is equipped with an internal gyroscope and a memory computer chip. It can both give directions and store them, then replay them on a small screen.

Sleeping Bag ◆

A good quality sleeping bag is made of polymer and composite, and folds down to a handy packet about 20 x 20 x 3 cm. It insulates against both heat (up to 30 degrees Celsius) and cold (down to -50 degrees Celsius). Cheaper cloth models are also available for one-third the price, but ten times the weight and encumbrance, and they cannot insulate effectively against heat, only cold.

Survival Kit ◆

An emergency pack carried by all soldiers and people working in remote regions. The standard military kit includes the following items: a compass, a light but durable polymer bedroll, ten (10) ration packs (each pack is one normal-sized meal), basic fishing gear (opt.), an alloy survival knife with tools (file, cutter, tweezers, etc.), a collapsible polymer canteen (one liter) and a lighter (two-hour fuel supply).





◆ Survival Rations

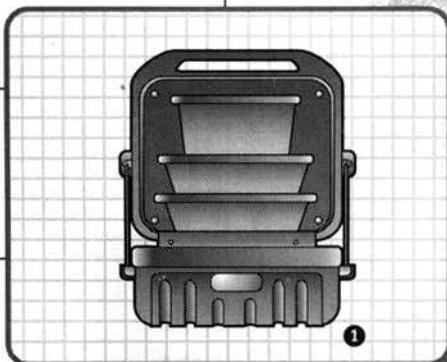
A variety of food products sealed in a polymer packet. Some can be heated, others are eaten cold. These rations can sustain a person for up to a week, and have a shelf life of two years.

◆ Tents

Tents are often used by scouts and prospectors. They are made of ultra-light reinforced composites. When collapsed, they take very little space — a one-man tent can even fit in one's pocket. Tents are quick to set up, with a sturdy anchoring system in case of bad weather. Several sizes are available.

◆ Water Condenser

This lightweight, practical device condenses about one liter of water every day from the air at the poles. In the Badlands, it produces about half a liter per day because of the dry atmosphere.



Tools - 5.5.8

Terranovans use many types of tools and equipment. They need some heavy duty stuff to survive their new home. The following tools have been designed for use on the ground. Space-adapted versions are available for 1.5 times the cost; other statistics remain the same.

◆ Cutting Torch

A high-power plasma cutter powered by a superconductor loop. It is used to cut through metal and, at a lower setting, can serve as a welding torch. It hardly makes for an accurate weapon, but can inflict severe burns if it does connect (Fire Intensity 6). The torch has enough power and gas for 30 minutes of continual use.

◆ Electronics Tool Kit

This kit contains the basic tools and diagnostic instruments for routine maintenance and repairs on electronic circuitry. No repair other than jury-rigging can be done without this kit. Common versions of the kit include cutters, pincers, a variety of small screwdrivers, a few testing boards, a multimeter/circuit analyzer, a good number of replacement chips, optical and electrical wires, a miniature plasma torch (lasts four hours), a microdrill, a saw and a small power supply (lasts a hundred hours). A complete miniaturized diagnostic computer and expert system is found in high-grade electronic kits.

◆ Flashlight

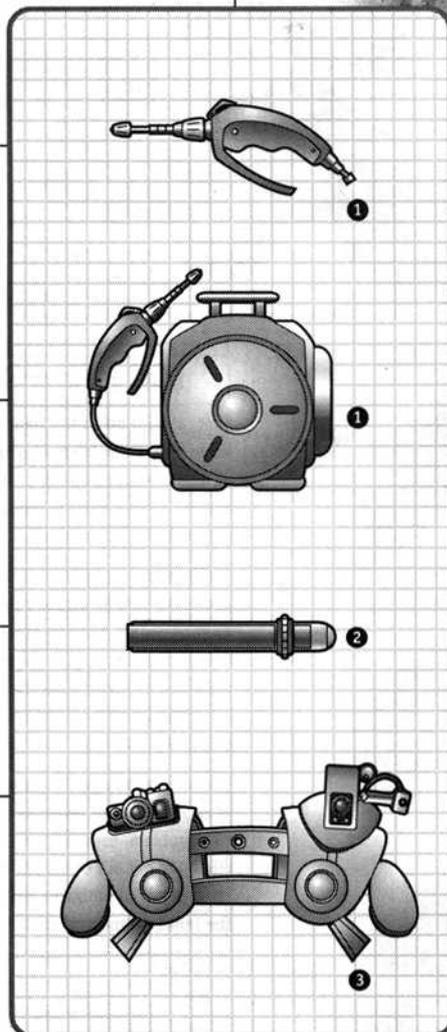
A flashlight capable of illuminating up to 50 meters ahead in its broad setting. The intensity and angle of the light beam can be adjusted by the user by rotating a small knob under the thumb. Beam width can be narrowed down almost to a laser state — although the beam is too weak to cause any damage. The flashlight is the size of a small pencil. Battery life varies depending on the model, but usually allows 36 hours of continuous use.

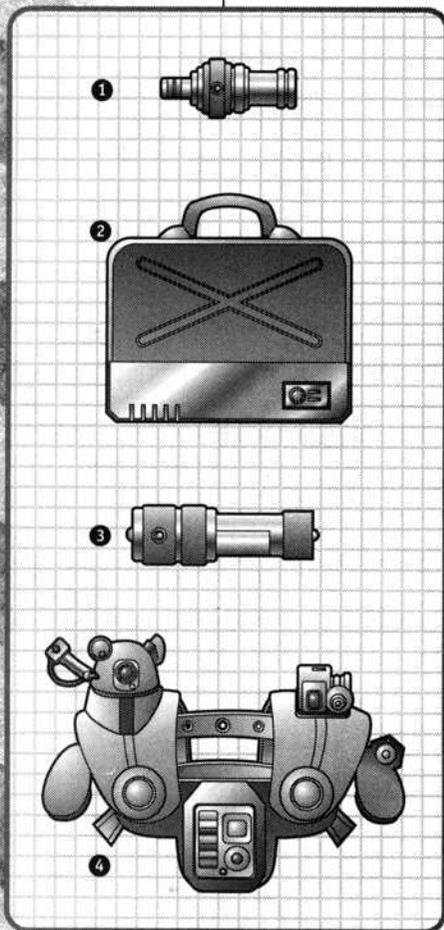
◆ Geiger Counter

A standard Geiger counter, able to detect trace radiation up to 50 meters away (further for heavy radiation). The unit is equipped with either visual or audio output and is the size of a lighter. Thanks to the counter's low power requirement, the power cell lasts practically forever.

◆ Mechanical Tool Kit

This kit contains the basic tools necessary for maintenance and repairs on mechanical objects. No repair other than jury-rigging can be done without it. The contents of the kit include two hammers, two metal handsaws, a variety of screwdrivers, wrenches and torque bars, a small plasma torch (lasts one hour), a drill with bits, a saw with blades and a small battery power supply (lasts two hours). Some high-grade kits (twice or even three times the price) feature expert systems used by field engineers to help with highly technical repairs.





Metal Detector

A small detector relying on Magnetic Anomaly Detection (MAD) technology to detect metal concentrations up to 50 meters away. The unit is equipped with either visual or audio output (sometimes both) and is the size of a big thumb. The power cell lasts practically forever.

Portable CAD Mainframe

This small polymer case houses a complete miniaturized diagnostic computer and expert system, along with some basic tools and sensors. The computer is equipped with a deployable screen and draftboard and can be networked to any other computer systems, including those on vehicles, provided the correct adapters can be found. In addition, a small cellular phone is included for linking with non-portable mainframes. A chip reprogrammer, with adapters for most of the existing chip designs, is located on an extensible side support. The portable CAD mainframe weighs 3.5 kg and acts as a personal computer and electronic tool kit, giving a +1 to Electronic Skill rolls.

Prospecting Tubes

These mundane-looking alloy cylinders are in fact a useful geological micro-laboratory. Each cylinder contains the proper catalysers and analysis instruments to detect one type of ore. The soil sample needs only be dropped in and the output port connected to a computer to know the results.

Rope

This is a braided composite filament cord, about half a centimeter in diameter and sold in 50 meters length, which is able to support around five tons. It is available in a variety of colors and motifs. Other diameters of ropes of various lengths exist to fulfill a large number of specific needs.

Tech Rig

This shoulder-worn harness mounts the tools required to do routine field maintenance and repair on equipment. The kit includes a small hammer, a metal handsaws, a variety of small screwdrivers, wrenches and torque bars, a plasma torch (half-hour autonomy), a drill with bits and a small battery power supply (20 hours autonomy). The harness also contains the tools and diagnostic instruments necessary to do routine maintenance and repairs on electronic circuitry. The whole weighs 6 kg.

HOOKS & TIPS — HANDLING MONEY & EQUIPMENT

First, a word on Monty Haul campaigns. Back during the days of the *Let's Make a Deal* show (hosted by Monty Hall), contestants would leave with truck loads of prizes. In gaming, campaigns where Players would acquire tremendous wealth and equipment became known as Monty Haul campaigns. The sad fact is, however, that most campaigns, unless managed carefully, can easily fall into that category. Players have a natural tendency to accumulate items and money, and Gamemasters will quickly find it difficult to limit their Players' fortunes and possessions.

There are two solutions to this problem, depending on the types of Players in the group. One is to carefully monitor the Players' assets and make sure to account for everything they own or benefit from: lodging, transportation, clothes, food, various investments to save on income tax, pension plans, health care, etc. This can rapidly come up to quite a sum. It can also lead to scenarios around the Players' wealth. For instance, a Player may find that a Mekong banker has diverted his funds for some personal less-than-legal operation and he may wish to investigate the matter. As a whole, Gamemasters should remember that the richer a person is, the more likely he or she will attract unwanted attention. Several people will want to become friends with the PC while many others will try to get them involved in some financial scam that could very well leave them penniless. The road of the rich and wealth is not for everyone.

The second solution to the problem is to ignore it altogether and shift the focus of the campaign in such a way that that money and tons of equipment can never be part of the solution. In the rocky world of human relationships, money seldom provides long-term answers to a problem, especially if the other party is equally rich to the Player(s). For instance, a rich but depressed media star does not need money to get out of his drinking problem — he needs help, support and understanding. If your Players are getting rich and bored, throw them personal problems and see how they deal with them. If they throw money around, hoping for a quick resolution, carefully consider the human impact of their actions and see what turns up.



☐ Equipment Weight and Cost

Equipment	Mass (kg)	Cost (Mark/Dinar)	Equipment	Mass (kg)	Cost (Mark/Dinar)
Aircraft Pilot Helmet	1	3000	Geiger Counter	0.2	100
Audio Receiver	0.01	10	Goggles	0.2	10
Audio Recorder	0.1	30	Stylish Goggles	0.2	25
Bartender Glove	1	1000	Hat, Felt	0.5	75
Binoculars	1	50	Information Pad	0.5	75
Cap	0.2	10	Journalist VR Rig	0.5	300
Cellular Phone	0.2	40	Mechanical Tool Kit	5	400
Clothes			Medical Belt/Scanner	1	1000
Summer, Designer Suit	0.5	1,000+	Medical Kit	1	100
Summer, Lower Class	1	10	MemCompass	0.1	10
Summer, Medium Class	1	5	Metal Detector	0.3	100
Summer, Upper Class	0.5	250	Military Communicator	0.3	200
Summer, Shoes, Designer	1	400+	Military Throat/Ear Comm Set	0.02	400
Summer, Shoes, Normal	1	35	NBC Suit	12	1200
Winter, Boots	1.5	75	Nightvision Goggles	0.5	200
Winter, Boots, Designer	1	800+	Personal Assistant	0.7	50
Winter, Designer Suit	0.5	1,750+	Personal Communicator	0.3	30
Winter, Lower Class	1.5	25	Personal Computer	1	400
Winter, Medium Class	1.5	90	Portable CAD Mainframe	2.5	5,000
Winter, Upper Class	1	475	Prospecting Tubes (3)	0.6	900
Climbing Gear	10	250	Rope (50m)	1	10
Spikes and Crabs (10)	1	15	Scrambling Device	0.01	700
Compressed-air Hammer	1	25	Sleeping Bag	1	40
Propellant for Hammer (60)	0.5	2	Stealth Helmet	0.8	7,000
Ice Axe	0.8	5	Strider Crew Helmet	1	1500
Spiked Climbing Boots	1.5	80	Surgical Field Kit	4	800
Oxygen Mask	0.5	45	Survival Kit	5	70
Climbing Helmet	2	120	Bedroll	2	25
Backpack			Canteen (one liter)	0.1 (1.1 full)	5
Small (50 kg)	2	20	Canteen (two liters)	0.2 (2.2 full)	8
Large (100 kg)	5	35	Compass	0.1	15
Combat Helmet	0.7	300	Fishing Gear	0.05	2
Communication Headset	0.03	200	Lighter	0.05	2
Communication Rig	2.5	1500	Ration Pack (10)	0.1	2
Cutting Torch	1	25	Survival Knife	0.5	20
Reload	0.6	10	Tech Rig	5	700
Data Disks (box of 10)	0.1	10	Tent		
Demolition Specialist Helmet	0.5	200	2-man	1	50
Desert Suit			5-man	2	100
Cooler	5	200	12-man	5	200
Water Reclamation	5	250	Thermal Goggles	0.5	100
Diving Suit	10	500	Throat/Ear Comm Set	0.01	50
Drugs, Medical	0.01	varies	Tracers and Bugs	0.001	150 each
Electronics Tool Kit	2	600	Tray Data System	0.5	250
Fire Suit	6	800	Trid Display	1	500
First Aid Kit	0.3	10	Trideo Receiver	1	250
Flashlight	0.5	10	Trideo Recorder	3	1000
Flare	0.05	2	Vacuum Suit	10	10,000
Radio	0.06	8	Video Receiver	0.5	80
Smoke	0.06	4	Video Recorder	0.5	100
Gas Mask	0.5	50	Watch	0.05	5 to 500
Filter	0.05	5	Water Condenser	2.5	200
Gear Pilot Helmet	1	3000	Winter Suit	6	250



5.6 - PERSONAL WEAPONS AND ARMOR

Weapons used in the 62nd century are similar to those used throughout human history. Like tools and specialized equipment, they are often made of polymer and composite materials instead of the traditional metals. Personal weaponry tends to be rugged and simple, designed and built for maximum efficiency and durability. Terra Nova is not an easy place to live and a Terranovan's weapons are often all that stands between him and many dangers.

5.6.1 - Melee Weapons

Melee weapons are still the same after all these years. A knife is still a sharpened piece of metal, although it now sports an ergonomic polymer handle coupled with an alloy blade.

Knife ◆

A conventional, alloy-bladed knife. Exists in a variety of models and configurations; the stats provided are for a standard combat knife.

Machete ◆

A large knife with an alloy blade, often used to clear vegetation. Heavier than a knife to provide a good swing.

Sword ◆

A standard, alloy, one-handed sword, about one meter long. Rapiers and other specialized sword types such as broadswords may vary slightly in statistics for accuracy and damage (generally, the heavier the sword the less accurate it is).

Hatchet ◆

A small axe, not very useful in combat because of its small size. It can be used either for cutting or hammering since it has a blunt edge on one side.

Club/Truncheon ◆

Any short length of wood, metal or whatnot used to bludgeon an opponent. Generally available everywhere, often from found materials.

Staff ◆

A long piece of wood or metal, often a weapon improvised on the spot, but sometimes carefully crafted and balanced.

Spear ◆

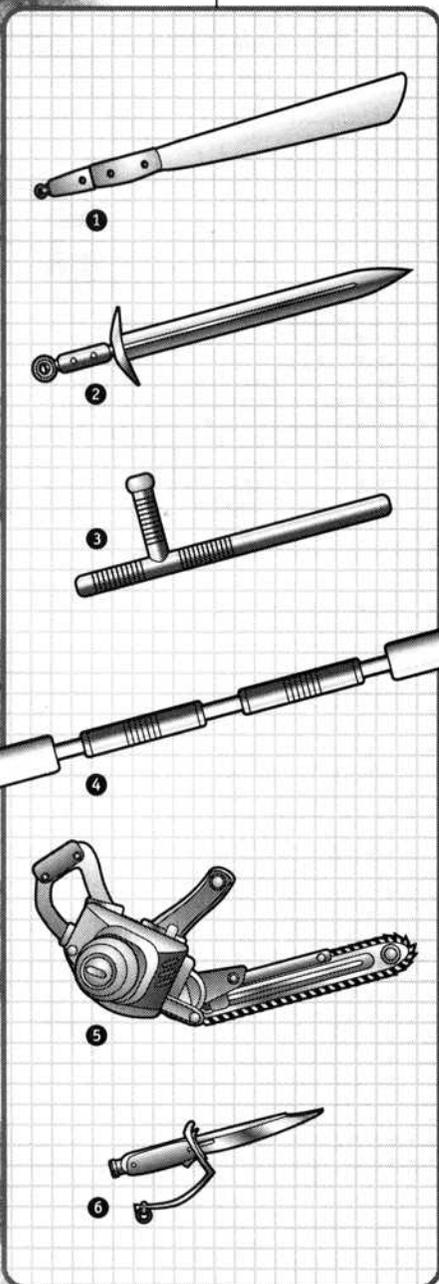
Spears are pointed shafts whose length does not exceed two meters. Their tips can be made of wood, stone or metal. Long spears are pointed shafts whose length exceeds two meters.

Chainsaw ◆

A powered cutting tool generally used to cut down obstacles. An alloy/ceramic chain cutter allows it to attack almost any ordinary material, including metal.

Vibroblade Weapons ◆

Vibroblade weapons send a high-frequency vibration through a specially forged blade, causing it to vibrate at a near-molecular level. The friction heat and vibrations combine to vastly increase the cutting power of a blade equipped with such a generator. Usage consumes a vast amount of power — once the capacitor is empty, the vibroblade weapon becomes an ordinary, albeit expensive, blade.





Ranged Personal Weapons - 5.6.2

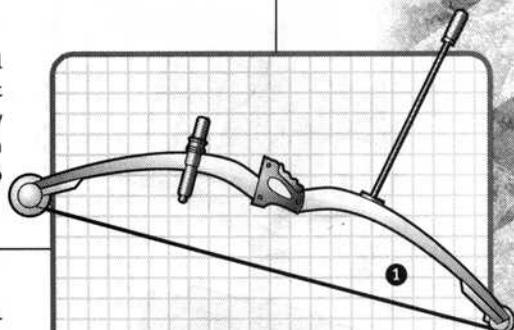
Small arms is a blanket term covering a wide variety of personal weapons. All use polymer or composite in their construction and can be loaded with a variety of ammunition types. Small arms ammunition may or may not be compatible from one gun model to another. Compatibility is generally clearly indicated in the description. Ammo is available in a huge variety of payloads, from armor-piercing to smoke rounds. Due to space considerations, the statistics listed here are for standard ammunition.

Practically all of the ammunition used is the standard age-old cased variety. Caseless ammo, while less cumbersome, corrodes rather rapidly when exposed to the Terranovan atmosphere (1d6 days at the most before performances are severely affected) and is impractical to manufacture in the field. Conversion packages are available nonetheless for most weapon types, allowing them to use caseless ammunition. The cost of such a conversion kit is ten percent of the gun's cost. Weapons equipped to use caseless ammo have double the listed ammo capacity per clip (refer to the table on page 82). Depending on the location, caseless ammo costs between one and a half to ten times more than the standard version, in addition to being hard to find.

The listed ranges are considered to be combat ranges. All ranged weaponry can fire about two to five times further depending on the weapon's type, although combat accuracy is practically nil at these maximum ranges.

1 Bows

Though primitive, some people still like to use bows for hunting, if not combat. There are several models, from the common light bow to the cumbersome heavy bow. All are made out of lightweight composites and use a complex system of pulleys to help draw the bow. Occasionally, an artisanal bow will show up: it is likely to be slightly heavier and less powerful. The heavy bow requires a minimum Strength of +2 to use, but the smaller models have no such restrictions except the space necessary to operate them. Bows are used with the Archery Skill.



2 Pistols

Pistols are available in several calibers from the tiny 6 mm to the big 11 mm heavy pistol. A staggering variety of designs exist and it would be futile to try to list them all. They are easy to make, use and conceal, and thus are the most common hand weapons around. Most Terranovan homes, especially in the Badlands, will have at least one handgun.



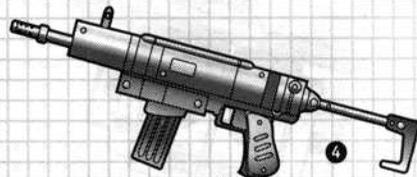
3 Machine Pistols

Machine pistols are a cross between a submachine gun and a pistol. They can spit out a larger amount of metal in the air than an equivalent-sized pistol, but are limited by the size of their ammunition clip. They also tend to suffer from overheating if fired too long at high rates. Machine pistols are used with the Small Arms Skill and normally require both hands to operate, though they can be fired one-handed with a -1 penalty.



4 Submachine Guns

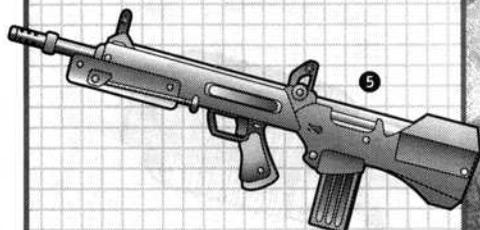
Submachineguns are fully automatic weapons that use ordinary pistol ammunition of the same caliber. They can lay down a hail of fire and are easy to supply with ammo. For this reason, they are popular with many military units. They suffer from the same overheating problem as machine pistols if fired for too long. Submachineguns are used with the Small Arms Skill and normally require both hands to operate, though they can be fired one-handed with a -2 penalty.



5 Rifles

Most rifles are automatic, lightweight weapons designed for good accuracy, long range and large ammo capacity. Rifles are the most common infantry weapon and are available in a tremendous variety of designs to fit an equally varied number of operational needs. Most Badlands homesteads have at least one rifle, often more, and many are the heavy models designed to drop a large beast in one shot.

Rifle ammunition is not compatible with pistol ammunition. Rifles are used with the Small Arms Skill and normally require both hands to operate. If fired one handed, a -5 penalty is applied to the shot; if the weapon was braced, this penalty is reduced to -1.





5.6.3 - Grenades

Grenades are small, explosive weapons which are either thrown by hand or shot at their target with a launcher (see facing page for the description of the grenade launcher). Concentrating a lot of firepower in a small, easy to carry package, grenades are an important part of the infantryman's arsenal. Although a lot of variations exist as far as the type and power of particular grenades are concerned, most of them fall in a few definite categories as detailed below.

Most grenades are equipped with an explosive charge to disperse either fragments or their contents, in case of a specialized charge. The latter type of grenades (fragmentation, incendiary, gas, etc.) do more than simple concussion damage; the secondary Damage Multiplier indicates the intensity of this secondary attack, while the weapon's description explains the nature, are of effect and game mechanics related to this additional damage. In certain cases, it is possible to have non-exploding grenades, especially for the gas ones (instead of exploding, they just release their pressurized payload through small holes).

Concussion

Concussion Grenades are simply explosive charges encased in plastic, which is vaporised by the explosion. They are multipurpose tools, powerful enough to be used in a variety of roles: anti-personnel, anti-armor or demolition. This type is considered an "offensive" grenade, because it can be thrown further than the explosion radius.

Flash

"Flashers" do little actual damage, but stun targets with a very bright chemical flash and loud bang. Anyone inside the secondary area of effect must make a Health roll against a Threshold equal to half the maximum secondary area of effect minus the distance between the target and the grenade's point of impact, rounded up. For example, a character located 12 meters away from an exploding flash grenade with a maximum secondary area of effect of 30 would have to roll against a Threshold of $(30-12)/2$, or 9. A failed roll incapacitates (-4 to all rolls) for a number of combat rounds equal to the Margin of Failure.

Fragmentation

"Frag" do additional damage by scattering small shards of molecular pre-fractured ceramic over a wide area. Anyone caught in the secondary area of effect takes the result of one die multiplied by the secondary Damage Multiplier. Frags are superb anti-personnel weapons, though they don't do as well against armored targets.

Gas

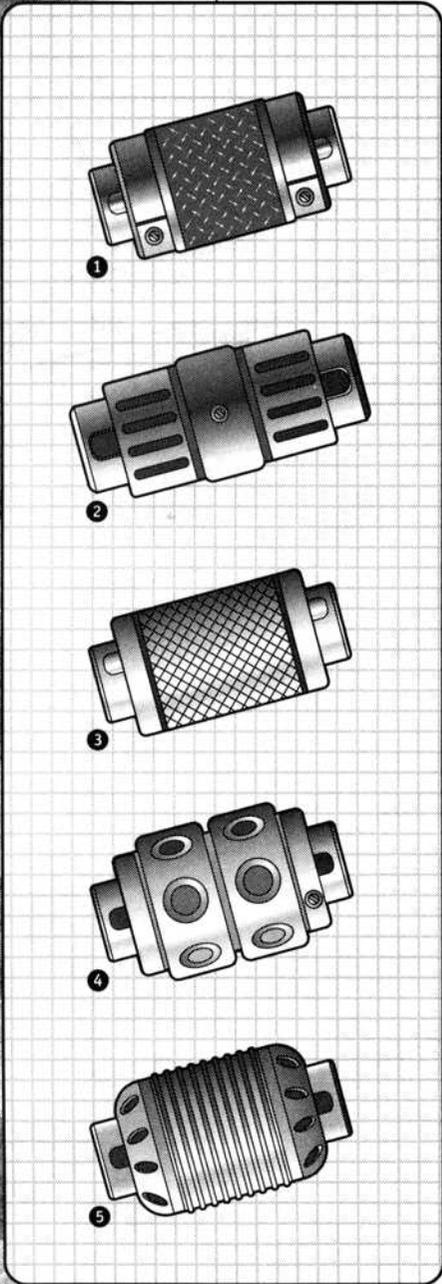
Gas Grenades subject everyone within the secondary radius to the effects of a particular gas, which is treated like a drug or toxin. They come in many different varieties, the most common being Nerve Gas, Tear Gas and Smoke. Nerve gas grenades dissipate a fatal toxin gas in their area of effect, with a Potency usually situated between 7 and 15. All target in the secondary area of effect are subjected to the toxin's effect, unless they are protected by a sealed suit or inside a vehicle.

Tear gas incapacitates by attacking the victim's respiratory system and mucous membranes (such as the eyes, nose and mouth). A potential victim must make a Health test against the gas' Potency (usually between 6 and 10); a character whose Margin of Failure is between 1 and 4 will suffer an equivalent negative action modifier due to pain and blurred vision. This penalty will lessen by 1 every minute the character spends outside of the gas. A Margin of Failure between 5 and 9 will incur a -4 action penalty, which will lessen by 1 every hour after being removed from the gas. A Margin of Failure of 10 and more will, in addition to the other effects, cause damage to the character as if he'd been affected by a fatal toxin of a Potency seven points lower than the actual Potency of the tear gas; a fumble is equal to a Margin of Failure of 9.

Smoke grenades have the same stats as Tear Gas but only cause a -2 penalty on all ranged Skills.

Incendiary

"Burners" carry an additional charge of high-burning chemicals, such as white phosphorus. Fire damage is applied to anyone within the secondary area of effect, with a Fire Intensity equal to the secondary Damage Multiplier.





Heavy Weapons - 5.6.4

Heavy weapons are designed to provide an infantry platoon's "punch." They are generally heavier, more cumbersome and a lot more expensive than standard weapons, and are thus assigned only in limited numbers. Common heavy weapons are those capable of covering a wide area through an explosive effect (Grenade Rifle, Light Mortar, Rocket Launcher) or rapid rate of fire (Light Machinegun, Chaingun). Others are more specialized: the laser has all but replaced the sniper rifle — it is more accurate and has a longer range.

All are used with the Heavy Weapons Skill and require both hands and a stationary position to operate. If fired on the move, a -1 penalty is applied to the die roll. All heavy weapons can be tripod or pintle-mounted for additional stability. A tripod requires another operator to carry it and takes one action to set-up or disassemble. It provides a +1 bonus to all attacks, weights 10 kilograms and cost 100 marks/dinars. Pintle mounts are only found on vehicles and fortifications, but confer similar bonuses.

1 Anti-Gear Rifle

An anti-Gear rifle is in a class of its own. It is a rocket-boosted cannon that is light enough to be carried by a strong infantryman (BLD and STR at +1 or better), although it is often used in a static position. It has a fairly long range, but is best used in close quarters where it can punch through the light armor of most Gears and support vehicles. The anti-Gear rifle fires a special shell that cannot be used by other weapons.

2 Chaingun

A chaingun is a large, electrically driven multi-barrel cannon which is ammo-fed by a cassette or a standard belt. It generally uses the same ammunition as a light machinegun but has a much higher rate of fire, since it can dissipate the heat through multiple barrels. Chainguns have a lower effective range than machineguns, however, because their barrels are shorter. The internal power cell for the gun lasts for two hours of continuous fire.

3 Grenade Launchers

Grenade rifles are used to shoot grenades at a specific target; their accuracy is lower than other weapons, but serves their purpose well. A direct hit with a grenade is just a bonus; if it falls right next to the target, it is still going to cause damage! This weapon is most often found in the hands of the military or crowd control police (to fire tear gas grenades). A smaller version of the standard launcher can be carried underneath the barrel of most rifles. The underbarrel launcher has an Accuracy of -1 and its Base Range is 40 instead of 50, but it behaves like a standard grenade launcher in every other respect. Grenade launchers fire their own high explosive projectiles but they can use rifle versions of all the grenade types listed on the previous page.

4 Light Machinegun

A Light Machinegun is a large automatic weapon that fires small caliber ammunition. Due to the low mass of each bullet and the advanced materials used in its construction, it can be carried and operated by a single infantryman.

5 Light Mortar

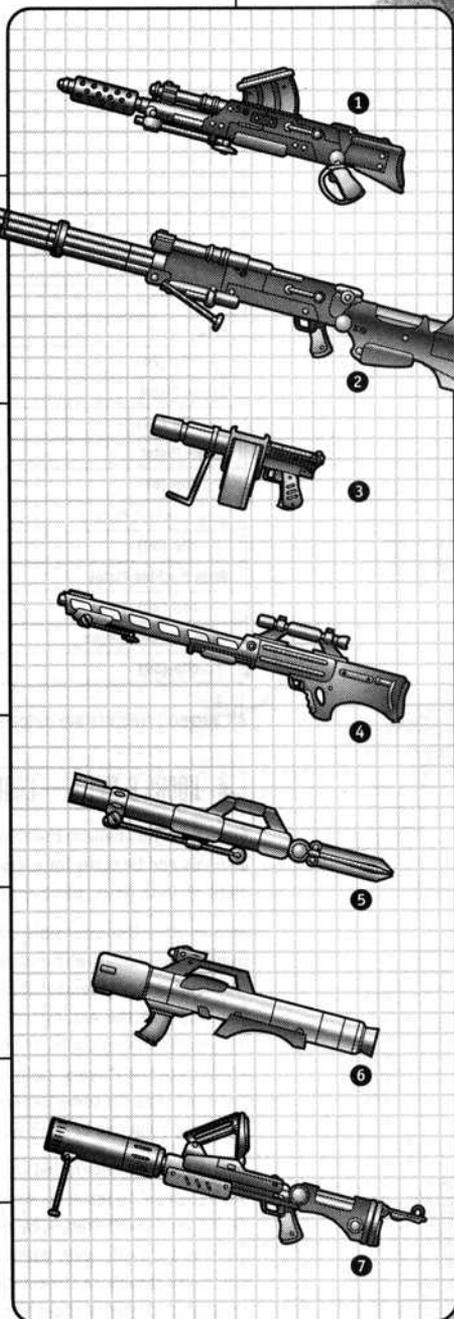
Unlike the mortars of old which required teams of highly trained men, this light and portable weapon can be carried and deployed by a single trooper in mere seconds. It fires high explosive shells in an arcing, overhead trajectory. It can also use any of the grenade types listed on the previous page.

6 Rocket Launcher

A light missile-firing cannon without recoil, the Rocket Launcher is fired from the shoulder, but it is also available as a tripod-mounted model.

7 Sniper Laser

A bulky weapon, the Sniper Laser is a high precision laser gun designed for long range performance. The system is composed of the gun proper with a backpack-mounted capacitor.





Weapon Weights and Costs

Weapon	Weight (kg)	Cost (Mark/Dinar)	Weapon	Weight (kg)	Cost (Mark/Dinar)
Knife	0.5	15	11mm Submachinegun	3	800
Machete	1.5	30	clip (30)	0.6	40
Sword	2	100	11mm Submachinegun	3	800
Hatchet	3	20	clip (30)	0.6	40
Truncheon	1.5	10	7mm Rifle	3	400
Staff	3	10	clip (20)	0.3	20
Spear	3	25	9mm Heavy Rifle	4	600
Chainsaw	4	80	clip (10)	0.5	30
Vibroknife	0.5	150	15mm Sniper Rifle	10	3000
clip (30)	0.1	10	clip (5)	1	50
Vibomachete	1.5	325	7mm Assault Rifle	3	800
clip (20)	0.1	10	clip (30)	0.5	30**
Vibrosword	2	1,000	Concussion Grenade	0.1	12
clip (10)	0.1	10	Fragmentation Grenade	0.1	10
Light Bow	0.5	150	Incendiary Grenade	0.1	12
Medium Bow	1	200	Flash Grenade	0.1	8
Heavy Bow	3	450	Tear Gas Grenade	0.1	8
Arrow	0.2	1	Nerve Gas Grenade	0.1	15
6mm Pistol	0.5	200	9mm Light Machinegun	8	2000
clip (30)	0.2	10	belt (50)	3	150
9mm Pistol	0.8	300	9mm Chaingun	10	4000
clip (20)	0.3	15	belt (50)	3	150
11mm Pistol	1.3	400	24mm Anti-Heavy Gear Rifle	15	10000
clip (12)	0.3	20	clip (3)	2	100
13mm Pistol	2	600	37mm Grenade Rifle	6	3000
clip (8)	0.3	25	clip (4)	2	100
6mm Machine Pistol	0.6	350	62mm Light Mortar	2	5000
clip (30)	0.3	10*	shell (1)	1	80
9mm Machine Pistol	1	500	50mm Rocket Launcher	0.5	10000
clip (20)	0.3	15**	rocket (1)	1	200
9mm Submachinegun	2	600	Sniper Laser	3	10000
clip (50)	0.6	40	backpack (12)	4	5000

All weapon weights are unloaded weights; number in parentheses is number of shots per standard clip/feed/etc.

HOOKS & TIPS — CARRYING WEAPONS

Several Players believe that having weapons at all times is the safest way to go. They like to parade their characters around like walking arsenals and be ready for everything for anything. While this is certainly a typical prudent attitude, especially given the harsh environment of Terra Nova, there are certain drawbacks to this which Gamemasters should not ignore.

Among other things, visible weapons and armor mean trouble. Most people prefer to lead peaceful lives and will do their best to avoid trouble. Individuals who are armed to the teeth appear as scary and dangerous. John and Jane Doe from the street — who are not known for their bravery (average Willpower or lower) — tend to steer clear of those people. If engaged in conversation, they will answer briefly and will take the earliest opportunity to leave the area. Some other people tend to be very antagonistic when faced with armed individuals. Young punks or other anti-social persons may react with aggressiveness with the display of available firepower and try to antagonize the Players, taunting them and daring them to show they “have the guts” it takes to use their weapons against someone their own size. In some locales, it may be considered a rite of passage among small gang members to show off how tough they are by harassing someone bearing weapons.

Most establishments forbid (or at least severely frown upon) openly displayed weapons. Again, this comes back to trouble. They will ask the individual to leave his weapons with the doorman for safekeeping. On that particular topic, several Gamemasters take advantage of the Players’ collaboration by having the weapons permanently disappear. This is a grave mistake. Players whose weapons were stolen this way once will never again part with their armament. Gamemasters should do this sparingly, and not the first few times around. PCs who cause trouble in the establishment will be thrown out and their weapons will be returned to them through the police (who will no doubt ask questions about the origins and the legality of the weapons).



CHARACTER CREATION

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Personal Weapons Statistics

Melee Weapons					
Weapon	Accuracy	Damage X	Range (m)	ROF	Radius (m)
Knife	0	AD+7	Strength+10	n/a	n/a
Machete	0	AD+10	close combat	n/a	n/a
Sword	0	AD+12	close combat	n/a	n/a
Hatchet	0	AD+10	close combat	n/a	n/a
Club/Truncheon	0	AD+5	close combat	n/a	n/a
Staff	0	AD+7	close combat	n/a	n/a
Spear	0	AD+10	Strength+20	n/a	n/a
Chainsaw	-1	AD+20	close combat	n/a	n/a
Vibroknife	0	AD+9	close combat	n/a	n/a
Vibomachete	0	AD+15	close combat	n/a	n/a
Vibrosword	0	AD+20	close combat	n/a	n/a
AD = Armed Damage Trait					
Ranged Weapons					
Weapon	Accuracy	Damage X	Range (m)*	ROF	Radius (m)
Light Bow	0	7	5/10/20/40	0/1	-
Medium Bow	0	10	6/12/24/48	0/2	-
Heavy bow	0	15	7/14/28/56	0/2	-
6mm Pistol	0	10	4/8/16/32	0	n/a
9mm Pistol	0	15	5/10/20/40	0	n/a
11mm Pistol	0	20	5/10/20/40	0	n/a
13mm Pistol	0	25	5/10/20/40	0	n/a
6mm Machine Pistol	0	10	4/8/16/32	1	n/a
9mm Machine Pistol	0	15	5/10/20/40	1	n/a
9mm Submachinegun	0	15	10/20/40/80	2	n/a
11mm Submachinegun	0	20	10/20/40/80	2	n/a
7mm Rifle	0	22	50/100/200/400	0	n/a
7mm Assault Rifle	0	22	50/100/200/400	1	n/a
9mm Heavy Rifle	0	30	60/120/240/480	0	n/a
15mm Sniper Rifle	+1	40	100/200/400/800	0	n/a
Grenades					
Weapon	Accuracy	Damage X	Range (m)	ROF	Radius (m) †
Concussion	0	30	varies	0	9
Fragmentation	0	26/14	varies	0	8/30
Incendiary	0	24/8	varies	0	8/12
Flash	0	8/flash	varies	0	3/30
Tear Gas, Smoke	0	5/gas	varies	0	2/15
Nerve Gas	0	5/gas	varies	0	2/15
Heavy Weapons					
Weapon	Accuracy	Damage X	Range (m)	ROF	Radius (m)
24mm Anti-HG Rifle	+1	70	150/300/600/1200	0	n/a
9mm Chaingun	0	30	50/100/200/400	4	n/a
9mm Light Machinegun	0	30	100/200/400/800	2	n/a
37mm Grenade Rifle	0	**	50/100/200/400	0	**
62mm Light Mortar	-1	120	150***/300/600/1200	0	15
50mm Rocket Launcher	0	140	50/100/200/400	0	5
Sniper Laser	+1	40	200/400/800/1600	0	n/a

*Short/Medium/Long/Extreme

**Varies according to grenade type used (all grenade types are available; double the Damage Multiplier and the cost for rifle version). Usual anti-armor rifle grenade causes x80 damage, Area Effect = 5 meters.

***Cannot fire at ranges of 100 m or less. † Primary/Secondary area of effect.



5.6.5 - Personal Armor

Personal armor has been worn by troopers since the dawn of war. Armor is divided into three categories: light flak, heavy flak and turtleshell. Because of the huge diversity of models available, no specific model has been described. The Armor rating listed is the maximum rating for the specific category — some armor may have less.

As a rule of thumb, only the lightest personal armor may be concealed under normal clothing. The chance of someone noticing is dependent on a number of elements (lighting, awareness, clothes, time of day, etc.) that are impossible to accurately summarize in a few modifiers. The Gamemaster must make a judgment call. The number listed in the Encumbrance column of the table is a penalty applied to physical actions while wearing the armor. Custom-fitted armor reduces this penalty by one, but it costs five times more and can only be worn by the person for which it is fitted.

◆ Light Flak

Light flak consists of thin bulletproof clothing that resembles normal combat fatigues. It is made of composite synthetic fibers interwoven with alloy threads. The material is supple at all times except when hit with a blow; it then distributes the impact throughout its fibers.

◆ Medium/Heavy Flak

Medium and heavy flak are bulky suits of flexible body armor worn over normal fatigues. Both are slightly heavier and work on the same principle as light flak armor, but are stronger and more durable. Hard plates are often incorporated in the torso area of heavy armor.

◆ Turtleshell Armor

The last type of personal armor is the “turtleshell.” This is the nickname for full suits of antiballistic polymer or composite plates. Turtleshell armor often includes attachment points for respirator masks and radio equipment. Turtleshell plates are light but damage resistant. They are designed for optimum comfort and mobility without compromising too much on protection. However, turtleshell still restricts the wearer’s movements and is tiring to wear over extended periods of time.

Personal Armor <input type="checkbox"/>					
Body Armor	Mass (kg)	Cost (Mark/Dinar)	Armor	Encumbrance	Concealable
Light Helmet	1	20	5	0	somewhat
Helmet	2	40	10	0	no
Light Flak Vest	1	100	15	0	yes
Light Flak Suit	2	150	20	0	yes
Medium Flak Vest	3	250	25	0	somewhat
Medium Flak Suit	4	400	30	0	somewhat
Heavy Flak Vest	6	600	35	-1	no
Heavy Flak Suit	8	900	40	-1	no
Turtleshell	10	5000	60	-2	no

◆ Layers and Scratchbuilt Armor

Players may want extra layers of protection between them and their opponent’s weapons. The Armor rating of all armor worn is added together. The trade-off for this is a quick escalation in mass and encumbrance. Mass is added together, while the worst Encumbrance value is multiplied by (1.1 x number of layers), rounding up to the nearest whole number (minimum penalty of -1). Layered armor may prove to be more of a hindrance than a life saver.

When desperate characters build armor from scratch, the GM must ascertain how much material is actually useable as armor; a damaged suit of armor will provide an amount of Armor points equal to the proportion of the armor that is salvageable. If working with a bunch of raw metal, composite, etc. the GM must make a judgement call based on the tools available and the condition of the scrap parts.

The Player must state how long he intends to work on the armor; if interrupted beforehand, the amount of armor actually available is proportionate to the amount of time actually spent. Upon completion (or interruption) the Player makes a Tinker Skill roll against a Threshold of 3. If the roll is equal to or less than the Threshold, the scratchbuild is ineffective and will slow the character down more than protect him. The formula below is applied with a maximum final Armor value equal to the sum of base Armor points available.

Final Armor Value = Tinker MoS x (square root of intended work time in hours) x 1/4 base Armor available x time available (hrs)



CHARACTER CREATION

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National Armor Designs - 5.6.6

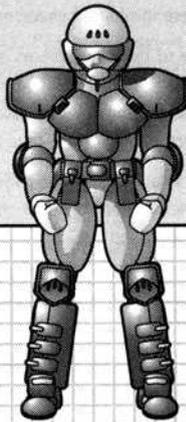
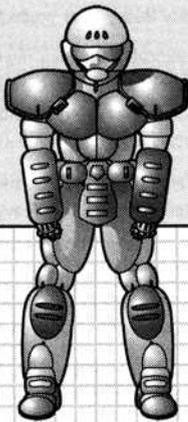
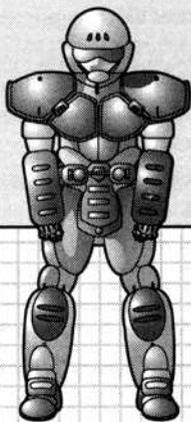
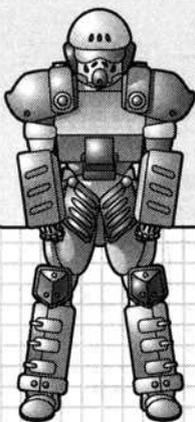
▼ Turtleshell

▼ Heavy Flak

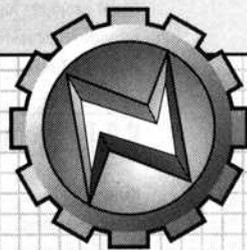
▼ Medium Flak

▼ Light Flak

Northern Guard



Northern troopers are equipped with the Mk 23 family of personal armor. The Mk 23 is a modular system that allows pieces of various armor toughness to be used together. Only the hard shell armor suit (nicknamed "turtleshell" by soldiers) has its own specialized components, though it shares the same undergarment as the Mk 23 series.



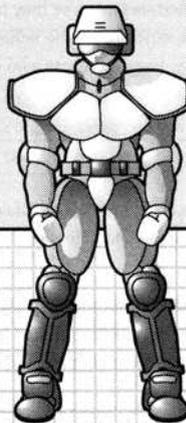
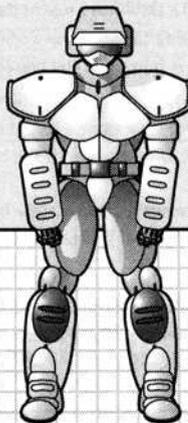
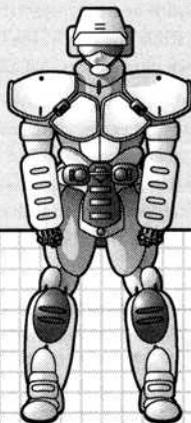
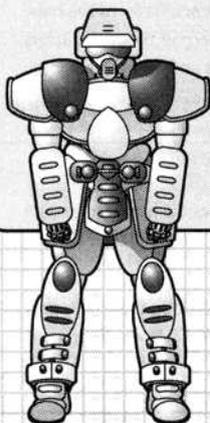
▼ Turtleshell

▼ Heavy Flak

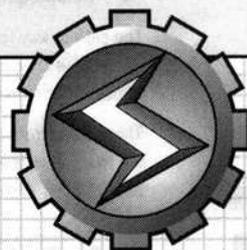
▼ Medium Flak

▼ Light Flak

Southern MILICIA



The SPMF (Système de Protection Modulaire de Fantassin) armor suit is comparable to the Northern Mk 23 both in conception and protection factor. It features the same level of modularity but is slightly lighter due to the greater proportion of ballistic polymer used in its construction. It lacks some of the Mk 23's flexibility, however.



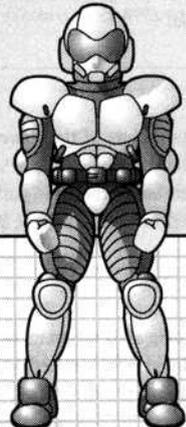
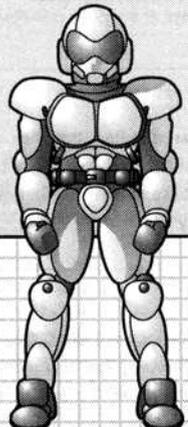
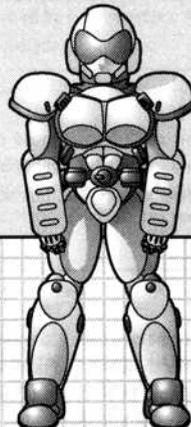
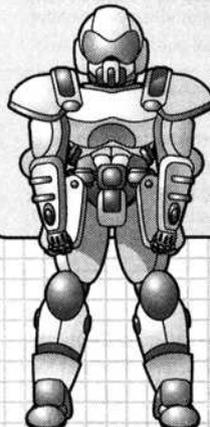
▼ Turtleshell

▼ Heavy Flak

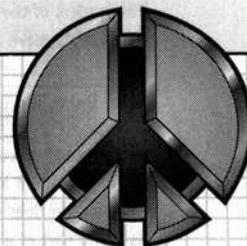
▼ Medium Flak

▼ Light Flak

Peace River Defence Force



The futuristic armor used by the troopers of the PRDF and the security corps of the Paxton corporation is manufactured exclusively in Peace River. Each type of armor offers a very good level of protection and weigh slightly less (90% on average) than comparable armors on the market. The helmet's "bug eye" design provides a wide field of vision.



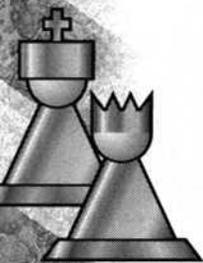


5.7 - THE CHESSPIECE SYSTEM

The most unique aspect of **Heavy Gear** is its underlying storyline. Over the course of the game's life, readers, Gamemasters and Players see the world of the game change and grow as the story threads scattered throughout our sourcebooks are woven together. While the storyline is intended to serve as an interesting background to individual Gamemasters' campaigns (which are the foreground), it does mean that not every character in the game can be used freely without worrying about the consequences. To give Gamemasters some indications of how to use these introduced characters every **Heavy Gear** product features the chesspiece system.

New characters are given one of five chess pieces as an indication of their importance in the storyline. This permits Gamemasters to understand how best to use these NPCs without worrying about disrupting the setting and having to retrofit upcoming source material. Of course, roleplaying is about creating one's own stories, so Gamemasters should feel free to disregard the limitations of the chesspiece system, as long as they understand that *their* Terra Nova may no longer mesh with Dream Pod 9's.

Other products have featured a half-page or one page explanation of the chesspiece system. The following two pages expand on this and provide indications of how the different types of characters relate to the **Heavy Gear** storyline and tips on how they can be used in individual roleplaying campaigns.



5.7.1 - Historical Figures

Kings and Queens are characters who have died before the date featured on the **Timewatch**™ display. Their inclusion indicates that they have had some importance for **Heavy Gear**, either by setting events in motion that have influenced the **Heavy Gear** storyline or by leaving a legacy still felt by Terranovans.

◆ Storyline Uses

Historical Figures are usually featured because they played a significant role in the storyline or are representative of a flavor of the time. They provide examples of that which has come before, giving the storyline a sense of scope and depth. The legacy of these characters may be significant in the story, inspiring those who drive it forward in the present. Their descendants, old allies and enemies may also be important.

◆ Roleplaying Uses

The easiest way to use Historical Figures in a roleplaying campaign is to stage a historical campaign. In such cases Gamemasters should treat these characters as Restricted Characters in that **Heavy Gear** products obviously assume that these figures lived out their lives as indicated in current products.

These characters can also be used in present-day campaigns as background elements or in flashbacks to historical times. Gamemasters are free to use the legacy of these figures as fodder for adventures. Some figures, such as Mamoud Khodaverdi, have left whole religions behind them and these can be used in countless adventures.



5.7.2 - Restricted Characters

Rooks are characters who are key to the **Heavy Gear** storyline and are to be used with care. Although they can still be useful in a roleplaying campaign — both as background elements and motivating forces — their survival until they can leave their mark on Terra Nova is critical to the storyline.

◆ Storyline Uses

These characters are the center-points of the **Heavy Gear** storyline, but their actions do not have to be earth-shattering to be of importance. Remember that the storyline will span several decades, so small actions now may have very large consequences later on. The leaders of the major powers are restricted in part because of their role in guiding the world's fate, but other Restricted Characters may simply leave a group of followers with a great destiny.

◆ Roleplaying Uses

Restricted Characters are not completely off-limits in roleplaying campaigns. Their most common use is to serve as background material, or to have them act through intermediaries. Restricted Characters can also interact directly with the Player Characters as long as the Gamemaster does not place PCs in a situation where they will kill or radically alter the Rook. In all cases, think of the Player Characters as being part of a subplot from the NPC's perspective. These people may be important to the NPC, but he has many other facets to his life — including the storyline.



CHARACTER CREATION

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Very Important People - 5.7.3

Not everyone of note on Terra Nova is central to the **Heavy Gear** storyline. Very Important People are those characters who have a significant impact on Terra Nova, but are not critical to the storyline itself. This does not mean they have no influence on it, however.

Storyline Uses ◆

Knights may not be central to the storyline, but they certainly can have an impact. They are important to the story setting, and can easily influence people who will be critical to the storyline. These characters may also have stories of their own tied to the storyline, but which can be removed from it with relative ease. Often they will be used to shed a new light on events and examine trends other than the central plot line.

Roleplaying Uses ◆

Knights should be used in essentially the same way as Restricted Characters, although Gamemasters need not worry about the storyline. These are important people to the setting and so should not be killed indiscriminately, but if a campaign calls for their death, the Gamemaster will still be able to use the **Heavy Gear** storyline as backdrop with relative ease. Future products will assume that these characters exist and continue in the general path established for them, however.



Social Encounters - 5.7.4

Social Encounters are those characters who are included in source material primarily to add flavor. As individuals they are rarely critical and do not have a significant impact on the storyline, but they stand as symbols of larger trends on Terra Nova. They serve most commonly as contacts and background elements, rather than opponents.

Storyline Uses ◆

Bishops have little or no personal impact on the storyline. Rather, they serve as reminders of some of the other forces on Terra Nova. These forces — be they student movements or fashion trends — may have some secondary impact on the storyline, perhaps influencing one of the major players. Social Encounters most often will show the results of the story, illustrating new societal forces and movements born as a result of the events shaping **Heavy Gear**.

Roleplaying Uses ◆

Bishops are wide open for use by Gamemasters and serve most easily as contacts and friends for the Player Characters. They can act as antagonists or allies as well, but rarely possess combat skills and will usually bring more subtle skills to play. Future products may refer to the Bishops, but Gamemasters need not worry that they will have to do extensive retrofitting if a Bishop is killed or seriously altered by Player Characters.



Expendables - 5.7.5

In general, Expendables are “average” Terranovans. They have no personal impact on the storyline and are included in **Heavy Gear** products primarily to be used by Gamemasters. Although this category is used for faceless stock NPCs and typical citizens, many of the Pawns are anything but everyday.

Storyline Uses ◆

Pawns have no direct impact on the course of the **Heavy Gear** storyline. They may, however, interact with people who have some influence on one of the major players. Some Expendables will continue to reappear in **Heavy Gear** products without having any major impact (often in pieces of fiction), simply to create a sense of continuity. Gamemasters will have no retrofitting to do if their campaigns involve the Pawn.

Roleplaying Uses ◆

Pawns are the bread and butter of **Heavy Gear** campaigns. They are “expendable” in terms of the storyline, but are designed to play major roles in individual campaigns. Other than Stock NPCs provided to fill gaps in a campaign, most Pawns include some form of story hook which can be used to make them prominent members of a campaign cast. They often provide the skills to serve as valuable allies or contacts or as dangerous opponents.



CHARACTER CREATION



5

ARCHAEOLOGIST



Despite a relatively accurate recorded history, archaeologists know little about the living conditions of early settlers. Busy as they were with day-to-day survival, few bothered to keep a log of their lives for the sake of their descendants. In order to better understand their pasts, archaeologists study the remains of early colonization settlements, a task made difficult by violent storms and quick erosion, not to bandits rovers and predators.

Attributes

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

Skills

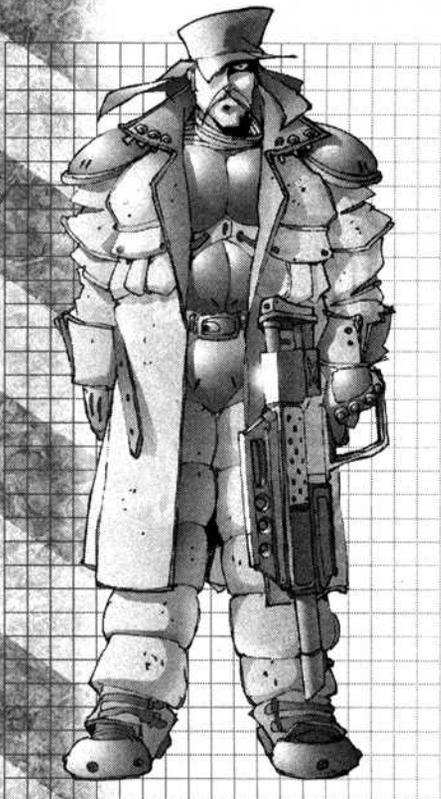
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	+1	Drive	1	0	Foreign Language	2	+1	Notice	1	+1
Computer	1	+1	Earth Sciences	1	+1	Literature	1	+1	Soc. Sciences*	2	+1
*Archaeology Spec.											

Equipment and Cost

Typical Equipment: Desert goggles, survival rations, tent(s), sleeping bag, personal computer, trideo recorder, personal communicator, binoculars.

Salary: Varies depending on notoriety and backing; ranges from 20,000 to 45,000 marks/dinars per cycle.

Basic Character Costs: 19 Character Points and 26 Skill Points.



BADLANDS MARSHAL

In the Badlands, the laws of a homestead county are enforced by marshals hired by the county council. Most of the time, Badlands marshals oversee communities of a few hundred souls and require little help. In some cases, especially when many rover gangs roam the region, marshals may organize a reserve militia on which they can call in case of emergency. As a whole, Badlands marshals are handed the job because of their reputations or because they have a true knack for it. Considering the high risks and the low pay, few individuals find it an attractive career option.

Attributes

AGI	0	APP	0	BUI	0	CRE	0	FIT	1
INF	1	KNO	0	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.
Athletics	1	+1	Hand-to-Hand	1	0	Law	2	0	Small Arms	2	0
Combat Sense	1	+1	Intimidate	1	0	Notice	1	+1	Streetwise	1	+1
Drive	1	0	Investigation	2	+1						

Equipment and Cost

Typical Equipment: Goggles, light flak suit, throat/ear comm set, 9mm pistol, knife, notebook.

Salary: Ranges from 18,000 to 25,000 marks/dinars per cycle.

Basic Character Costs: 19 Character Points and 27 Skill Points.



CARAVAN TRADER

While there are some railways that go from one large county to another in the Badlands, a great deal of cheap or illegal commerce is still done through caravans that peddle their wares between settlements. The traders who compose these caravans are a brave and hardy lot. Trained in surviving both the environment and the bandits who set up regular ambushes along trade routes. Large caravans also provide mutual protection for traders and some companionship for the long hours on the trail.

Attributes

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

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Business	2	+1	Drive	2	0	Gambling	1	0	Notice	1	0
Cooking	1	0	Haggling	2	+1	Mechanics	1	+1	Small Arms	1	0
Dodge	1	0	Foreign Language	1	+1	Navigation	1	+1	Survival	1	0

Equipment and Cost

Typical Equipment:	Audio Recorder/receiver, first aid kit, goggles, light flak vest, machete, personal communicator, sleeping bag, survival kit, 11mm pistol.
Salary:	Highly dependent upon wares; ranges from 15,000 to 50,000 marks/dinars per cycle.
Basic Character Costs:	19 Character Points and 26 Skill Points.



DEMOLITION SPECIALIST

Individuals who specialize in the handling and use of explosives are rare and often highly paid. Most demo experts find stable employment in the military, where their talents are put to use in to dig of trenches or mine a battlefield, or in police bomb squads some more ambitious professionals sell their services privately. Demolition specialists tend to come in two general categories: the careful planners who work with maximum safety, and the half-crazed thrillseekers who juggle with dynamite sticks.

Attributes

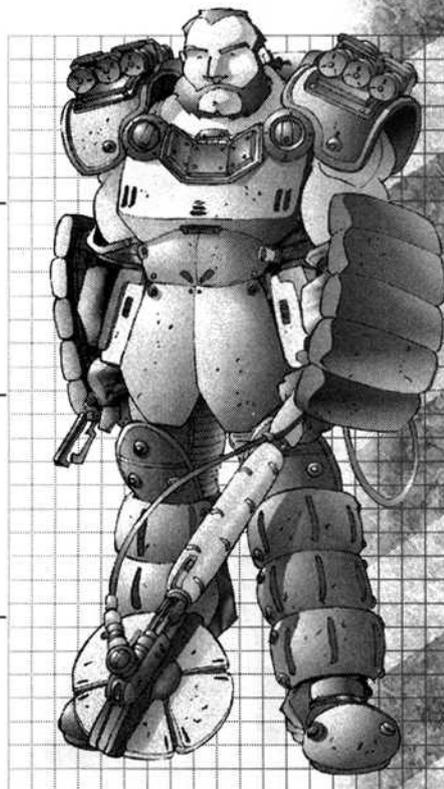
AGI	0	APP	0	BUI	1	CRE	0	FIT	0
INF	0	KNO	1	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	30	UD	4	AD	5

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Camouflage	1	0	Drive	1	0	First Aid	1	+1	Physical Sciences	1	+1
Computer	1	+1	Electronics	2	+1	Notice	2	+1	Tinker	1	0
Demolitions	2	+1									

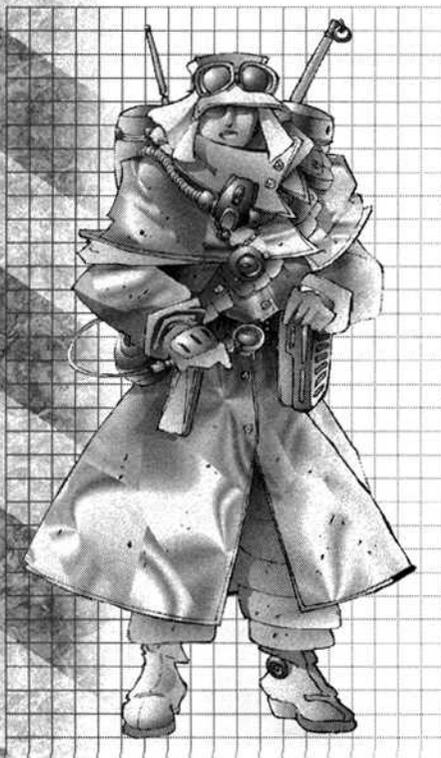
Equipment and Cost

Typical Equipment:	Electronics tool kit, helmet (optional), medium flak vest, personal communicator, throat/ear comm set, watch.
Salary:	Ranges from 25,000 to 35,000 in the military; from 20,000 to 50,000 in the private business.
Basic Character Costs:	19 Character Points and 29 Skill Points.





DESERT GUIDE



Moving across the Badlands is risky business at best and guides are extremely important to caravans or scientific groups going through unfamiliar land. Unfortunately, several among them prey on unsuspecting travelers, leading them into traps set up by some of their contacts to rob them of their belongings. As a result, the profession has earned a bad reputation, forcing honest guides to work twice as hard to get any kind of clientele. Whatever their backgrounds, desert guides are almost invariably paranoid and overly prudent — at least by the standards of polar citizens.

Attributes

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

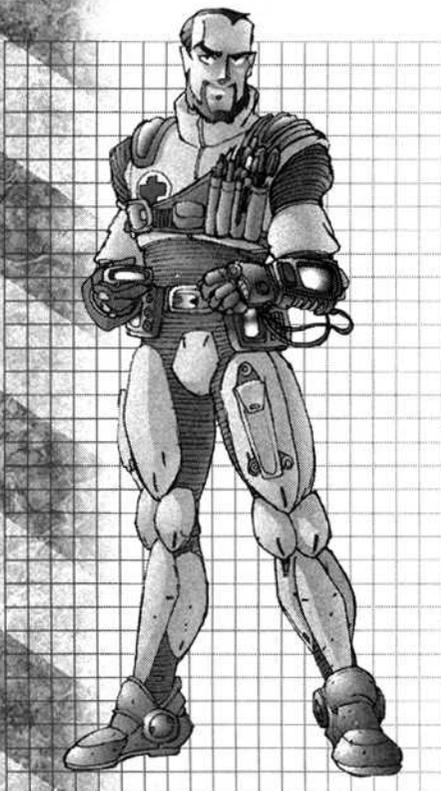
Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+1	Earth Sciences	1	0	Land Navigation	2	0	Stealth	1	0
Camouflage	1	0	Foreign Language	2	0	Notice	2	+1	Survival	2	0
Combat Sense	1	+1	Hand-to-Hand	1	0	Small Arms	1	0			

Equipment and Cost

Typical Equipment:	Desert suit, gas mask, goggles, memcompass, survival kit, survival rations.
Salary:	Highly dependent upon reputation and skill; ranges from 12,000 to 27,000 marks/dinars per cycle.
Basic Character Costs:	17 Character Points and 29 Skill Points.

FIELD MEDIC



Few individuals relish the thought of venturing onto a battlefield, even after the battle, to tend to half-dead soldiers. The courageous or foolish men and women who choose this profession tend to value a quick and effective "patch" over a skillfully done suture. Most of the time, there is too much to do, too little time to do it in, and too few medics to do it. As a result, they go in, stabilize the patients as best they can, and take them back to the mobile hospitals where better equipment allows professional doctors to give them better treatment.

Attributes

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

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+1	Dodge	1	0	First Aid	2	+1	Medicine	2	+1
Combat Sense	1	0	Drive	1	0	Life Sciences	2	+1	Notice	1	0

Equipment and Cost

Typical Equipment:	field medic gauntlet, field surgical kit, first aid kit, light flak suit, medbelt and scanner, throat/ear comm set (sometimes military).
Salary:	Ranges from 25,000 to 40,000 marks/dinars per cycle.
Basic Character Costs:	19 Character Points and 25 Skill Points.



FIELD SCIENTIST

Field scientists are usually called upon to participate in scientific expeditions or exploration missions into unknown (or simply exotic) territory. Whether seeking a cure for Terranovan influenza in the jungles of the South, studying the formation of tunnel structures in the MacAllen network, or prospecting for precious underground minerals, field scientists are vital members of their teams.

Attributes

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

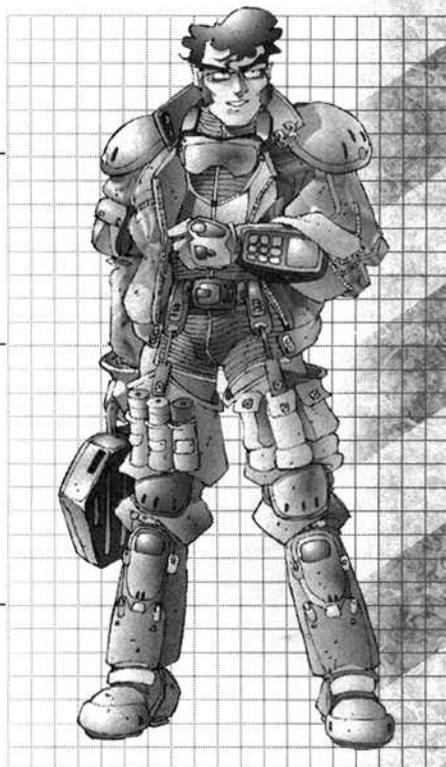
Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Drive	1	0	First Aid	1	+1	Notice	1	0	Social Sciences*	1	+1
Earth Sciences*	1	+1	Life Sciences*	1	+1	Phy. Sciences*	1	+1	Survival	1	+1
Electronics	1	+1	Mechanics	1	+1	Psychology	1	+1			

* Select two of these Skills at level 2

Equipment and Cost

Typical Equipment:	Binoculars, data disks, dataglove, goggles, personal computer, survival kit, test tubes.
Salary:	Ranges from 30,000 to 50,000 marks/dinars per cycle.
Basic Character Costs:	16 Character Points and 29 Skill Points.



FIELD TECHNICIAN

Field technicians actively participate (so to speak) in a battle by performing jury rigging on defective Gears or by repairing damaged installations during unfriendly weather. A common saying among them is "A cycle on the field is [worth] a dozen cycles in the [repair] bay." This brand of technician is almost invariably called upon to handle difficult repair work and are nowhere more appreciated than in the Badlands, where they often act as wandering repairmen between needy homesteads.

Attributes

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

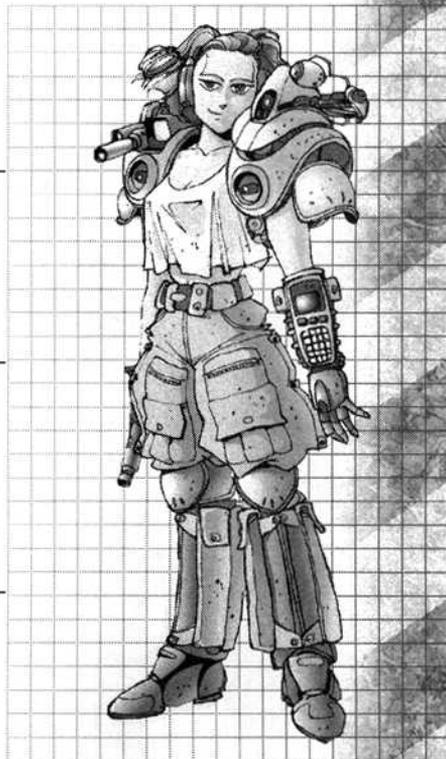
Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Computer	1	+1	Drive	1	0	Mechanics*	2	+1	Tinker*	2	+1
Dodge	1	0	Electronics*	2	+1	Notice	1	+1			

* Select specialization for one of these skills

Equipment and Cost

Typical Equipment:	Dataglove, electronics and mechanical tool kit, military throat/ear comm set, tech gear.
Salary:	Ranges from 25,000 to 40,000 marks/dinars per cycle.
Basic Character Costs:	22 Character Points and 30 Skill Points.



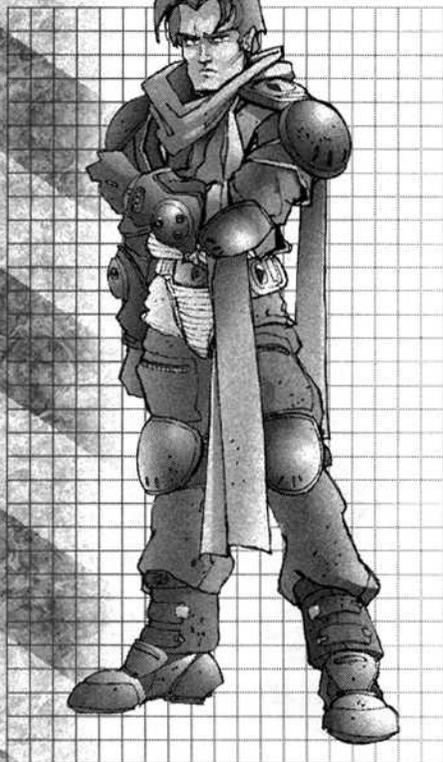
CHARACTER CREATION



5

GEAR DUELIST

Champions and diplomats for their regiments, Duelists bear on their shoulders the history and reputation of their regiments. Outside the military, civilian Duelists represent their cities or simply themselves in regulated sporting duels or savage gladiatorial matches. Regardless of their origin, however, Duelists almost systematically follow a strict code of conduct based on honor and personal glory. In the eyes of average Terranovans, Duelists are the heroes of legend.



Attributes

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

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	+1	Gunnery (HG)	2	+1	Melee	1	+2	Small Arms	1	+2
Dodge	1	+2	HG Pilot	3	+2	Notice	1	+1	Tactics	1	0
Electr. Warfare	1	0	Leadership	1	0						

Equipment and Cost

Typical Equipment:	Helmet, pilot suit, 9mm pistol, vibroblade.
Salary:	Dependent on the employer and reputation of the Duelist; ranges from 35,000 to 75,000 marks/dinars per cycle.
Basic Character Costs:	24 Character Points and 35 Skill Points.

GEAR PILOT

Better trained and equipped than standard infantry, and more numerous than tankers or aircraft pilots, Gear pilots have acquired a very romantic and rugged image. While Gear pilots are expected to excel at piloting their machines, they must also undergo rigorous training so that they are not helpless without their vehicles. It is not uncommon for pilots to give a "pet name" to a machine they have piloted for several cycles.



Attributes

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

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	+1	Gunnery (HG)	2	+1	Melee	1	+1	Small Arms	1	+1
Dodge	1	+1	HG Pilot*	2	+1	Notice	1	+1			

* Specialization w/Gear of choice

Equipment and Cost

Typical Equipment:	Helmet, pilot suit, 9mm pistol, vibroblade.
Salary:	Ranges from 25,000 to 40,000 marks/dinars per cycle.
Basic Character Costs:	16 Character Points and 26 Skill Points.



CHARACTER CREATION

5

GEAR TRAINER

There is much more to the task of a Gear trainer than simply teaching rookies how to pilot their new vehicle. Gear pilots are the easy part of the job: humans are always willing to learn and are usually good learners. Gears, however, are another story. Like children, they come off the assembly line like a blank slate and must learn everything in record time. A good trainer can make all the difference between a Gear which performs well in combat and another which has several dangerous "bad habits." As a result, only highly experienced Gear pilots are assigned the job training Gears.

Attributes

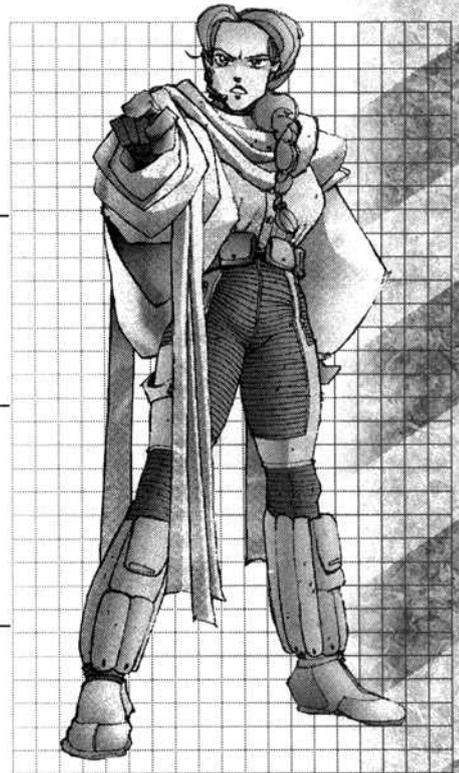
AGI	1	APP	0	BUI	0	CRE	1	FIT	0
INF	1	KNO	0	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	4

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Dodge	1	+1	Hand-to-Hand	1	+1	Notice	2	+1	Tactics	1	+1
Electro. Warfare	1	+1	HG Pilot	2	+1	Small Arms	1	+1	Teaching	2	+1
Gunnery (HG)	2	+1	Melee	1	+1						

Equipment and Cost

Typical Equipment:	Helmet, notebook, pilot suit, 9mm pistol, vibroblade.
Salary:	Ranges from 35,000 to 50,000 marks/dinars per cycle.
Basic Character Costs:	22 Character Points and 31 Skill Points.



INFANTRY TROOPER

Although Gears have taken away some of the importance of infantry on the battlefield, no army could occupy any ground or keep a hold on military objectives and strategic locations without the grunts. Even on Terra Nova, infantry still makes up the majority of the armies, and are a force to be reckoned with. The most common infantry types are recon (scouting and forward observing), light assault (standard infantry), heavy weapons (to punch through regular lines and perform lightning strikes) and sniper (to handle high precision missions).

Attributes

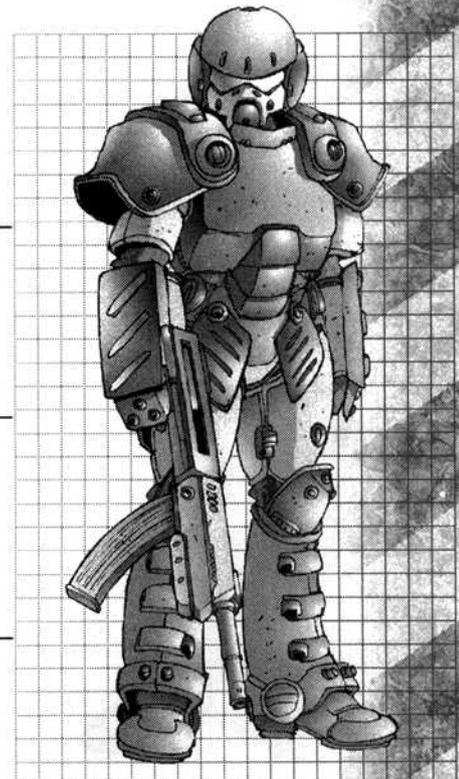
AGI	1	APP	0	BUI	1	CRE	0	FIT	1
INF	0	KNO	0	PER	0	PSY	0	WIL	0
STR	1	HEA	0	STA	30	UD	6	AD	6

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+1	First Aid	1	0	Notice	2	0	Survival	1	0
Camouflage	1	0	Hand-to-Hand	1	+1	Small Arms	2	+1	Tactics	1	0
Dodge	2	+1	Melee	1	+1	Stealth	1	+1	Throwing	2	+1

Equipment and Cost

Typical Equipment:	Light or medium flak suit, survival rations, 9mm pistol, heavy rifle or 9mm chaingun.
Salary:	Ranges from 20,000 to 30,000 marks/dinars per cycle.
Basic Character Costs:	19 Character Points and 25 Skill Points.



CHARACTER CREATION



5



KILLER/ASSASSIN

The intelligence agencies, militaries and corporations of Terra Nova employ a growing number of agents trained to eliminate problematic targets. Criminal cartels and underworld families also have their own specialists in this field. These professionals are trained to enter an area undetected and use sophisticated weaponry to kill a target with a single shot. They usually employ high-powered sniper rifles and stealth gear, although some use poisons, knives or explosives equally well. Assassins who can survive long enough to build a reputation can make a great deal of money.

Attributes

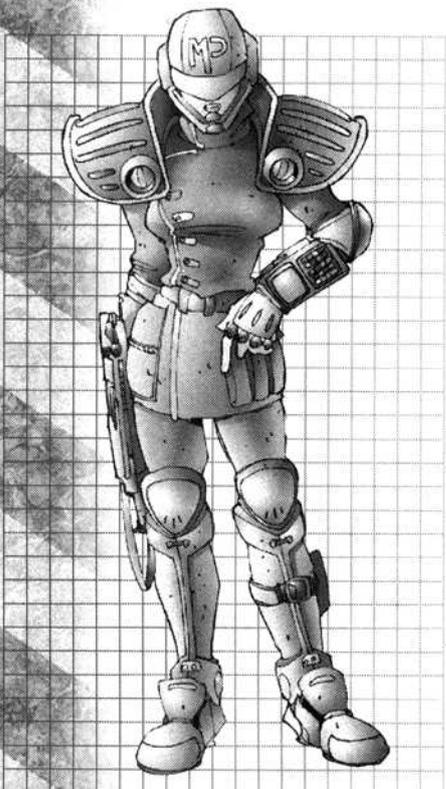
AGI	1	APP	0	BUI	0	CRE	0	FIT	1
INF	0	KNO	0	PER	1	PSY	-1	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	4

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+1	Dodge	2	+1	Notice	1	+1	Sniping	1	+1
Camouflage	1	0	Hand-to-Hand	1	+1	Security	2	0	Stealth	2	+1
Combat Sense	2	+1	Melee	1	+1	Small Arms	2	+1			

Equipment and Cost

Typical Equipment:	Collapsible sniper rifle w/aiming system, 9mm pistol, stealth armor, vibroblade.
Salary:	Varies by employer and reputation; begins at 75,000 marks/dinars per cycle.
Basic Character Costs:	18 Character Points and 34 Skill Points.



MILITARY POLICE

While several soldiers may dispute the usefulness of the military police, the truth is that their work is never done. There are several issues which need addressing, including solving petty crimes which occur on an almost daily basis in the force to tracking down drug dealers or corrupt officers. Even in the most prestigious military forces, there are some rotten elements, and it is the military police's job to purge them. To that effect, they have great discretionary powers, but are often shunned and even despised by those who might have something to hide.

Attributes

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

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+1	Dodge	1	0	Investigation	2	+1	Notice	2	+1
Combat Sense	1	+1	Hand-to-Hand	1	0	Law	2	+1	Small Arms	1	0
Computer	1	+1	Intimidate	1	0	Melee	1	0	Streetwise	1	0

Equipment and Cost

Typical Equipment:	Communicator, data disks, helmet, knife, light flak suit, uniform, 9mm pistol.
Salary:	Ranges from 25,000 to 35,000 marks/dinars per cycle.
Basic Character Costs:	22 Character Points and 30 Skill Points.



CHARACTER CREATION

5

NEWS REPORTER

In a world which seems constantly at war, the role of journalists is more important than ever. They are needed to cover a broad variety of events, be they on the international or local scenes. Unfortunately, yellow journalism still plagues newspaper stands and gives the profession a bad name, but some news organizations are still highly demanding and document their stories properly. Another form of journalism which is highly lucrative (and despised) is that of tabloid photographer.

Attributes

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

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	+1	Drive	1	0	Literature	2	+1	Theatrics	1	+1
Business	1	+1	History	1	+1	Notice	1	0	Visual Art	1	+1
Computer	1	+1	Investigation	2	0	Streetwise	1	+1			

Equipment and Cost

Typical Equipment:	Cellular phone, data disks, personal computer, VR gear.
Salary:	Ranges from 20,000 to 40,000 marks/dinars per cycle; photo sharks may earn two to three times that amount.
Basic Character Costs:	19 Character Points and 25 Skill Points.



POLICE OFFICER

In a world on the brink of war, where each city-state is rivaling with its neighbors for territory or resources, and where each league has its own political agenda, a high crime rate and terrorism are difficult problems which have no easy solution. Compounded by the corruption which plagues almost every police force on the planet, a honest cop has his work cut out for him. Most police officers tend to look the other way, however, aware of the risks to their friends and families should they become entangled in the affairs of drug cartels or weapons smugglers. The pay is just not worth the high risk.

Attributes

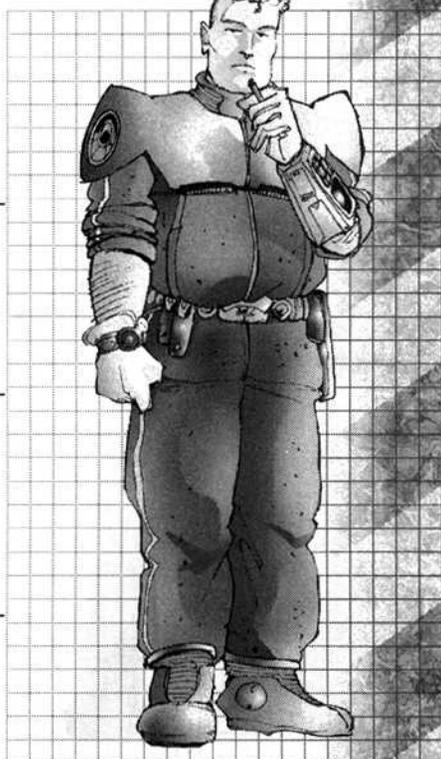
AGI	0	APP	0	BUI	1	CRE	0	FIT	1
INF	0	KNO	0	PER	1	PSY	0	WIL	0
STR	1	HEA	0	STA	30	UD	5	AD	6

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	0	Dodge	1	0	Investigation	2	+1	Notice	1	+1
Combat Sense	1	+1	Drive	1	0	Law	1	0	Small Arms	2	0
Computer	1	0	Intimidate	1	+1	Melee	1	0	Streetwise	2	0

Equipment and Cost

Typical Equipment:	Note pad, personal communicator, 6mm pistol.
Salary:	Ranges from 20,000 to 35,000 marks/dinars per cycle.
Basic Character Costs:	19 Character Points and 28 Skill Points.



CHARACTER CREATION

5



PRIVATE INVESTIGATOR

Most PIs are valid investigators — retired cops, simple freelancers or even bounty hunters — who have a license to offer their services. They can track down long lost family members, track and photograph a cheating husband/wife, or capture criminals to collect the bounty on their heads before the police gets to them. There are also the frauds who purchase expensive advertisement space in local media, promise quick success, ask for cash advances and move on to the next case.



Attributes

AGI	0	APP	1	BUI	0	CRE	1	FIT	0
INF	0	KNO	1	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.
Business	1	+1	Drive	1	0	Investigation	2	+1	Small Arms	1	0
Combat Sense	1	+1	Etiquette	1	0	Law	1	+1	Stealth	1	0
Computer	1	+1	Forgery	1	+1	Notice	2	+1	Streetwise	2	0
Dodge	1	0	Hand-to-Hand	1	0						

Equipment and Cost

Typical Equipment: Cellular phone, data disks, nightvision goggles, personal computer, trideo recorder.

Salary: Varies depending on reliability and reputation; ranges from 20,000 to 40,000 marks/dinars per cycle.

Basic Character Costs: 22 Character Points and 32 Skill Points.

SMUGGLER

Most smugglers are desperate individuals down on their luck looking for a bit of quick money on the side to "start anew." Unfortunately, once a smuggler, always a smuggler, and cartels who employ these people are seldom willing to let go of a reliable courier without compensation. More often than not, smugglers become entangled in illegal activities and live in fear of the law. Cartels use that to their advantage, pressuring smugglers into doing more work for them, leading them into a downward spiral which ends up costing them their lives in the long run.



Attributes

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

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+1	Gambling	1	0	Melee	1	+1	Small Arms	2	+1
Combat Sense	2	0	Intimidate	1	+1	Notice	2	0	Streetwise	3	-1
Dodge	2	+1									

Equipment and Cost

Typical Equipment: Cellular phone, knife, 9mm pistol.

Salary: Ranges from 15,000 to 40,000 marks/dinars per cycle.

Basic Character Costs: 15 Character Points and 29 Skill Points.



CHARACTER CREATION

5

STRIDER PILOT

The soldiers who pilot the massive walking tanks known as striders are a special breed. They carry massive firepower across rough ground in a strategic role similar to traditional tanks, but strider crews take great pride in being even more bold than tankers. The pilot is usually the ranking officer in a two-man crew and serves as vehicle commander as well as pilot. The pilot must also be able to handle the strider's guns if necessary, although this is usually the job of the second crewman who does not need to worry about piloting.

Attributes

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

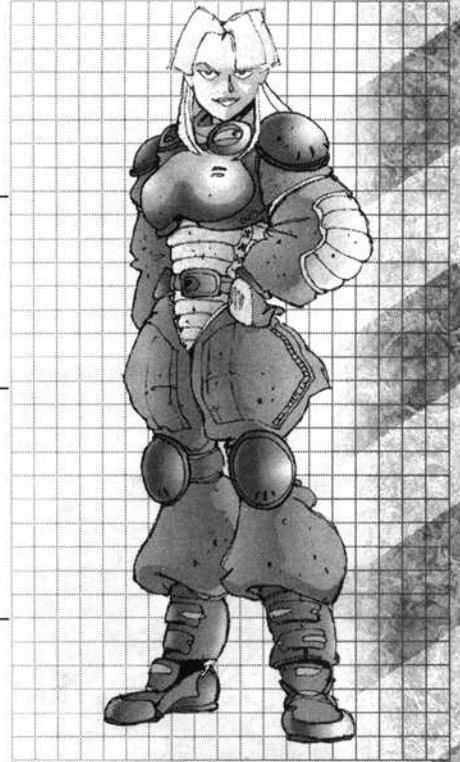
Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	+1	Gunnery (strider)	2	+1	Melee	1	+1	Small Arms	1	+1
Dodge	1	+1	Leadership	1	0	Notice	1	+1	Strider Pilot*	2	+1

* Specialization with strider of choice.

Equipment and Cost

Typical Equipment:	Helmet, uniform and strider harness, 9mm pistol, vibroblade.
Salary:	Ranges from 25,000 to 40,000 marks/dinars per cycle.
Basic Character Costs:	16 Character Points and 27 Skill Points.



STRIDER SOLDAT

Strider soldats are the second part of the pilot/soldat team that operates the great walking tanks known as striders. Generally under the orders of the pilot, the soldat operates the auxiliary systems of the strider and the main guns. Strider soldats are legendary "tech-heads," often more concerned with the latest design in targeting computer than the course of the war. Pilots rarely criticize this because technical expertise tends to keep their striders safe from enemy fire. It also helps ensure that the enemy will not eascape unscathed.

Attributes

AGI	0	APP	0	BLD	0	CRE	1	FIT	0
INF	0	KNO	1	PER	1	PSY	0	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.
Combat Sense	1	+1	Dodge	1	0	Gunnery (strider)	2	+1	Small Arms	1	0
Communication	2	+1	Elect. Warfare	2	+1	Notice	1	+1	Strider Pilot	1	0

Equipment and Cost

Typical Equipment:	Helmet, uniform and strider harness, 9mm pistol, vibroblade.
Salary:	Ranges from 25,000 to 40,000 marks/dinars per cycle.
Basic Character Costs:	19 Character Points and 30 Skill Points.





6.1 - ACTIONS

There are three standard types of actions a character can attempt in a roleplaying game: automatic actions, possible actions, and impossible actions. Automatic actions (e.g. opening a door, walking on a sidewalk) will succeed unless something (like a firefight) complicates them, in which case they become possible actions. Possible actions are actions that could potentially fail e.g. forcing open a locked door, walking on a tightrope). Impossible actions are doomed to failure, because they are logically impossible or just incredibly challenging (e.g. flying by flapping one's arms, breathing in a vacuum, finding a needle in a haystack). It is the Gamemaster who must exercise his judgment to decide whether an action is automatic, possible, or impossible.

Automatic actions do not require Skill rolls. Possible actions require an Action Test: Action Tests consist of a modified die roll which is compared to either a Threshold value or an opponent's die roll. See *Silhouette Basics* (page 44) for a detailed description of Action Tests. Obviously, impossible actions fail without question.

6.1.1 - Running Action Tests



There are four different ways a Gamemaster can run Action Tests. The first way is to tell the Players what the action's Threshold is and have them report their Margins of Success or Failure. This method is the easiest, but it lends itself to "roll-playing" instead of roleplaying, since it focuses much of the Players' attention on dice and bookkeeping tasks. It also takes control away from the Gamemaster since the Players will expect him to abide by the die results, even if they mess up the storyline. After all, the GM selected the Thresholds.

The second way is to reveal to Players only what Skill, Attribute, or Secondary Trait is being tested and have them report their die totals. It is then up to the Gamemaster to compare the number to his Threshold and describe the results to the Players. This method is a good compromise and allows the Gamemaster to have reasonable control over the game while giving Players the satisfaction of having been the one's who controlled (i.e. rolled the results of) their characters' actions.

As a third alternative, the Gamemaster can choose to tell the Players nothing in terms of game mechanics, while he performs the roll behind a screen. This method is generally inconvenient for most Gamemasters, but it is very useful for performing Perception tests, such as Notice or Combat Sense. Besides that, rolling dice every now and then while wearing a fiendish grin keeps Players on their toes.

The fourth alternative is for Players who prefer to dispense with dice altogether in favor of drama and plot development. The Gamemaster must make a judgment call, based on the complexity of the task and the character's competence. No dice are ever rolled. This method is excellent for either very simple or incredibly difficult situations. Advanced roleplayers, especially those who enjoy live action, are encouraged to use this method.

6.1.2 - Skill Tests

The roleplaying game, like the tactical game, relies on Skill tests to determine the outcome of most characters' actions. However, in a roleplaying session, the number of possible actions (and the Skills required to perform them) is infinite. The Skills section (previous chapter, page 57) lists the most common Skills. These are by no means the only ones— they are just a list of suggested Skills. If a Player comes up with a reasonable new Skill, and the Gamemaster agrees, the new Skill can be used in the game without any problems.

In a Skill test, the number of dice rolled is equal to the Skill level of the person involved plus any applicable modifier. For example, a Skill level 2 pilot will roll two dice whenever he must make a Piloting Skill roll.

◆ What If I Don't Have That Skill?

Often, characters will need to accomplish a task for which they have no Skill. In these cases, roll two dice. The result is equal to the lowest of the two individual die rolls. If either of the two dice rolled is a "1," a Fumble occurs. If no Fumble occurred, add the appropriate modifiers to obtain the final total. For instance, Debrah has a sharp wit but no hand-to-hand skill. If she tries to throw a punch, she rolls two dice (let's say the results are "6" and "1"). If she had Skill level 2, she would take the highest result and add her Agility Attribute to it (that would be the "6"). Unfortunately, because she has no skill in personal combat, she takes the lowest value (that's the "1," a Fumble). Odds of her making any damage are, obviously, pretty slim.

If Emergency Dice are purchased using experience points (see *Character Improvement*, page 115), use the following rules: spending one XP will reduce the number of dice rolled to one; spending two XPs will keep the number of dice rolled at two, but the roll is normal (i.e. the highest die result counts, two 6's = 7, both dice must roll "1" to Fumble); spending additional XPs will have no further effect.



Attribute, Strength and Health Tests - 6.1.3

Some situations require innate instead of learned abilities. In such cases, a Gamemaster should request that a Player roll an Attribute, Strength or Health test. Attribute tests are fairly rare since many actions that involve an Attribute are really learned abilities. Attribute tests are used when a truly broad reflection of a character's abilities is required. For example, a Knowledge Attribute test is appropriate for recalling an obscure bit of trivia. An Appearance Attribute test could determine just how stunning a character looks on a particular day. Resisting torture might require a Willpower test. To perform an Attribute test, roll two dice and add the Attribute in question to the total.

Strength and Health tests are rolled in exactly the same manner as Attribute tests (roll two dice and add the secondary trait). These two types of Action Tests are much more common than Attribute tests. Strength tests are required for acts requiring sheer brute strength (e.g. lifting heavy objects, bending metal bars), while Health tests are required to resist drugs, illness, and shock (e.g. surviving a drug overdose or venomous snake bite, staying conscious while in agony).

Attribute, Strength and Health Tests Examples

Example 1: *Nikki, a renowned manhunter, is trying to recall who her seventeenth boyfriend was. The GM rules that this requires a Knowledge Attribute test with a Threshold of 6. Nikki rolls two dice, obtaining a 1 and a 4, and adds her Knowledge Attribute (-1), for a final total of 3. Nikki has absolutely no clue about his identity.*

Example 2: *Lara is trying to batter down a sturdy door. The GM rules that this requires a Strength test with a Threshold of 6. Lara rolls two dice, obtaining a 3 and a 6, and adds her Strength (+1), for a final total of 7. Adventurous Lara successfully batters down her own door, only to find her boyfriend in bed with Nikki.*

Example 3: *Nikki, our favorite sleaze, has just received a solid punch from Lara and must make a Health test with a Threshold of 1 to remain conscious. Unfortunately, Nikki has only recently recovered from a nasty social disease and her health isn't very good at the moment. The GM rules that Nikki has a -1 modifier due to her recent ill health in addition to the -1 she suffers due to her injuries and the -2 she suffers due to her pathetic Health Attribute (she drinks and smokes too much). Nikki rolls two dice, obtaining a 2 and a 4. Combined with her -4 penalty, this produces a final total of 0. Nikki crumples to the ground, unconscious.*



"Chance test" is really just a fancy name for the dice roll required to decide the outcome of a completely random action. Simply roll one die and add the character's PSY Attribute. High results are favorable, low results are unfavorable — the Gamemaster decides upon the exact effect depending on the situation (or the odds) at hand (see example). If appropriate, a "1" is still a Fumble. As with all dice rolls, Emergency Dice can be added to improve a character's odds.

Chance Tests are best used to add drama to a situation in which a character's Skills and abilities have no significant impact. The use of the Psyche Attribute to modify Chance Tests allows Players to feel that they have some impact even on random events. Gamemasters running very "realistic" games may wish to dispense with this bonus, but fate can have a role even in the grittiest campaign, so it may still be appropriate.

Chance Tests - 6.1.4

Chance Test Example

Example: *Nikki, our archetypal naughty girl is indulging in yet another vice: gambling. She places a bet in a game of roulette. The GM rules that the Gambling Skill is not particularly helpful in roulette due to its strong random element and calls for a Chance test. Nikki rolls one die and it turns up a "1." With her PSY of -1, Nikki loses big at the roulette wheel that night...*



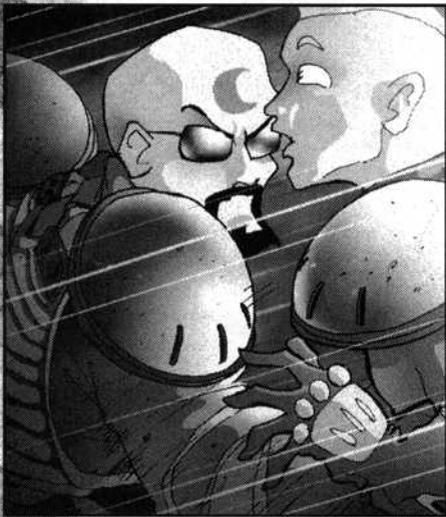


6.2 - COMBAT

Drama centers around conflict. In adventure stories, this conflict often manifests itself as open combat. The hero and the villain often have a shoot-out at the end of the story. Just try to imagine movies like Star Wars, Rambo and Terminator without combat. So, deplorable as it may be in real life, combat is one of the key elements of adventure. This is not to say that combat equals adventure. An adventure that consists of little else but combat is simply an exercise in mindless slaughter. A well-placed fight can, however, spice up an adventurer's life by adding an element of risk.

In the roleplaying game, time is divided into 6-second rounds during combat.

6.2.1 - Initiative



Initiative determines who acts first in a combat round. To see who gains initiative, all combatants roll a Combat Sense opposed Skill test. The Margin of Success is irrelevant in this case. The combatant with the highest result will act first. The next highest is second and so on. Those with tied results act simultaneously.

Any character who Fumbles the test is confused for a moment by the panic and chaos of combat, and cannot begin to perform any action — but he or she may continue any action that began in a previous round and requires more than a round (e.g. treating a wounded buddy).

The roll for initiative is repeated at the beginning of every combat round.

Initiative Example

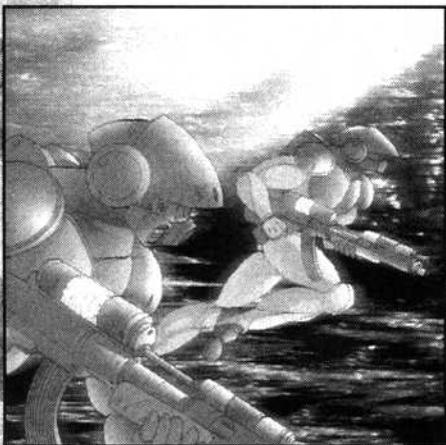
Example: *Al and Moe challenge Biff and Ugly Bubba to a fight. To determine who throws his punch first, the GM calls for initiative to be rolled. Each adversary rolls his Combat Sense Skill. The results are Al = 5, Moe = 6, Biff = Fumble, and Bubba = 7. Bubba will act first in the round. Moe will act second. Al will act third. Biff is confused and can't make up his mind; he does not get to act this round.*

6.2.2 - Actions

During a round, a character may perform one action (e.g. shoot a gun) at no penalty. If the character chooses to perform multiple actions (e.g. drive a car and shoot a gun at pursuers), all actions are penalized by -1 per extra action.

An action is defined as anything initiated by the Player that normally requires the character's full attention. Generally, this means anything that requires a Skill or Attribute roll. The Gamemaster can decide that some actions are easy enough to not require an Action Test, but time and/or energy consuming enough to impose an action penalty on all other actions. These are generally actions made up of several simple steps that require little skill but some concentration, such as drawing or reloading a weapon, or activating a system.

6.2.3 - Movement



Many Gamemasters prefer to abstract movement for dramatic purposes, but some GMs and Players like to have precise numbers on hand. These individuals should assume that under normal circumstances, a character can sprint up to 25 meters per combat round plus 5 meters times the total of the character's Fitness Attribute and Athletics Skill level. A character's running, jogging, and walking speeds are 2/3, 1/2, and 1/3 of his sprinting speed, respectively. Gamemasters who intend to use these specific movement values with any regularity should have Players inscribe them on their character sheets for quick reference during play. Gamemasters who prefer abstract movement should simply ask for Athletics or FIT tests.

Character Movement Table

•	Sprinting Speed (m/round) = 25 + 5 x (Fitness + Athletics Skill)
•	Running Speed = 2/3 Sprinting Speed
•	Jogging Speed = 1/2 Sprinting Speed
•	Walking Speed = 1/3 Sprinting Speed



Ranged Combat - 6.2.4

To attack a wary target, the attacker must defeat the defender in an opposed Skill test. The attacker rolls his Skill in the attack form being used (Small Arms, Archery, or Throwing). The defender either rolls his Dodge Skill or Melee Skill (if performing a shield block). If the attacker succeeds, the attack hits. If the defender wins or the result is a tie, the attack misses. If the attacker Fumbles, the attack fails. If the defender Fumbles, the attack succeeds unless the attacker also Fumbled.

Attackers should add the appropriate modifier from the following list to their roll depending upon what range they are attacking from.

□ Attacker Range Modifiers

Point blank range (≤3m)	+1
Short range	+0
Medium range	-1
Long range	-2
Extreme range	-3

■ Attack Example

Example 1: *Howard has been cornered in an alley by two hooligans. Fortunately for him, Howard has won initiative for this round. He opts to draw his concealed pistol, shoot the furthest one, then use the butt of the weapon to bludgeon the thug nearest to him. This requires three actions: one to draw the gun and two attacks. Howard suffers a -2 penalty to all his actions this round due to the two additional actions he has taken.*

Example 2: *Howard has the Small Arms Skill at level 2. His die roll is 3 for the first attack. The following modifiers are applied to this value: the -2 multiple action penalty, a +0 due to his unexceptional Agility, a +0 short range modifier, a +0 modifier for remaining stationary, and a -1 for the poor lighting in the alley. This results in a final attack total of 1. The hooligan has a Dodge Skill of 1. He rolls a 3 and applies a +0 modifier for his average Agility, a +0 modifier for walking towards Howard, and a -2 modifier for being moderately intoxicated. The hooligan has a final defense total of 1, resulting in a draw. Since all draws on attacks are in the defender's favor, the bullet barely misses the thug.*

Example 3: *Howard turns towards the closer of the two thugs and attempts to club him with the pistol butt. The GM rules that this is a clumsy improvised weapon and applies a -1 Accuracy penalty to the attack. Howard has a Melee Skill of 3. He rolls a 7 and applies a total modifier of -4 for the various situation modifiers (see above), yielding a final attack total of 3. Howard's foe Fumbles his Dodge roll. As a result, his defense total is automatically 0. Howard beats his assailant handily, as indicated by the Margin of Success of 3.*



Close Combat - 6.2.5

To attack a wary opponent in close combat, the attacker must defeat the defender in an opposed Skill test. The attacker rolls his Skill in the attack form being used (Melee or Hand-to-Hand). The defender either rolls his Dodge Skill (to avoid being hit), Melee Skill (to parry with a weapon) or Hand-to-Hand Skill (for unarmed blocks). If the attacker wins, the attack hits the defender. If the defender wins or the result is a tie, the defender avoids the blow. If the attacker Fumbles, the attack fails. If the defender Fumbles, the attack succeeds unless the attacker also Fumbled. If an unarmed defender blocks an armed Melee attack, he suffers a -1 to his defense roll. If a defender parries using an object, the object takes the damage penalty which the defender would have taken if he had not parried (i.e. Light Wound means a -1 to the next parry with that object, Deep Wound means a -2, Instant Kill means the object is destroyed).

Although parrying with a Melee weapon or performing an unarmed block are technically uses of "offensive" Skills (Melee and Hand-to-Hand), like a standard use of Dodge, they do not count as actions for the purposes of calculating the number of actions in a round. So a character can parry and attack in the same round at no penalty.



6.2.6 - Surprise Attacks



Attacking unwary targets requires the attacker to pass a standard (not opposed) Skill test with a Threshold number of 1 + defender's modifiers (like movement and cover). However, unlike a normal attack, the attacker must roll the lower of two Skills: either his attack Skill or his Stealth Skill. Untrained individuals tend to be noisy or otherwise mess up surprise attacks by alerting the victim at the last moment.

Surprise Attack Example

Example: *Jan Augusta ambushes Ted, a wanted terrorist. Since Ted is unwary strolling along an alley in the middle of the day, all his defense modifiers are +0. This means that Augusta must pass a Threshold of 1 on his Skill test. Augusta has Skill level 2 in Small Arms and Skill level 3 in Stealth. He rolls the lowest of these two (his Small Arms Skill) and obtains a final modified roll of 4. His attack succeeds with a Margin of Success of 3.*

6.2.7 - Attacker Modifiers

The following modifiers apply to an attacker's roll to hit for both ranged and close combat. The Gamemaster will often have to make a judgment call as to whether to apply any of the situational modifiers listed below. Although the most important criteria is to keep combat dramatic, GMs should be careful to apply modifiers consistently to both PCs and NPCs.

Offensive Modifiers <input type="checkbox"/>	
Attacker Movement	
+0	if stationary
-1	if walking
-2	if jogging
-3	if running
Intoxication	
-1	if mildly intoxicated
-2	if moderately intoxicated
-3	if heavily intoxicated
Lighting	
-1	if area is poorly lit (e.g. dim lighting, moonlight)
-2	if area is very poorly lit (e.g. candlelight, starlight, fog)
-3	if area is barely light (e.g. light of a single candle, dim indirect light, heavy fog)
-4	if area is completely dark
Aiming	
+1	per round of aiming (maximum bonus equal to attacker's Skill level)
-2	if aiming at specific location, except head
-3	if aiming at head
Weapon Accuracy Modifier	
Varies according to weapon used. Refer to the Weapon chart (page 83).	

Alternatively, the Gamemaster may wish to apply the full rules for drug effects (see Hazards, page 109).

◆ Aiming Modifiers

A character can spend a few combat rounds aiming at a target to improve his odds to hit. Add one to the attacker's roll per combat round spent aiming (up to a maximum equal to attacker's Skill level).

Alternatively, a character can aim at specific body part (e.g. chest, leg, abdomen) of a target. A -2 modifier applies to all such attacks except head shots, which are penalized by -3. All shots aimed at vital locations, such as the chest and head, reduce the victim's normal injury Thresholds by half (but Armor is at full value). Shots aimed at specific limbs are useful as non-fatal attacks. Burst fire attacks cannot be aimed at specific body locations. Note that characters using the Sniping Skill (see p. 66) do not suffer from the penalties for hitting specific body parts, except as outlined in the Skill description (-1 for the head or a vehicle's Auxiliary Systems). Snipers can benefit from bonuses for prolonged aiming, however.



Defender Modifiers - 6.2.8

The following modifiers apply to the defender's roll to avoid being hit. The following modifiers apply to the defender's roll to avoid being hit. As with attack modifiers, the GM must use his best judgment to apply them evenly. In the case of armed parrying, the GM may also wish to apply the Accuracy of the parry weapon or impose a -1 penalty for using particularly small weapons.

Defensive Modifiers

Defender Movement	
-1	if not moving
+0	if walking
+1	if jogging
+2	if running or sprinting
+2	if dodging (cumulative with movement)
Cover	
+1	if under light cover (e.g. shrubs, garbage cans, tall grass, thin walls)
+2	if completely hidden by light cover
+3	if under heavy cover (e.g. strong walls, rocks, large vehicles)
Automatic success	if completely hidden by heavy cover
Intoxication	
-1	if mildly intoxicated
-2	if moderately intoxicated
-3	if heavily intoxicated

Alternatively, the Gamemaster may wish to apply the full rules for drug effects (see Hazards, page 109).

All-Out Dodging - 6.2.9

The game system assumes that characters always attempt to avoid injuries in combat. Sometimes, however, an all-out attempt to dodge is required. A character must declare an all-out dodge at the beginning of the round (before the first character acts, even if this is out of his initiative sequence). The character cannot perform any actions other than move (up to a run) and dodge. A dodging character adds +2 to his defense rolls against all attacks that round, in addition to his movement modifiers. In addition, a dodging character gets a full defense against all attacks, including surprise attacks. Surprise attacks against a dodging individual are rolled like normal attacks.

Burst Fire - 6.2.10

Many weapons have a Rate of Fire (ROF) bonus of +1 or greater. These weapons are called burst fire (or fully automatic) weapons because they can fire a hail of projectiles in short order. Burst fire weapons are assumed to be able to fire at any ROF bonus equal to or lower than their listed rating. Thus, a +3 ROF weapon could fire as a +3, +2, +1, or 0 ROF weapon. This is done to conserve ammunition since a weapon expends 10 shots per +1 of ROF in each attack — slightly unrealistic, but it simplifies the bookkeeping. ROF 0 weapons expend one shot per attack.

Burst attacks usually consist of firing a tight burst towards a single opponent. If the attack succeeds, the ROF bonus of the weapon is added to the attack's Margin of Success.



Burst Fire Examples

Example 1: *Alia attacks Gordon using a submachinegun with a ROF bonus of +2. She unloads a full burst into Gordon and obtains a Margin of Success of 3. The attacks effective Margin of Success is $(3 + 2 =) 5$.*

Example 2: *The next round Alia is still fighting off Gordon, but is getting worried about her ammunition situation. She attacks with her SMG again, but uses a ROF of only +1 to conserve ammo. She obtains a Margin of Success of 2 so the attack has an effective Margin of Success of $(2 + 1 =) 3$. She expends 10 rounds from the magazine of her weapon. She could have spent a single round (ROF 0), but would have had a MoS of only 2.*



◆ Walking Fire

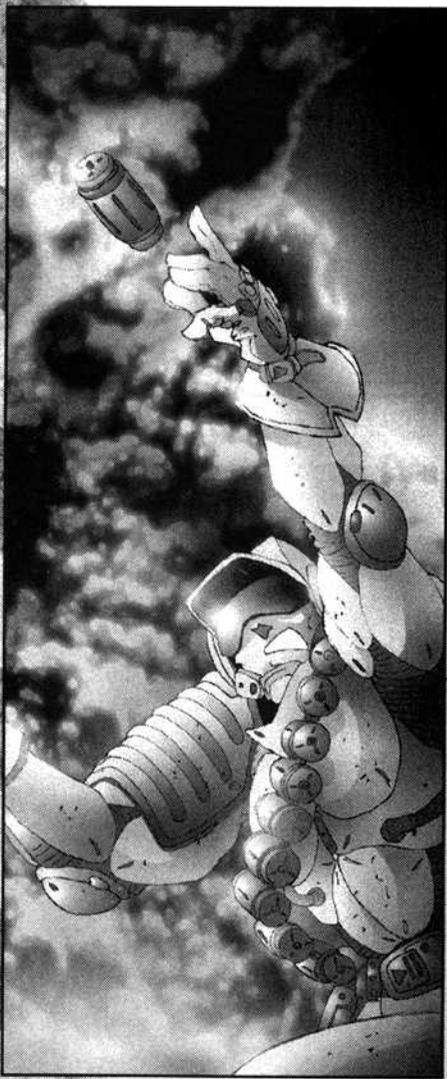


Weapons capable of burst fire can be used to attack multiple targets in a single action by walking the burst across the targets. A Player must declare that he is walking fire before any attacks are made. The Player then chooses the targets of his attack. A number of targets equal to the weapon's ROF plus one may be attacked. For each extra target, the weapon's ROF is reduced by one for damage purposes (but not for ammo expenditure). All targets must be within the weapon's firing arc. Each attack is rolled separately. Each individual target may not be attacked more than once per round by the same weapon (no extra attacks against one target).

Walking Fire Example ▣

Example: *Alia now turns toward Zack and Rhonda. She decides to walk her fire across the two of them. Since she is attacking more than one target, her effective ROF bonus for each attack is reduced by one per attack (down to +1). She rolls two separate attack rolls and succeeds in both. Against Zack she has a Margin of Success of 1. This becomes an effective Margin of Success of 2. Her Margin of Success of 3 versus Rhonda becomes an effective Margin of Success of 4.*

6.2.11 - Grenade Attacks



Attacking with a grenade differs slightly from attacking with other weapons: the grenade is thrown or shot near its target, and it detonates either on impact, after a short delay, or in the air (in the case of gas grenades). The Margin of Success of the original attack determines how close the throw was to its target, and how much time there is between landing and detonation for the target to take cover or flee the grenade. In order to be more realistic, a maximum Margin of Success equal to the maximum primary area of effect is imposed on grenade attacks (i.e. the highest possible Margin of Success with a concussion grenade is 9). Hand grenades are used with the Throwing Skill.

When attacking, a large Margin of Success signifies that the throw was dead on, and that detonation quickly followed impact; inversely, a low Margin of Success (or a failure) will probably mean that the throw was off mark, or that the grenade was thrown too soon after arming it, leaving enough time for the target to get out of harm's way. A dodge roll is allowed to defend against grenades if the defender is aware of the attack. Grenades usually have wide area of effect; anyone deemed by the GM to be in this area must also defend against this attack or take damage from the grenade. Secondary targets get a +1 to their defense roll.

If the GM uses a hexagonal map to figure out combat, the Margin of Success indicates how far from the target the grenade has fallen. Simply subtract the Margin of Success (or failure, for that matter) from the maximum primary radius of effect; the difference is the number of meters between the grenade impact site and the target. Roll 1d6 for direction, assigning each number to a hexagonal bearing, with the intended target being at the center; the grenade fell in that direction, at the calculated distance from the target. Determine the Margin of Success for other potential targets by counting the number of meters between them and the impact site, subtracting the result from the maximum primary area of effect.

Grenade Attack Example ▣

Example: *Jack Thunder gets a concussion grenade (Damage Multiplier x30) thrown at him by a soldier. After rolling both the attack and the defense rolls, the attacker succeeds with a Margin of Success of 2, for 60 points of damage. The maximum primary area of effect for a concussion grenade is 9 meters; the grenade thus fell $9 - 2 = 7$ meters away from Jack. The Gamemaster then rolls 1d6 for the hexagonal direction and places the grenade's impact site; it happens to be five meters away from Fyana, Jack's girlfriend. She thus receives an attack with a Margin of Success equal to the maximum area of effect minus the distance, or $9 - 5 = 4$; her Dodge rolls results in a 3. The final Margin of Success for the grenade attack on Fyana is 1, for 30 points of damage — enough for a Deep Wound.*



Injuries - 6.2.12

If an attacker hits an opponent, he does an amount of damage equal to his weapon damage multiplier times his Margin of Success. Remember to always use the final Margin of Success to calculate damage. This means adding in used ROF bonuses in burst fire and subtracting the Dodge result of secondary targets in grenade attacks.

• **Damage = Weapon damage x Margin of Success**

This damage value is compared with the wounding scores of the victim. If the damage equals or surpasses any of the three scores, the effect of the highest score passed affects the victim. If an injury does damage less than the target's Flesh Wound Threshold, the target suffers a minor injury that is somewhat painful but has no game effects.

■ Injury Example

Example: *A gunshot victim has a Stamina of 25. Therefore his wounding scores are Flesh Wound = 13, Deep Wound = 25, Instant Death = 50. His opponent shoots him with a heavy pistol (Damage Multiplier x15) and gets a Margin of Success of 2 (total damage 30). The victim therefore suffers a Deep Wound. He does not suffer a Flesh Wound result as well, only a single Deep Wound.*

Armor ◆

Many people in high risk occupations, such as police and military personnel, wear body armor. Personal body armor is rated by its armor rating. That rating is added to all three of the character's wounding scores.

Shots aimed at parts of the body that are not covered by a character's body armor are not affected by the armor rating. If a specific location is not declared, use the Armor rating of the victim's torso.

■ Personal Armor Example

Example: *If the victim in the previous example had been wearing a flak jacket with an Armor rating of 20, his wounding scores would have been Flesh Wound = 33, Deep Wound = 45, Death = 70. The 30 points of damage he suffered would not even have inflicted a Flesh Wound, let alone the Deep Wound he suffered.*

Action Penalties ◆

Severe injuries are very painful and crippling. These effects are simulated by the action penalty associated with injuries. Each injury applies a penalty to all Attribute, Secondary Trait, and Skill tests due to pain and trauma. This includes tests to resist degeneration of wounds and avoid unconsciousness. These action penalties also affect the First Aid/Medicine rolls of any medic who attempts to treat the character.

■ Action Penalty Example

Example: *Rex has suffered two Flesh Wounds and a Deep Wound. This produces a (-1-1-2 =) -4 action penalty which is applied to all Action Tests that he performs, including Health tests to stay conscious.*

Flesh Wounds ◆

Flesh Wound is a catch-all term for painful but generally non-life-threatening injuries such as minor gunshot wounds, deep cuts, minor concussions, and other severe Flesh Wounds. Multiple Flesh Wounds can induce shock and are thus potentially life-threatening. Each Flesh Wound applies a -1 action penalty. Characters with Flesh Wounds cannot sprint but they can maintain a steady, if quite painful, jogging pace.

Deep Wounds ◆

Deep Wounds are more severe than flesh injuries. Compound fractures of major bones, punctured or crushed organs, damage to major blood vessels, and severe concussions are all Deep Wounds. They can be immediately life-threatening and are often fatal if left untreated. Deep Wounds have a -2 action penalty. Characters with one Deep Wound can go no faster than a slow walk. Characters with more than one Deep Wound are reduced to crawling and cannot stand unassisted.



◆ Knockouts



Whenever a character suffers a wound (Flesh or Deep), he may be knocked unconscious from pain or cranial trauma. The character must pass a Health test versus a Threshold of 1 (remember those action penalties) to avoid unconsciousness. If a character fails the test, he will remain unconscious for 1d6 minutes per Flesh Wound plus 1d6 hours per Deep Wound. If the character Fumbles the unconsciousness test, he slips into a coma. The GM should decide how long the coma will last based upon the character's injuries. Gamemasters are advised to remember that comas are unpredictable in duration and severity.

Knockout Example

Example 1: *Rex has just suffered another Flesh Wound, bringing his action penalty down to -5. Since he has suffered a wound, he must pass a Health test with a Threshold of 1 to remain conscious. He rolls a 6, which is modified down to a 1. Just enough to produce a draw and stay conscious, albeit crippled.*

Example 2: *Nate, a sickly old man with a -2 HEA, receives a Deep Wound. During his Health test he rolls 3 on two dice, for a final result of $(3 - 2 - 2 =) -1$. Nate falls unconscious for 1d6 minutes because of his wound.*

6.2.13 - Untreated Injuries



Any major wound that is left untreated will, after a while, begin to fester and become infected. Untreated wounds (not stabilized by a medic) also cause additional blood loss and trauma. The effects of leaving wounds untreated is simulated by wound degeneration.

Degeneration is tested daily for Flesh Wounds and hourly for Deep Wounds, independently of each other. Multiple injuries of one type cause the time between the degeneration tests to be divided by the number of injuries of the appropriate type. For example, two untreated Flesh Wounds will cause a test once every $(24 \text{ hours} \div 2 =) 12$ hours.

Degeneration test are Health tests with a Threshold of 1. If the test is passed, the character's wounds do not worsen. If the test is failed, the character adds a new Flesh Wound to his or her injury list. If the test is Fumbled, the character adds a new Deep Wound to the list (nasty bleeding or infection). These additional injuries can lead to the character's death (see below).

Wound Degeneration Example

Example 1: *Rex has three Flesh Wounds and a Deep Wound. The single Deep Wound must be checked for degeneration every hour. The Flesh Wounds must be checked for degeneration every $(24 \text{ hours} \div 3 \text{ wounds} =) 8$ hours.*

Example 2: *Rex must pass a Health test with a Threshold of 1 to avoid wound degeneration. He rolls a 4. Unfortunately, his injuries modify the total down to a -1 (counted as 0). Rex fails the test and acquires a new Flesh Wound to represent the poor condition of his "true" wounds.*

6.2.14 - Stabilizing Injuries

To stabilize an injury, a medic must pass a First Aid or Medicine Skill test with a Threshold of 1. This test is modified by the victim's Health trait and the victim's action penalty due to injuries. Therefore, any medic attempting to stabilize his or her own injuries is penalized by his action penalty twice (once as a person in pain and once as the medic dealing with messy injuries). A successful roll stabilizes one injury (Deep Wounds usually are stabilized before Flesh Wounds). A failed roll accomplishes little and wastes five minutes. A Fumbled roll wastes five minutes and aggravates the victim's injuries, creating an additional Flesh Wound. One attempt to stabilize a single injury (one Flesh Wound or Deep Wound) may be made per 5 minutes.

Stabilized injuries do not degenerate, but they can be destabilized. Flesh Wounds are destabilized by any heavy activity (including combat). Deep Wounds become destabilized by anything greater than minimal activity (bed rest, feeding, bathroom, and little else). Destabilized wounds once again begin to degenerate until they are stabilized again.



Death - 6.2.15

There are two ways a character can die in combat: instant kill or trauma. Note that this section focuses almost exclusively on the critical time between the moment when an injury occurs and when a wounded person receives full medical attention. The rules assume that if a victim's wounds can be stabilized and he can then receive proper care (in a hospital for serious injury), he will eventually recover.

Instant Fatality ◆

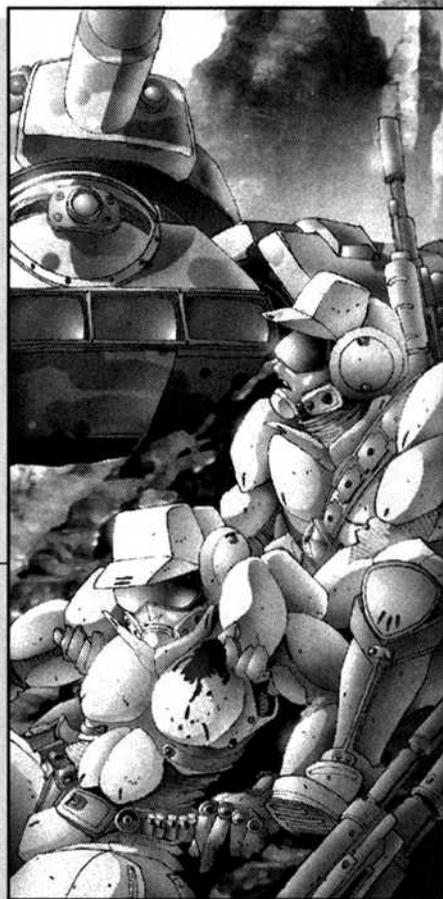
If characters receive damage that surpasses their Instant Death score, they are immediately dead. These injuries are beyond the help of medical science (e.g. head blown off, skull crushed, cut in half), and characters cannot be recovered.

Trauma and Resuscitation ◆

Characters begins to die of trauma as soon as their injury action penalty is greater than or equal to their System Shock rating. Characters can be resuscitated by modern medical techniques if they are reached soon after "death." The time between apparent death and irrevocable death is equal to twice the characters' System Shock plus the characters' action penalty (remember, it's a negative value) in minutes. If a character's action penalty plus twice his System Shock rating is less than or equal to zero, the trauma is too severe and he dies immediately.

A resuscitation roll is conducted in the same manner as a stabilizing roll for injuries. Due to the action penalty, it is very difficult to resuscitate a dying person unless one's character is a well-trained medic. If the roll succeeds, the victim is resuscitated and the medic gets one chance to stabilize one of the victim's injuries. If the roll is failed, the victim will die after the time limit is expired. If the roll is Fumbled, the victim dies immediately.

If, after resuscitation and injury stabilization, the action penalty from the victim's non-stabilized wounds is now below the victim's System Shock rating, the victim will live as long as he receives constant medical attention and his wound has not reopened (destabilized). If the action penalty of the victim's non-stabilized wounds is still greater than the victim's System Shock rating, the victim will once again begin to go into shock and "die." The time until death is reset and the medic must once again resuscitate the victim and attempt to stabilize an injury. This process continues until the victim dies or enough of his injuries are stabilized to allow him to live.



■ Trauma Example

Example 1: *Rex had a Health of +1. This gave him a System Shock rating of 6. A new Flesh Wound brought his action penalty down to -6. Rex begins to die due to trauma. He can be saved if a medic arrives within $(6 \times 2 - 6) = 6$ minutes.*

Example 2: *Fortunately, Jed arrives a minute later. He has five minutes to attempt to resuscitate Rex. Jed, an experienced medic, has Skill level 3 and rolls a 7. Rex's injuries reduce this to 1 (still enough to save him). Jed must now stabilize at least one injury to bring the action penalty above -6. Jed attempts to stabilize Rex's Deep Wound. He rolls an 8 (reduced to a 2), and succeeds. Jed has just barely saved Rex's life.*

Recovery from Injuries - 6.2.16

Only one wound heals at a time. Flesh Wounds heal before Deep Wounds do. The resuscitation resting period (see *With Constant Medical Aid*, next page) occurs before Flesh Wounds begin to heal. Comatose individuals heal normally. The rate of healing depends upon the availability of modern medical facilities. Constant medical aid requires a properly staffed medical facility such as a hospital or a M.A.S.H. (field hospital).

Without Constant Medical Aid ◆

If only minimal care is applied to the wound, such as a splint or bandage, the body is essentially left to heal by itself. Flesh Wounds take one week to heal. Deep Wounds take four weeks and inflict a long-term penalty of -1 to physical actions until the wounded person can get proper rehabilitation treatments. Both types of wounds will cause pain for several weeks after recovery. Resuscitated people and those in long comas (over a week) will die without medical aid.



◆ With Constant Medical Aid



Flesh Wounds take three days to heal. Deep Wounds take two weeks to heal. Resuscitated individuals must spend one week recovering before their injuries begin to heal. Comatose individuals can survive on life support indefinitely (until they die of old age, that is). These time scales assume that the hospital is fully equipped with healing drugs, rehabilitation facilities and well-trained personnel.

Recovery Example

Example 1: *Rex is now resting in a hospital. He spends the first week in intensive care recovering from his harrowing near-death ordeal. Thereafter, he begins to heal. His four Flesh Wounds heal at a rate of one per three days. Once they have healed, his Deep Wound heals after two more weeks. So after $(7 + (4 \times 3) + 14 =)$ 33 days in hospital, Rex is pronounced healthy and is released from the medical facility.*

Example 2: *Nate, our old man, can't afford to stay in a hospital and heals up at home thanks to a makeshift splint. It takes four weeks for him to heal from his Deep Wound (a broken arm) and he suffers a -1 penalty to all physical actions until he can get into a rehabilitation program.*

6.2.17 - Permanent Injuries



Anytime a character suffers a Deep Wound, he may experience permanent effects. Once a character begins to recover from wounds, he must make a roll using a number of dice equal to the number of Deep Wounds he has. From this roll is subtracted his Health trait. If the die result is greater than six, permanent injuries occur. One roll is made on the permanent injuries table per point over six on the roll. If the recovery is done in a well-equipped hospital, this rule can be disregarded due to the excellent medical technology of the 62nd century.

Permanent Injuries

Die Roll	Attribute Lost
1	Agility reduced by 1
2	Appearance reduced by 1
3	Fitness reduced by 1
4	Fitness reduced by 1
5	Limb maimed beyond use
6	Neurological Damage/Crippling Damage (roll on second table)

Neurological Damage

Die Roll	Attribute Lost
1	Creativity reduced by 1
2	Influence reduced by 1
3	Knowledge reduced by 1
4	Perception reduced by 1
5	Willpower reduced by 1
6	Complete (1-2) or partial (3-6) paralysis

Permanent Injury Example

Example: *After four weeks of healing, Nate rolls for permanent injury. He rolls one die and gets a 5, which becomes a 7 once his -2 HEA is subtracted. He must roll for one permanent injury and rolls 3: his FIT drops by 1. Poor Nate just can't exert himself as he used to.*



HAZARDS - 6.3

Combat is far from being the only threat that characters face. This section examines some of the more common hazards of life. The rules introduced here are intended to spice up the game. Gamemasters should feel free to disregard them, however, if they feel their use would slow down play too much, or if detailed effects are simply not needed.

Drugs and Toxins - 6.3.1

Drugs and toxins are rated with three Attributes: their Potency, Effect and Onset Time. The Potency of a toxin is the Threshold number of the victim's Health test to resist the drug's effects entirely. The Effects are the symptoms that a character who fails to resist the toxin will exhibit. The Onset Time is the longest period the toxin will require to take effect. The actual time until the effect of the toxin occurs is equal to the Onset Time divided by the Margin of Failure of the victim's Health test. For example, Joe rolled a 5 when trying to resist a Potency 8 toxin. If the poison has an Onset Time of 30 minutes, it will take $(30 \div 3 =)$ 10 minutes to affect Joe. Fumbled Health tests produce an Onset Time equal to one-tenth the normal value.

Analgesics ◆

Analgesic drugs numb pain. For every point of the Margin of Failure of the victim's Health test to resist the effects of the drug, one point of action penalty can be ignored. This effect decreases by one per hour until it is gone. A Fumbled Health test indicates that the analgesic failed to help reduce the pain.

If the Margin of Failure while using an analgesic is greater than twice the character's System Shock, the character goes into a coma for a number of days equal to the roll of one die.

Euphorics ◆

Euphorics induce a feeling of well-being and contentment. Euphorics produce identical game effects to hallucinogen, but they are vastly different in roleplaying terms. A hallucinating character perceives non-existing experiences while a euphoric character is simply very, very happy. Too happy, in fact, to concentrate on anything, hence the action penalty or incapacitation.

Fatal Toxins ◆

Fatal toxins induce damage and often death if their Potency is high enough. A fatal toxin does a number of points of damage equal to its Potency times the Margin of Failure of the victim's Health test. Fatal toxins usually range between Potency 7 to 20 and often have Onset Times that are under one minute. Injuries induced by fatal toxins represent diffuse tissue damaged by these chemicals. Fumbled Health tests are automatically fatal — Emergency Dice (see page 115) would be well spent here.

Hallucinogens ◆

Hallucinogenic toxins cause a victim to suffer altered perceptions which are often accompanied by altered emotional states. In terms of game mechanics, their effects are similar to sedatives except that the action penalties incurred are due to distorted perceptions and beliefs, not tranquilization and sedation. Hallucinogens also tend to be harder to overdose on. A Health test failed by 5 to 14 points will cause the victim to be incapacitated by massive hallucinogenic experiences (trips) for a duration similar to the unconsciousness induced by sedatives. A Health test failed by 15 or more points will induce an effect like a fatal toxin. The damage inflicted is equal to the hallucinogen's Potency minus ten, multiplied by the amount the Health test is failed by $((Potency - 10) \times MoF)$. A Fumbled Health roll has the same effect as a Health test failed by 14 points.

Sedatives ◆

Tranquilizers normally induce drowsiness and unconsciousness. Anyone whose Margin of Failure is between 1 and 4 will suffer a negative action modifier (equal to the MoF) similar to the action penalty induced by injuries. The modifier will decrease by one per hour until it is gone. This modifier does not count in determining death by trauma, wound degeneration or stabilizing injuries, but it does affect Health rolls for knock-outs.

A character whose Margin of Failure is between 5 to 9 will be knocked unconscious for a number of minutes equal to the Potency of the tranquilizer times the amount the roll was failed by. Once he awakens, he then suffers the same effects as a victim who failed the roll by 4 points (i.e. the action penalty of -4). A character who fails his Health test by 10 points or more will overdose and take damage as if he had been affected by a fatal toxin of a Potency five points below the actual Potency of the sedative. The damage inflicted is thus equal to the drug's Potency minus five and the total is multiplied by the actual amount the roll failed by $((Potency - 5) \times MoF)$. A character who Fumbled his Health test overdoses and immediately falls unconscious. Treat as if the MoF was equal to 9.



◆ Stimulants

Stimulants cause a feeling of excitation and anxiety. Most combat drugs are classified as stimulants. Anyone whose Margin of Failure is between 1 and 4 will gain a bonus to initiative equal to the Margin of Failure. The modifier will decrease by one per hour until it is gone. In addition, the character will have difficulty falling asleep.

A character whose Margin of Failure is between 5 to 9 will gain a bonus to initiative equal to ten minus the Margin of Failure. The modifier will increase by one per hour until it reaches 5, after which it will decrease at a rate of one per hour until it is gone. In addition, the character will find falling asleep nearly impossible until the drug's effects have worn off.

A character who fails his Health test by 10 points or more will overdose and take damage as if he had been affected by a fatal toxin of a Potency five points below the actual Potency of the stimulant. The damage inflicted is thus equal to the stimulant's Potency minus five and the total is multiplied by the actual amount the roll failed by $((\text{Potency} - 5) \times \text{MoF})$.

◆ Multiple Effects

Many drugs have multiple effects. Such drugs have a single Potency rating and Onset Time and only one Health test is made when they are used on an individual. The effects of each drug type are applied to the user according to the Margin of Failure of the Health test. In the case of an overdose of a drug with multiple effects, the victim can take damage several times (once from each appropriate effect).

◆ Multiple Doses

The rules above assume that the victim was given a single dose of toxin. For each extra dose, add 10% to the Potency of the toxin (round off for each extra dose). Multiple doses also increase the speed with which a drug or toxin takes effect. Divide the Onset Time by the number of doses administered, to get the final Onset Time. The effects of all the doses should then be resolved with a single ActionTest using the adjusted Potency and Onset Time (and unchanged Effects).



Sample Drug: Alcohol

Potency:	1 to 6, depending on brand
Effects:	sedative/euphoric/analgesic
Onset Time:	15 minutes

Sample Drug: PCP

Potency:	12
Effects:	hallucinogen/sedative
Onset Time:	30 minutes

Sample Toxin: Curare

Potency:	15
Effects:	Fatal
Onset Time:	3 combat rounds (15 seconds)

Drug and Toxin Examples

Example 1: *Wendy's character has just been bitten by a white-backed viper, one of the deadly venomous snakes on Terra Nova. The viper's venom is a fatal toxin with Potency 15 and an Onset Time of 10 seconds. Wendy rolls a Health test and fails by a Margin of 9. She will suffer $(15 \times 9 =)$ 135 points of damage, easily enough to cause instant death. Hope she's got the antidote handy.*

Example 2: *On a dare, Gil knocks back a triple shot of wounder rotgut (three doses of alcohol), making the Potency $(6 + 10\% + 10\% =)$ 8 and the onset time $(15 + 3 =)$ 5 minutes. Gil rolls a 3 on his HEA roll, for a MoF of 5. For a minute nothing happens, then Gil gets a goofy smile on his face (euphoric and analgesic effects) and promptly falls unconscious (sedative effects).*



Disease - 6.3.2

Diseases and illnesses are rated by Contagiousness, Onset Time, Virulence, and Effect. The Contagiousness of an illness is the Threshold number of a Health test that must be rolled when the character comes into contact with it. This roll can be modified by the GM to represent good or poor hygienic conditions (usually between -3 and +3). A successful roll means that the character does not contract the illness. A failed roll indicates that the character contracts the illness. The Margin of Failure is added to the illness' Virulence for that character. A Fumbled Contagiousness roll results in the character contracting the illness at double the normal Virulence.

The Onset Time of an illness is similar to that of a toxin. The Onset Time represents the longest incubation period for the illness. The actual time until the disease takes effect is equal to the Onset Time divided by the Margin of Failure of the contagion Health test. Fumbled contagion tests produce an Onset Time equal to one tenth the normal value.

Once a character contracts an illness and the Onset Time has expired, he must make a second standard Health test against a Threshold equal to the illness' Virulence rating. Keep in mind that the Virulence rating is augmented by the Margin of Failure of the contagion test (double for Fumbles). A successful Health test indicates that the character rides out the illness with minimal effects. A failed Health test indicates dangerous complications. A Fumbled Health test can be fatal (Gamemaster's discretion). Each illness' description should document the effects of all three results.



Sample Illness: Terranovan Influenza

Contagion:	9
Method of Contagion:	Airborne; enters via respiratory tract
Onset Time:	one week
Virulence:	9

Influenza Effects ◆

Successful or tied Health test: The victim suffers from minor sniffles and discomfort, but is otherwise spared. These symptoms will last for 4 - MoS days, but cause no game penalties.

Margin of Failure of 1 to 4: coughing, congestion, aches for one day times the Margin of Failure with action penalty equal to Margin of Failure; reduces by one per day.

Margin of Failure of 5 to 8: incapacitated due to symptoms for number of days equal to Margin of Failure minus four. Afterwards, treat as if the character had just obtained a Margin of Failure of 4.

Margin of Failure of 9+, or Fumble: life-threatening fever for number of days equal to Margin of Failure minus eight (or 7 days for a Fumble). Without proper medical attention, the character has a 1 in 6 chance of dying every day of the fever. Without any attention at all, the character has a 2 in 6 chance of dying every day of the fever. The character is incapacitated while the fever lasts. Once the fever breaks, the character suffers the effects of the flu as if he had failed by a Margin of 8.

Falls - 6.3.3

Whenever a character falls from a great height, it is likely that he will either suffer severe wounds or die. A character who suffers an uncontrollable fall must roll a number of dice equal to the number of meters fallen (maximum of 10 dice) and multiply the result by the number of meters fallen (up to a maximum of x30). This is the damage taken by the individual. If the falling person was purposefully dropped in a manner that would cause him to impact head first, add 10 to the die roll.

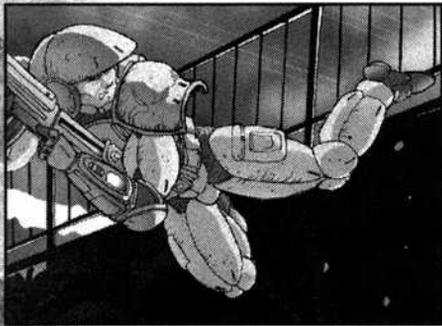
Softening Impact ◆

A conscious person who is falling may attempt to soften his impact. To do so, the character must roll an Athletics Skill roll. The number rolled is subtracted from the number of meters fallen for the purpose of damage calculations. Thus, if the number rolled is equal to or greater than the actual number of meters fallen, the person falling is unharmed. If the roll Fumbles, the person falls head first and takes the extra damage associated with this type of fall.

Note that skilled characters who also use Emergency Dice during falls can create some spectacular effects, such as surviving 10 meter falls unscathed. Gamemasters running especially gritty games may want to limit Emergency Die spending to two EDs in the case of falls to minimize this, but of course this increases the chances of a PC being killed by nothing more dramatic than poor footing.



◆ Impact Surfaces



Base falling damage assumes a moderately solid surface, such as grassy soil. Unusually hard surfaces such as concrete and asphalt can double the effective number of meters fallen for damage purposes. Unusually soft surfaces such as sand and water can halve the effective number of meters fallen for damage purposes. Special crash pads and nets used by firemen for evacuating buildings can divide the number of meters fallen for damage purposes by up to ten to twenty times.

Fall Example

Example: *Fred falls off a fourth story balcony (about 10 meters). The GM rolls ten dice and obtains an 8. Fred takes (8 x 10 =) 80 points of damage from the fall, probably enough to kill him. Splat!*

6.3.4 - Fire

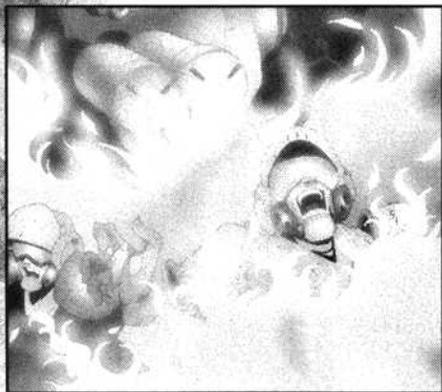
Fire is one of the most powerful and destructive elements in nature. A fire is rated by an Intensity rating which combines both its size and temperature. The following is a list of sample Intensities for fires. In the case of flame weapons, use the Damage Multiplier as the Intensity (remember to multiply by 10 for vehicle-scale weapons).

Fire Intensity

Intensity	Source of Flame
1	candle, lighter, or match
2	gas light, oil lamp, kindling
3	torch, gas range
5	campfire, Bunsen burner, flare, acetylene torch
7	bonfire, napalm, incendiary grenade
10	inferno, chemical fire
20	periphery of nuclear strike*, fuel-air grenade
100	near a nuclear strike*, reactor meltdown*
1000	ground zero of a nuclear strike*

* These are only ratings of heat Intensity from nuclear attacks and do not include the concussive and radiation effects of these terrifying weapons.

◆ Wound Effects



If a character is exposed to a fire for a full combat round, he will receive damage equal to the Intensity rating multiplied by the highest of two dice. If the time of exposure is less than one combat round, halve the Intensity rating (round down) unless the fire is from a flame-based weapon. A Fumbled roll does damage equal to half the Intensity rating.

If a character receives a Deep Wound from a flame-based attack, the character is incapacitated due to searing pain for a number of rounds equal to the throw of one die. During this time, he can do little more than run about randomly or thrash in agony.

Intensity Example

Example: *Dirk is attacked near a raging bonfire (Intensity 7) and sent sailing through flames, but he lands in safety. Dirk suffers an attack at Intensity (7 + 2 = 3.5, rounded to) 4 because he wasn't in the flames for a full round.*

◆ Adhesive Incendiaries

To make matters worse, some flammable agents like napalm or petroleum fuels tend to coat whatever they strike and burn for extended periods. These agents should be rated with a Burn Duration rating. This value is the number of combat rounds they will continue to burn unless doused prematurely.



Igniting Fires ◆

Another horrible aspect of fire is its capacity to ignite objects, including the characters' clothes and hair. Every item can be assigned a Flammability rating. To see if a flame ignites an object, roll two dice and add the fire's Intensity rating (remember to halve Intensity if exposure is less than a round). If this value equals or surpasses the object's Flammability rating, it will ignite. Fumbled rolls never result in ignition. Check for ignition for every round of exposure.

The GM should assign Intensities to the newly created fires. Light clothes burn at Intensity 4, medium clothes at Intensity 5, heavy clothes at Intensity 6, human hair at Intensity 5, and animal fur at Intensity 6. These items have a Burn Duration equal to their Intensity times the roll of one die if no attempts are made to extinguish the flames.

If attempts are made to extinguish the flames (e.g. rolling on the ground) the fire will be extinguished in a number of rounds equal to the roll of one die. Strong attempts to extinguish the flames (e.g. jumping in water, dousing with fire-retarding foam) will immediately extinguish the fire. The following is a list of sample Flammability ratings.

□ Flammability Ratings

Flammability	Object Type
1	propane, natural gas, hydrogen gas, methane
3	gasoline
4	paper, pitch, crude oil, light clothing
5	medium clothing
6	heavy clothing, rugs, upholstered furniture, fur
7	dry firewood
9	freshly cut (moist) or treated wood, most plastics, leather
12	magnesium flares
15	fire retardant clothing
50-200	most "non-flammable" objects like steel and concrete

■ Fire Damage Examples

Example 1: Dirk is thrown into a raging bonfire. The bonfire has an Intensity of 7. Two dice are rolled to determine how much damage Dirk suffers. The highest die result is a 5. Dirk takes $(5 \times 7 =)$ 35 points of damage this round. This is enough to give Dirk a Deep Wound, causing him to be incapacitated for a few rounds. Dirk is almost certainly doomed to a horrible death.

Example 2: Mek, an unfortunate soldier, is hit by a molotov cocktail (Intensity 6). The two dice rolled for the fire attack only come up with a 3 and cause 18 points of damage, enough for a Flesh Wound. The cocktail's oil is adhesive (Burn Duration 3), however, so it will stick to Mek for another three rounds, attacking each time. Mek better start rolling if he wants to survive.

■ Igniting Fires Examples

Example 1: Elos tries to ignite some field maps before the enemy overruns his unit. The maps are made of tough polymer and have a Flammability score of 6. Elos is using a match (Intensity 1) to light the maps. He rolls two dice (a result of 4) and adds the match's Intensity, yielding a total of 5. Not enough this round: the maps just blacken and smolder. On the next round he rolls a total of 7 and the maps catch fire.

Example 2: Mek, our burning soldier, rolls to put out the flames and rolls 2 on one die. He has to put up with two more attacks. Because an Intensity 6 fire is burning on him, Mek's clothes (Flammability 5) and hair (Flammability 6) begin to burn as well, unless the GM fumbles the ignition roll.





6.3.5 - Electricity

Electricity is the most fickle, deadly force available to humans. Its effects on the human body are unpredictable. People can die from 110 volt household current, but at least one man has been struck by lightning seven times and lived to tell the tale. Like fires, electrical sources are rated by Intensities. In general Player Characters will be exposed to electricity coming either from industrial use (power supplies, batteries, power lines) or from lightning. There are electrical weapons in use on Terra Nova, however, ranging from non-lethal tasers to massive vehicle-scale haywire whips.

Electrical Intensities

Intensity	Electrical Source
1	licking a 9 volt battery
3	car battery
5	110 volt domestic current
7	220 volt domestic current
10	local power lines, industrial lines
20	power mains
25	minor lightning strike
50	large lightning discharges
100	hydroelectric dam generator

◆ Wound Effects

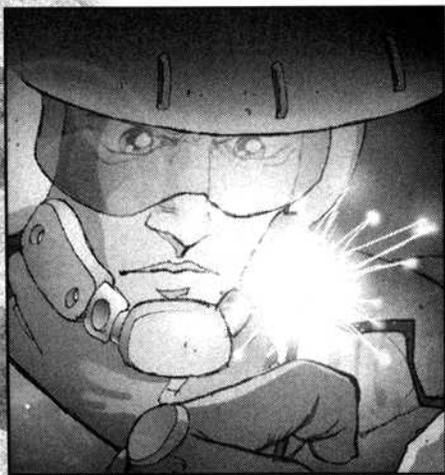
If a character is exposed to electricity for a full combat round, he or she will receive damage equal to the Intensity rating multiplied by the result of a die. Use two dice if the campaign style is extremely realistic. If the time of exposure is less than one combat round, halve the Intensity rating (round down) unless the shock is from an electricity-based weapon (e.g. a taser or particle beam). A Fumbled roll does no damage.

Electricity not only inflicts raw physical damage, it also mangles a victim's nervous system. Any character who receives a Flesh Wound due to electrical damage (from an electrical source or an electrical fire) suffers neuromuscular paralysis: the character's muscles clench up and the body slips into violent seizures. This effect prevents people from letting go of electrical fences and live wires. The paralysis will continue until the source of the electrical shock is removed. Any character who receives a Deep Wound due to electrical damage also suffers from neuromuscular paralysis and has a chance of suffering a heart attack and general organ failure.

The character must pass a Health test where the Threshold is the electrical source's Intensity. A successful or tied test indicates no additional effects beyond tissue damage and neuromuscular paralysis. A test failed by 1 to 4 points indicates that the character is automatically knocked unconscious from the shock (in addition to the normal knockout roll). A test failed by 5 or more points causes the character to slip into a coma. Both knockouts and comas are described in the Combat section, page 113. A Fumbled roll results in an instant and grotesque death as the character's neurons fry and he enters cardiac arrest. No resuscitation attempts will revive the character who dies in such a way.

◆ Igniting Fires

Just to make electricity that much more exciting, it can also ignite objects and people. Fortunately, electricity is not as effective as fire in igniting items. It takes prolonged exposure or a good jolt to ignite most objects. To see if an electrical discharge ignites an object, roll for ignition as if a fire of one-fifth (round down) of the discharge's Intensity was being used to ignite it. Remember to reduce the Intensity by another half if the exposure was less than a full combat round. Thus, even a large lightning strike (Intensity 50) ignites as if it were a fire of Intensity $(50 \div 5 \div 2 =) 5$. This is still more than enough, however, to start a forest fire in drought conditions.



Electricity Wound Effect Example

Example : *Joel touches a highly electrified fence (Intensity 15). He rolls one die to see how much damage he takes and rolls a 2. Joel suffers $(15 \times 2 =) 30$ points of damage. Since Joel has Stamina 25, he suffers a Deep Wound from the experience. This means that Joel will suffer neuromuscular paralysis and not be able to remove his hand from the fence. In addition, Joel must make a Health test to avoid falling unconscious or comatose.*



CHARACTER IMPROVEMENT - 6.4

One of the more blatant rewards of roleplaying is character improvement. As they learn new Skills and abilities and grow through the trials they face in their lives, the characters' Attributes and other characteristics will rise accordingly. They will also learn new tricks and become more cunning, helping them to get out of trouble more easily. Simply put, experienced adventurers are better than greenhorns. In the Silhouette game system, the character's life experience is recorded in the form of abstract Experience Points (XPs).

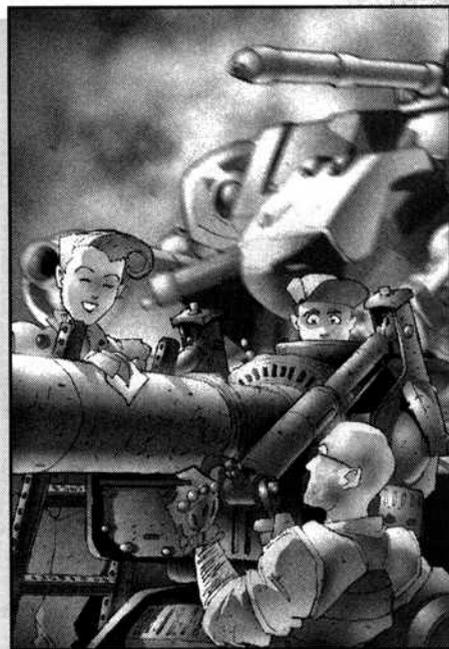
Earning XPs - 6.4.1

Experience Points are awarded by the Gamemaster at the end of each playing session. His decision is final. Some Players also like to judge each other's performances and give additional "audience merit points," but this requires a high degree of objectivity to avoid self-congratulatory excesses. In general, no more than five XPs should be awarded for each session. Some Gamemasters use the distribution of Experience Points as the stick and carrot to control their Players, but this is generally a bad idea that is likely to cause dissension among the group.

If a Player showed little interest in the game or did not get his character involved in the action, the Gamemaster should award no XPs. A Player who gave a good effort, but did nothing more exceptional than show up for the game is awarded one XP; if the character got really involved, the Player should be awarded two XPs. A Player who always stayed in character and showed genuine enthusiasm is awarded three XPs. Particularly dramatic or daring acts of self-sacrifice should also be rewarded with additional XPs, as should deep sub-plot involvement.

A typical roleplaying session lasts approximately three or four hours. A Gamemaster may wish to reduce or increase the amount of XPs if the session is significantly shorter or longer, respectively.

One option available to Gamemasters when handing out Experience Points is to immediately tie them to special Skills relevant to the recent events in the character's life. For example, if the last roleplaying session saw a character discover a huge set of buried ruins and deciphering an arcane code engraved in these ancient walls, the GM might give 2 XPs in the form of a Social Sciences Skill at level 1. This should be used very sparingly because it takes away some of the Player's choice, but it can be an effective way to encourage logical character evolution. Gamemasters exercising this option should make sure that these imposed Skills end up being useful later on in the campaign and that they fit with the Player's character concept. Otherwise, the Player will surely feel cheated.



Spending XPs - 6.4.2

A character can stockpile XPs if desired, but most Players will wish to spend theirs, either to improve their characters or to press their luck. There are two ways to spend XPs: buying the life-saving Emergency Dice or improving either the characters' Attributes or Skills.

Experienced roleplayers will notice that character abilities progress rather slowly. The reason for this is simple: Skills levels of 3 or more are very powerful. Most of a character's core occupational Skills should be level 2. Secondary occupational Skills and hobby Skills should be level 1. If a character has level 3 in a "hobby" Skill, it is more than a hobby: it is an obsession, or a way of life!

Emergency Dice ◆

Everyone gets a certain number of lucky breaks in life. To represent these lucky breaks, any or all XPs can be converted to Emergency Dice (ED), which are then spent to boost crucial die rolls. Each XP spent buys one Emergency Die, though Gamemasters can also directly give Emergency Dice to the Players, in addition to the Experience Points. When spent, EDs are added to the dice already available for the roll. Unless the Gamemaster disagrees, up to five Emergency Dice may be spent on any single roll.

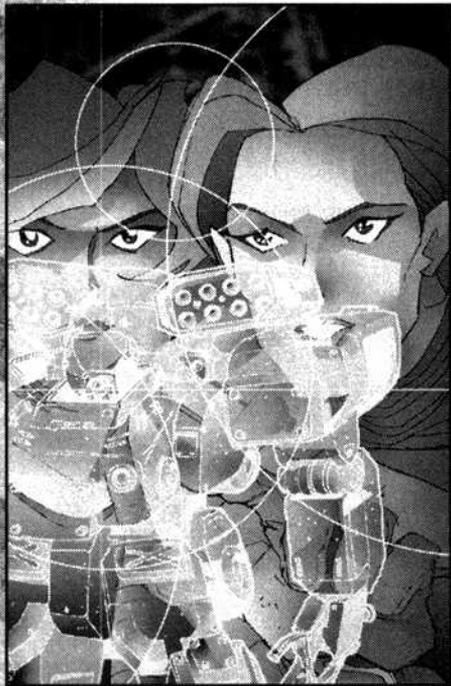
Emergency Dice can also be spent to save a character's life when his vehicle is Overkilled. Rather than use the normal ejection procedure outlined on page 148 of this manual, the Player can opt to spend five Emergency Dice and escape automatically with no damage. No roll is involved — just deleted the Emergency Dice from the character's total.

Attribute Improvement ◆

Improving the character's Attributes is possible but very costly in Experience Points to reflect the time and deep commitment required. Raising one Attribute by one point costs 20 XPs. The exception to this rule is the Build (BLD) Attribute, which costs 40 XPs per point of improvement (not to mention the increased grocery bills). An Attribute cannot be increased more than three times in this manner, although multiple Attributes can be increased up to three times each. Beyond the purely rule-oriented issues, the Player should also come up with detailed background information on the process — perhaps his character spends his free nights at the gym or the library.



◆ Skill Improvement



Skills are much easier to improve than Attributes — all that is required is patience and regular practice sessions. The base cost to improve a Simple Skill by one level is the next level squared, in XPs. New Simple Skills cost one XP to gain at level one. Complex Skills cost twice the XPs of Simple Skills (thus a new Complex Skill, purchased at level one, would cost 2 XPs). Skills are improved one level at a time; levels cannot be skipped in order to save XPs. All new Skills must be purchased at level one first; it is recommended that the Player develops a background element of how he acquired the Skill.

Developing this element can be an excellent way to develop subplots and a character background. Someone wishing to learn to pilot a Gear may turn to a Gear pilot PC — creating more interaction within the PC group — or seek out a tutor. This could lead to him joining a rover gang or the army in search of the necessary Skills. GMs should reward Players who provide such convenient plot hooks.

Skill Improvement Costs

Level	Simple	Complex
1	1	2
2	4	8
3	9	18
4	16	32
5	25	50
6	36	72
7	49	98
8	64	128

6.4.3 - Tutors

Tutors can be of great assistance to characters wishing to improve their abilities. Anyone who has a Skill level greater than the Skill level of the character wishing to improve can serve as a tutor. However, only those possessing the Teaching Skill or a high level of Skill will really make a difference. Unless the tutor is another PC, it is likely that the tutor will have to be hired, often for a high fee. The suggested cost for one course is the tutor's Skill level squared, multiplied by 1000 marks/dinars — but finding such a tutor may not always be easy, especially with high level ones. Multiple students may split the costs between them, though the maximum number of students taught in one session normally goes down as the level of the Skill learned goes up.

A tutor can reduce the XP cost of learning or improving a Skill. A character can attempt to find a tutor and spend a period of time learning under his guidance. The period of time is a number of half-seasons equal to the XP cost of learning the Skill minus either the level of the tutor's Teaching Skill or half the taught Skill (whichever is highest). A minimum of one week is required for the student to gain any benefits from the tutor's teaching. There are four six-week seasons in a Terranovan cycle (see p.13).

It should be noted that the half-seasons referred to above are 150-hour learning periods (about 50 hours per week). In a boot camp-like environment, two of these 150-hour periods could be squeezed into a single half-season. This sort of environment is highly oppressive — a Willpower or Psyche check against the Skill level being taught should be rolled every three weeks to prevent nervous breakdown. Few individuals willingly choose to undergo training of such intensity. Alternatively, the learning period could be spread over a longer period. A minimum of one hour per week must be maintained to gain any benefit to the character. University courses would typically spread a tutor's teaching into three or six-hour courses every week.

Once the period of tutelage is finished, the tutor makes a Skill roll. This Skill roll uses either the Teaching Skill or the Skill being taught, whichever is highest. This is modified by the Creativity Attribute of the tutor and the Skill-related Attribute of the student. Half of the final modified die roll is the number of XP points that are subtracted from the cost of learning the Skill. If the roll is fumbled, the cost of learning the Skill is doubled due to the confusion induced by the tutor's poor guidance. The cost of learning the Skill cannot be reduced below a minimal XP cost which is equal to the new level of the Skill. One exception to this rule exists: if the original cost of learning the Skill was only one XP (a level 1 simple Skill) and the tutor rolled a six or more on his roll, the student receives the first level Skill at no XP cost.

The effects of a tutor's teaching stay with a student until a) the student gains a new level in the taught Skill or b) a new tutor attempts to teach the student. If the student gets a new tutor, this tutor will have an effect under only two conditions. If he obtains a more beneficial reduction than the previous tutor, apply the new reduction in its place. If the new tutor fumbles, the student's previously reduced cost of improvement is doubled and no further attempts at tutoring will have effect until the student gains a level in the Skill through experience.



OPTIONAL RPG RULES - 6.5

This section covers several advanced rules for the roleplaying game. Although they bring additional complexity, these rules help resolve the special situations that always seem to crop up in a game. The use of any rule in this section is completely optional and all Players must agree to use them before the game starts.

The following are some optional rules that may be used at the Gamemaster's convenience. They are mostly concerning vehicles and their use in a roleplaying context.

Abstract Vehicle Rules - 6.5.1

The game designers hope that Players will enjoy using the tactical rules for vehicle combat. However, some roleplayers dislike tactical games and prefer to avoid them if at all possible. This section offers them an alternative rules system for vehicles. For the most part, abstract vehicles follow much the same rules as characters do.

Movement and Driving Stunts ◆

Each vehicle has its Combat and Top speeds listed in its statistics. Multiply these speeds (in Movement Points) by 10 to get the speeds in meters per roleplaying combat rounds (of 6 seconds).

A vehicle that moved up to its full Combat Speed can accelerate and shift to Top Speed for the next round. The Player should declare this after moving. The vehicle uses the Top Speed modifiers for attack and defense for the rest of the combat round. In subsequent combat rounds, the vehicle may move faster than its Combat Speed, right up to its Top Speed. It may return to Combat Speed after any movement, as long as it is stated after moving. Some vehicles have multiple movement systems, such as walking and rolling. A vehicle may only switch movement types while at Combat Speed, not Top Speed, but at any point along its path. Movement types may be switched only once per combat round, though.

There are so many types of driving and piloting stunts possible we cannot list them all. The Gamemaster should select a Threshold based on the action attempted — a bootlegger turn at 120 kph is a lot harder to do than a U-turn at 10 kph. Whatever the action attempted, the vehicle's Maneuver is applied as a modifier on all Piloting/Driving tests.

Sensors ◆

Active sensors can be used to find something even when visual or passive sensors do not detect anything. To activate sensors (provided the vehicle has any), the Player should make an Electronic Warfare Skill Test, modified by the vehicle's Sensor rating. You should decide on a Threshold based on how well the target is hidden. Add any applicable modifiers (see the table). A success gives the Player the position of the target. Active sensor sweeps require a full action to complete.

Vehicle Scale Weapons ◆

Vehicle scale weapons use a different scale than RPG weapons. To convert vehicle weapons to RPG scale, their Damage Multipliers is multiplied by 10 and their range scores by 50. This conversion, while not entirely accurate — since weapon damage grows exponentially — serves its purpose well enough. For example, if a vehicle fires on a character, the damage is multiplied by ten (so an autocannon with a Damage Multiplier of x8 would have a Damage Multiplier of x80 if used against a character).

Attacking and Defending ◆

Vehicle-based attacks are rolled using the Gunnery Skill. The vehicle's Fire Control and the weapon's Accuracy are applied as modifiers to the attack roll. Vehicle-based attacks automatically suffer a -2 modifier to hit man-sized targets unless their weapons have the Anti-Infantry characteristic. Vehicles may only target opponents that are within their weapons' firing arcs. Vehicles dodge attacks using their appropriate Pilot/Drive Skill. The vehicle's Maneuver rating applies as a modifier to the defense roll.

Damaging Vehicles ◆

The use of the standard damage system from the tactical rules is highly recommended, but the Gamemaster can use the following simplified damage system. Vehicles follow the same general rules as characters. When fired upon, the total damage points are compared to the Armor Thresholds to determine what level of damage occurred. Vehicles are much tougher than people and harder to damage. If a character fires on a vehicle, count its Armor as ten times higher (for example, an Armor 5 counts as 50 versus man-size weapons). The vehicle suffers action penalties, just like a character, when it suffers "Flesh Wounds" or "Deep Wounds" and is destroyed if it suffers an "Instant Kill" result. Vehicles cannot wear Armor, unlike characters, because they are already armor plated. Movement damage applies as for characters (see page 105). Vehicles are disabled if their total action penalties are equal to -5 or worse.



6.5.2 - Integration with the Tactical System

Many roleplayers find an occasional tactical game to be a welcome change of pace. **Heavy Gear** offers roleplayers this opportunity while using the tactical game to further the roleplaying game, since many PCs are Gear pilots or other military specialists. This is done by integrating the roleplaying system and the tactical system.

The integrated system is intended to offer the best of both worlds. While the PCs are not engaged in vehicle combat, the RPG rules apply in their entirety. If and when the PCs engage opponents in vehicle-based combat, set up a tactical battle. The GM controls the opponents, but he doesn't just move them about the battlefield. This is still a roleplaying game, after all: opponents controlled by the GM will make rational decisions about when to attack, negotiate, withdraw or surrender.

◆ Conversion of RPG Scale Weapons and Damage

RPG Damage Multipliers and tactical Damage Multipliers have a 10 to 1 scale. In other words, every 10 points RPG damage are equal to one point of tactical damage. The ranges of RPG scale weapons are in meters. Tactical weapon ranges are given in 50-meter hexes. Thus, RPG weapon ranges are divided by 50 to yield their range in tactical scale hexes (round to the nearest whole number).

◆ Hidden Units

One of the advantages of having a Gamemaster control one side in a battle is that enemy units can truly remain hidden until they are spotted visually or picked up by a unit's sensors. A unit is hidden from the Players' view (i.e. not placed on the mapboard) if it is not in the line-of-sight of one of the Players and has not been detected with active sensors, or taken an action that revealed its position. Similarly, Player Characters can hide from opponents. The Players should not remove their counters from the mapboard. Instead, the GM should make opponents react logically if they cannot detect the PCs (e.g. the enemy might walk into an ambush).

◆ Ambushes

If a hidden unit (see above) is not detected and an enemy unit strays into range of its weapons, the concealed unit may attempt an ambush. The ambushed unit rolls a Leadership roll against a Threshold of 6. If it succeeds, combat begins as usual, with the ambush winning the first round of initiative. If the roll fails, the defenders are taken off guard and get penalized -2 on all defensive rolls for the first round. If the roll fumbles, the defenders are caught completely off guard and their defense rolls are equal to 0 for the first round.

◆ Characters as Drivers, Pilots and Infantry

When a character pilots or drives a vehicle, his Pilot/Drive (depending on the vehicle type), Gunnery and EW Skills are used. The character's Attributes are applied normally to his Skill rolls. Enemy NPCs may also have Attributes added to their Skill rolls.

The generic infantry Skill is the average Skill level in the following Skills: Combat Sense, Dodge, Hand-to-Hand, Melee, Small Arms and Tactics. Apply AGI as its Attribute modifier. GMs are encouraged to let individual PCs act independently from their squads or to have them lead infantry squads. Also, the Gamemaster should skip the PCs when marking down the damage on the tracks until there are no NPCs left to kill. This option may be ignored, but it ensures that the campaign is not entirely ruined by the wholesale slaughter of Player Characters unfortunate enough to be assigned to infantry duty. The generic technician Skill is the average level in the following Skills: Computer, Electronics, Mechanics and Tinker. Apply KNO as its Attribute modifier.

The above conversions are best used for NPCs. Gamemasters should encourage their Players to roleplay even tactical situations. For example, instead of using the generic Technician Skill to repair MP loss, the GM should describe the Gear's leg damage to the Player and let him describe how his character fixes it.

◆ Tactical/RPG Crew Injuries

When playing combined tactical/roleplaying scenarios, the wounds suffered by the crew may be transferred from the tactical to the roleplaying and vice-versa. Due to the additional level of detail (and thus complexity) involved, this method should be for PCs only.

Whenever a vehicle takes a Light Damage "Crew" result, each crewmember must make a Health roll versus a Threshold equal to 4. If the roll is failed, the crewmember lapses into unconsciousness and he is not counted when determining how many actions can be spent. If the vehicle receives a Heavy Damage "Crew" result, each crewmember must make a Health roll versus the Margin of Success of the attack. If failed by 1 or 2 points, the crewmember takes one Flesh wound; if failed by 3 or more, he takes a Deep Wound. All crewmembers must also test for consciousness, just as for Light Damage.

Overkilling a vehicle generally means some messy damage to the crew compartment, even if it is not the part being hit. Each crewmember must roll for ejection, even if not actually ejecting (see *Ejection*, page 148). Because this can be quite costly in Player Characters' lives, the Gamemaster is advised to let them walk away from one Overkill per game session but restrain from giving the PCs any XPs at the end of the session ("the price of their lives").



CREATURES - 6.6

The following rules are used for all kinds of non-sentient animal and animated vegetal creatures. In other words, any intelligent being is either a PC or a NPC, while semi- or non-intelligent beings are considered "creatures."

Even though a sharp distinction is made between creatures and intelligent species, the two are similar in actual game statistics: creatures have primary Attributes and Secondary Traits, as well as Skills, natural weapons and armor. In addition to these characteristics, a creature's description will often give clues as to its usual reactions in stressful situations, as well as other important facts.

Creating Creatures - 6.6.1

Creatures have game statistics similar in many aspects to those of Characters with a few exceptions: they have only six Attributes; they have no Armed damage rating; they have no equipment (such as armor and weapons), but many of them they do have natural weapons and armor.

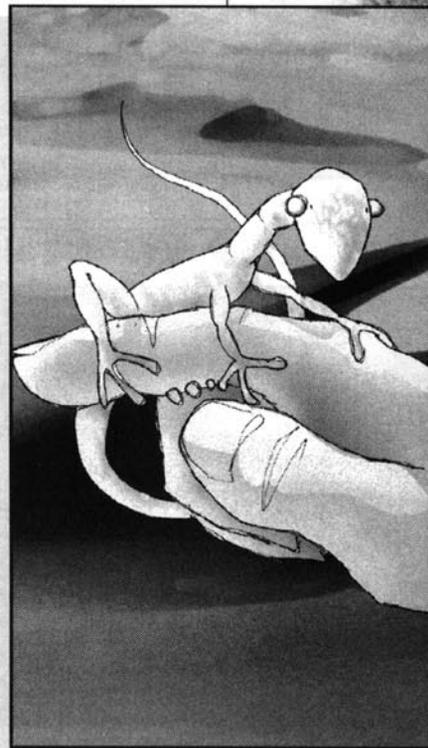
Attributes

Non-sentient creatures have six Attributes: Agility (AGI), Build (BLD), Fitness (FIT), Instinct (INS), Perception (PER) and Willpower (WIL). All Attributes save for Instinct are identical to those used for PCs and NPCs. Build may vary more widely than with humans; the table below gives mass equivalents for very low or very high BLD stats. Most other stats fall within the normal range (from -3 to +3) with a few exceptional animals going higher or lower.

Instinct (INS) is used to describe the creature's natural ability to sense and avoid danger, to find ways to get enough food, and other logistical efforts related to the survival of the individual and its species. It gives an indication of how "smart" the creature is, and how easily it can manage to survive in its environment. Creatures with high Instinct scores (the greater majority falls in the -3 to +1 range) are hard to catch, and will be able to figure out clever ways of escaping predators, as well as catching or finding food. Resourceful animals have very high Instinct scores. Whenever an animal faces a situation where it must use its wits, it makes an Instinct roll against a Threshold related to the difficulty of the task. Most simple tasks have Thresholds of 3 to 5. Tasks which involve the use of a tool — such as using a stick to make out-of-reach fruits fall from a tree — have difficulties of at least 7 (if not 8 or 9), and require the creature to have manipulator appendages or other ways of manipulating the tool.

Expanded Build/Mass Equivalencies

Build	Mass
-10	less than 0.01 kg (10g)
-9	0.01 to 0.1 kg
-8	0.1 to 1 kg
-7	1-4.9 kg
-6	5-9.9 kg
-5	10-24.9 kg
-4	25-39.9 kg
-3	40-49.9 kg
-2	50-59.9 kg
-1	60-69.9 kg
0	70-79.9 kg
+1	80-94.9 kg
+2	95-114.9 kg
+3	115-139.9 kg
+4	140-179.9 kg
+5	180-249.9 kg
+6	250-399.9 kg
+7	400-599.9 kg
+8	600-999.9 kg
+9	1 to 2.9 tons
+10	3 to 4.9 tons
+11	5 to 9.9 tons
+12	10 to 19.9 tons
+13	20 to 34.9 tons





◆ Secondary Traits

Creatures have almost exactly the same Secondary Traits as PCs and NPCs: Strength (STR), Health (HEA), Stamina (STA) and Unarmed Damage (UD). Since non-sentient creatures almost never use tools, they have not been given an Armed Damage (AD) rating.

The Secondary Traits are calculated in the same ways as for characters, except that Health is obtained by adding together Fitness, Willpower and Instinct (instead of FIT, WIL and PSY) and dividing the total by three, rounding to the nearest integer. Unarmed Damage is the sum of STR, BLD, HTH Skill Level and the damage ratings of the creature's natural weapons (if any). The minimum rating for Unarmed Damage is 1. Stamina still has a minimum value of 10. Damage Thresholds and System Shock rating are determined in the same way as for PCs and NPCs (see page 56).

◆ Skills

While, technically speaking, acquiring specific Skills is something closely associated with intelligent races, most creatures possess natural abilities (for combat or survival) that closely resemble Silhouette character Skills. Many creatures — predators in particular — have the Combat Sense and Hand-to-Hand Skills, as well as a few other useful ones such as Camouflage, Stealth, etc. Here are remarks on the most common ones:

Combat Sense: All animals but the dumbest of domesticated herbivores will have at least one level of Combat Sense, if only to notice and flee from potential enemies.

Hand-to-Hand: This Skill, which could alternatively be called "Tooth and Claw" when dealing with animals, is possessed by nearly all creatures, save perhaps for the shyest of farm animals — but even then, any cornered, wounded animal represents a potential (if minimal) danger to others. Note that non-sentient creature will never use the Hand-to-Hand Skill to parry an attack, even those with high Skill levels; they use the Dodge Skill instead.

Dodge: Animals use this Skill to defend against attacks. Predators commonly have Skill levels of one; they don't need to defend against attacks very often, and therefore do not have very high Skill levels. Prey animals, on the other hand, fall into two broad categories: those who flee and those who freeze. Creatures who flee have Dodge Skill levels of 2 or (rarely) 3. Animals who freeze (usually creatures with high rates of reproduction) have Skill level 0. Creatures with very low BLD scores get a +1 bonus to their Dodge roll for every point of BLD under -5. Large creatures get a -1 to their Dodge roll for every point of BLD over +6.

Other Skills: Particular animals have other Skills relevant to their nature. Cats and squirrels, for example, might get a level or two in Acrobatics; many predators will have the Stealth Skill. Water creatures swim naturally, but a few land animals are excellent swimmers and get a level or two in Swimming. Athletics (especially jumping and climbing), Survival (for desert creatures) and Camouflage (for animals that hide their lair or their young) are also common animal Skills. Instinct replaces Knowledge or Creativity whenever Skills call for these Attributes.

◆ Movement Ratings

This refers to the creature main means of movement. It can be calculated using the following formula: $25 + (5 \text{ times the sum of FIT, AGI, BLD and Athletics Skill, if any})$, with a minimum of 1. This gives the Running speed; for walking, divide by three. Special movement, such as flying, will be indicated when applicable.

◆ Natural Weapons and Armor

The most common of all natural weapon is the bite. Other attack forms include claws, tusks and hooves. Trample attacks are calculated with a Damage Multiplier equal to twice the animal's BLD Attribute or base Unarmed Damage, whichever is higher. Many types of animals also use deadly, analgesic or paralyzing toxins to immobilize their prey of attack without being sensed. These toxins should be given statistics like all other drugs.

Most animals have no natural armor. Tougher or plated animals have "Armor" ratings that represent their hides and are used just like normal armor (added to Wound Thresholds).



Natural Weapon Example ▣

Example : Kris has the misfortune of having irritated a wild barnaby iguana in the Western Desert. The angry beast does not want to eat this annoying human, just swat him. The barnaby rolls 2 dice (modified by AGI -2) for Hand-to-Hand for a total of 3. Kris's Dodge total is 2, for a MoS of 1. The barnaby's UD is 14 and its tail-lash damage is x10. Poor Kris suffers $(1 \times (14 + 10) =) 24$ points of damage. Kris will stay away from barnabys from now on.



Swarms - 6.6.2

Very small creatures, such as insects and miniature species of Terranovan animals, cannot be adequately described using the same system as other animals: they are simply too small. It would be useless (and a bit ridiculous) to fill out a record sheet for every mosquito or redjacket the characters encounter. But while these animals are relatively harmless as themselves, some can be very deadly when grouped in swarms or colonies. The following rules are used whenever the characters are confronted by swarms of colonial critters.

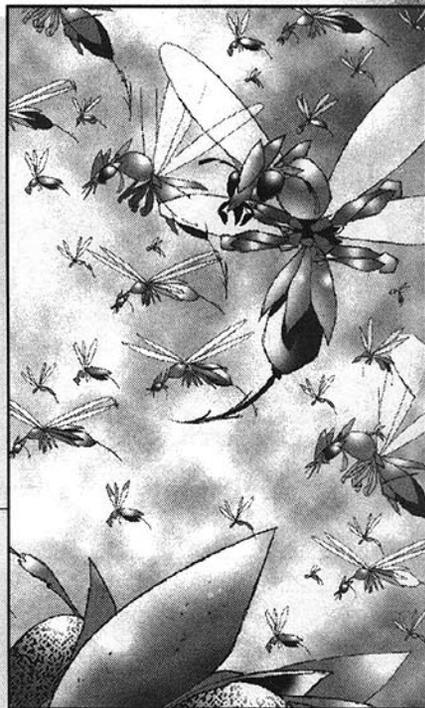
The rules use the two terms "swarm" and "horde," which are not synonymous. A swarm represents the basic unit out of which hordes are made. For example, a large horde could be made out of a dozen swarms. For the characters, the distinction is rather meaningless: all they need to know is that a very large number of critters is coming their way.

Characteristics ◆

Swarms of small creatures have the following statistics: Aggressiveness, Damage/Turn, Damage Threshold, Random Horde Size and Basic Swarm Size. These determine how much damage the swarm will do each turn, as well as how much damage it will take to disperse the swarm.

A swarm's Aggressiveness is a measure of how aggressive each little insect is, and therefore how combative the swarm is as a whole. The Attribute gives the number of dice rolled — the usual way — for the swarm's attack, every combat round (effectively, the Aggressiveness is the combat Skill of the swarm). The result of the roll is multiplied by the Damage/Turn rating to obtain total damage. This total damage is divided evenly among all those that are inside the swarm, then check for wounds or death the usual way. The attack cannot be dodged or parried. Sealed armor will protect against all damage if it covers the entire body, otherwise it protects with its normal rating. Non-sealed armor protects with only half of its value for three rounds; it is useless after that.

Sometimes a swarm of creatures is particularly big, and is called a horde. If the Gamemaster opts for a horde instead of a simple swarm, he must roll as many dice as specified by the Random Horde Size rating, adding the results together. The total is the number of swarms in the horde. No more than three swarms can attack any given human-sized target during the same round; their damages are added, then divided up among the victim(s). The Basic Swarm Size gives the average number of individual insects in each swarm.



■ Swarm Attack Example

Example : Jimmy and Lester are attacked by a swarm of angry redjackets (Aggressiveness: 3, Damage/Turn: x4). The GM rolls three dice for the swarm's attack: he gets a 7, multiplied by the Damage/Turn rating (x4) for a total damage of 28. The damage is then split evenly between the two victims (round down), which gives a damage total of 14 for each.

Fighting Swarms ◆

Although swarms are by definition very hard to kill, they can be driven off by specific amounts of damage. Fire, electricity and poison gas are the best ways to disperse most swarms, and count full damage against them. Concussion, Hand-to-Hand and Melee attacks do only half their normal damage, and firearms do only one quarter. To disperse a swarm, the attack must cause more than the swarm's Damage Threshold. A horde needs to be dispersed swarm by swarm, except if a single attack does more damage (using the restrictions above) than the Damage Threshold multiplied by the number of swarms. In such cases, the whole horde will disperse.

□ Swarms of Common Terranovan Creatures

Species	Aggressiveness	Damage/turn	Damage Threshold	Random Horde Size	Basic Swarm Size
Army Skags (Jungle)	2	x2	15	6d6	500
Army Skags (Badlands)	3	x2	20	5d6	500
Redjackets	3	x4	25	2d6	15
Crabflies	2	x3	20	2d6	2
Flappers	0	x2	10	5d6	30
Teethpickers	1	x4	30	1d6	3



BARNABY (BARNABUS IGUANA)

A slow hunter of hoppers and skags, these omnivorous two-ton lizards have become common beasts of burden among savannah tribes and ranchers. Their inherent toughness and strength have made them ideal for plow work in those areas where technology is too scarce to be fully reliable. They are somewhat stubborn and very difficult to train, but inexpensive and sturdy. Many homesteaders keep a few barnabies around as a backup to their farming machinery in case it breaks down. Barnabies are not particularly aggressive beasts, but some city-states such as Javari (in the Eastern Sun Emirates) drug them and use them for corridas where they pit three or four of them against one toreador. Some Badlands city-states also like to have barnabies fight one another to the death, awarding prizes that can go up to 10,000 Peace River dollars to the owner of the winning specimen. Barnaby meat is relatively inexpensive, but not particularly tasty.

Attributes

AGI	-2	BLD	8	FIT	1	INS	0	PER	0
WIL	2	STR	4	HEA	1	STA	70	UD	14*

* + natural weapons

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	-2	Dodge	1	-2	Hand-to-Hand	2	-2			

Special Abilities

Bite (x10 damage), Tail-lash (x8 damage), Thick Skin (+15 armor)



DAWG

The dawg is a native species that has become a large part of rural life in the planet's savannahs, plains and valleys, along with related species like the great dawg and prairie jackal. They have powerful limbs that allow them to outrun most other plain creatures. Dawgs also have very sharp senses, and their unique eyes are reminiscent of an insectile arrangement. Roughly forward facing, they allow for excellent depth perception while incorporating a 230° field of vision. Olfactory glands are located on the animal's large tongue, and the creature often flicks it while hunting.

Dawgs can be trained to act as guard animals, although to say they can be domesticated is something of an exaggeration. Even the most well-bred dawgs are aggressive and must be handled with care. Some police forces use trained dawgs to sniff out narcotics, explosives or fugitives.

Attributes

AGI	2	BLD	-3	FIT	3	INS	2	PER	3
WIL	1	STR	0	HEA	2	STA	15	UD	3*

* + natural weapons

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	3	Dodge	2	2	Hand to Hand	3	2	Notice (tracking)	1	3
Camouflage	2	2									

Special Abilities

Bite (x8 damage), Sprint (60 m/round, maximum 3 rounds duration)



HUNTER VINES

A desert plant that lives just below the upper layer of sand, hunter vines can sense pressure and lash out when a large animal (or human) walks over them. They constrict around their prey and small tube-like thorns puncture their skin. The animal's own thrashing pumps blood into the vine. Once the skin of the victim has been punctured (constriction attack), it automatically suffers one Flesh Wound for each round of struggling. Only a successful Survival roll against a Threshold of 6 can prevent panic and allow escape. Characters without the Survival skill can make a Willpower roll instead, provided the affected character knows about the hunter vines' peculiar feeding mechanism. A rare version of the hunter vine has additional thorns that are linked to a small gland that secretes and actually injects a powerful neural stimulant into the victim's bloodstream. The trapped creature is sent into convulsions that help the vines pump more blood. Against this type, the Survival Threshold is 8.

Attributes

AGI	1	BLD	0	FIT	4	INS	n/a	PER	3
WIL	n/a	STR	2	HEA	1	STA	30	UD	8*

* + natural weapons

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Camouflage	3	0	Hand-to-Hand	3	1						

Special Abilities

Constriction Thorns (x8 damage), Blood Drain (automatic Flesh Wound, see text above)



RIDING SPRINGER

The result of a dedicated breeding efforts over the centuries, the riding springer is a leaner and stronger cousin of the herding springer. Ranchers, savannah and tribesmen often ride this creature. Instead of having the cumbersome side leg and less flexible hip structure of the herding springer, the riding springer has legs that go almost straight down the body, helping it to better support the weight of its body and a rider, and making it a far better runner. Riding springers are also more docile and easier to control. Not only have they been trained from birth to obey humans, but their genetic makeup has been slightly altered so that they are less aggressive.

Riding springers are harnessed with a small saddle that fits just behind the dorsal cartilage plates. The rider's legs are thus partly protected by its mount. The rest of the harness is very similar to the one used for an Earth horse, and is often decorated and worked with delicate care.

Attributes

AGI	1	BLD	7	FIT	1	INS	1	PER	0
WIL	1	STR	4	HEA	1	STA	65	US	12*

* + natural weapons

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	2	1	Combat Sense	2	1	Hand-to-Hand	1	1	Survival	1	1

Special Abilities

Kick (x9 damage)

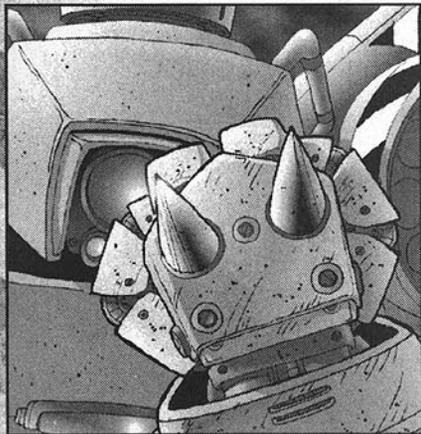




7.1 - THE BASICS

The Silhouette tactical combat simulator is best played with miniatures that represent combat units and a three-dimensional terrain (or a hex-based map that represents the battlefield). If no Heavy Gear miniatures are available in your area, you can always fall back on the cardboard counters produced by Dream Pod 9, or, if all else fails, simply make your own unit markers. Record sheets track damage and six-sided dice determine success or failure.

7.1.1 - Combat Units



The standard **combat unit**, represented on the mapboard by a miniature or a counter, is either a single vehicle or a ten-person infantry squad. Vehicles are generally organized into groups of two or more vehicles; Gears are grouped into squadrons of five (5) vehicles. Infantry is divided into platoons of four (4) squads. The group's name and number of units can change according to its origin; to keep things simple, groups of fighting units are referred to as **combat groups** for game purposes. Most battles should involve one to three combat groups per side.

Miniature models are the best. Though they require a larger base investment and a bit more work to prepare for the game, they are visually very appealing. Space considerations preclude an in-depth examination of modeling techniques, but there are plenty of documentation already on the market. Most hobby stores will have at least one painter or modeler on staff that will gladly help out any newcomer. A full line of Heavy Gear miniatures is available through hobby and game retail stores.

Counters can also be made very cheaply by using a small piece of paper with the name of the vehicle on it along with an arrow to show facing. A better counter can be made by photocopying the illustrations found in the Vehicle Compendiums, reducing them to about 25% of the present size. A number written down in a corner will help differentiate units of the same type. Dedicated Players can even color their machines to their own specifications.

7.1.2 - Mapboards

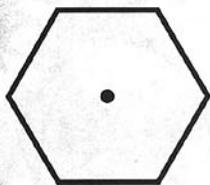
The battlefield is represented by a hex-based map for ease of play. Each battlefield hex represents a 50-meter wide area of terrain. For game purposes, the terrain of the entire hex is considered to be the terrain type which surrounds the dot in the center of the hex. Each increase in elevation levels represents a 50-meter increase in height (smaller altitude variations are not significant enough to be represented at this scale).

For a more realistic appearance, one can also use a hexless map where only the center points are printed. In such a case, the dots (sometimes represented by six-branched stars) are used to determine movement and facing.

Mapboards Terrain Icons

TERRAIN ICONS		
CLEAR		
ROUGH		
SAND		
WOODLAND		
JUNGLE		
SWAMP		
WATER		
ELEVATION INCREASE		
ELEVATION DECREASE		

HEX WITH CENTRAL DOT



STAR-TYPE HEXLESS MAP





VEHICLE RECORD SHEET - 7.2

Each vehicle has an appropriate record sheet that details the necessary statistics for game play. These sheets allow clear tally of damage and other important information. The information is broken down into five parts: vehicle Attributes, crew Skills, weapons, Perks and Flaws and battle damage. The infantry record sheet is discussed in the infantry section, page 148.

Vehicle Attributes - 7.2.1

Vehicle Attributes are values that define a vehicle. The numbers are used as indicators to show the strength and prowess of each machine. Variations in the numbers between vehicles indicate various design objectives. For example, light scout vehicles are fast, big artillery vehicles are armored and slow, and so on.

Threat Value ◆

Threat values are a good measure of a vehicle's strength. Every combat unit, including infantry, is rated according to a Threat Value. This value reflects the vehicle's offensive, defensive and miscellaneous abilities. The higher the number, the more powerful the unit is in that particular field. The basic Silhouette system provides Threat Values for stock units and the ability to upgrade them with various weapons and systems. Games can be easily balanced by allocating an equal amount of points to each side. These amounts are then used to purchase vehicles according to their Threat Values.

Size ◆

Every vehicle is assigned a Size value based upon its mass. Size values are primarily used to determine the outcome of physical attacks like ramming attempts. The following table lists the mass range that each Size value roughly represents. Notice that the table is not linear; that is, a Size 10 vehicle is not just twice as big as a Size 5 vehicle, but eight times as big.

□ Size to Mass Chart

Size	Mass in Tons						
1	0-0.08	26	451-500	51	3501-3700	76	11601-12100
2	0.09-0.3	27	501-560	52	3701-3900	77	12101-12600
3	0.4-1.1	28	561-630	53	3901-4100	78	12601-13100
4	1.2-2.4	29	631-690	54	4101-4400	79	13101-13600
5	2.5-4.4	30	691-770	55	4401-4600	80	13601-14100
6	4.5-7.3	31	771-840	56	4601-4900	81	14101-14600
7	7.4-10	32	841-930	57	4901-5100	82	14601-15200
8	11-16	33	931-1000	58	5101-5400	83	15201-15700
9	17-22	34	1001-1100	59	5401-5700	84	15701-16300
10	23-30	35	1101-1210	60	5701-6000	85	16301-16900
11	31-40	36	1201-1300	61	6001-6300	86	16901-17500
12	41-52	37	1301-1400	62	6301-6600	87	17501-18100
13	53-65	38	1401-1500	63	6601-6900	88	18101-18700
14	66-81	39	1501-1700	64	6901-7200	89	18701-19400
15	82-100	40	1701-1800	65	7201-7600	90	19401-20000
16	101-120	41	1801-1900	66	7601-7900	91	20001-20700
17	121-145	42	1901-2100	67	7901-8300	92	20701-21400
18	146-170	43	2101-2200	68	8301-8700	93	21401-22100
19	171-200	44	2201-2400	69	8701-9100	94	22101-22800
20	201-230	45	2401-2500	70	9101-9500	95	22801-23500
21	231-270	46	2501-2700	71	9501-9900	96	23501-24100
22	271-310	47	2701-2900	72	9901-10300	97	24101-25000
23	311-350	48	2901-3100	73	10301-10700	98	25001-25800
24	351-400	49	3101-3300	74	10701-11200	99	25801-26600
25	401-450	50	3301-3500	75	11201-11600	100	26601-27400

For the number-crunchers out there, the formula used is $((\text{Size} + 0.5) \times 3)$ cubed. This gives the maximum mass (in kilograms) for a given Size. Some rounding has been done to the numbers to make the table more regular.



◆ Crew

Combat vehicles always carry a crew. In high-tech vehicles, robotic systems replace live crew members. Additional personnel increases the number of actions a vehicle can perform. Big vehicles generally need many crewmen to function at all.

◆ Speed

A vehicle's speed is translated directly into movement points (MP). Entering a map area denoted by a hex, costs a certain number of movement points. Each vehicle can move at two different rates, or "speeds." Combat Speed is the highest speed a vehicle can achieve and still participate efficiently in combat. Top Speed is twice as fast as Combat Speed, but the vehicle's finesse in combat is strongly impaired and it is limited in its maneuvering.

◆ Maneuver

Maneuver indicates a vehicle's ease of control and its responsiveness to sudden changes of direction. The value is a zero-average value and is used as a modifier to all Piloting Skill rolls.

◆ Sensors

Sensors is a generalized rating of the quality and sophistication of a vehicle's detection systems. This number covers the various sensor systems installed in the vehicle, regardless of their actual nature.

◆ Fire Control

Fire Control is a catch-all category for targeting devices and weaponry. These can vary between expensive combat computers to primitive mechanical sights. The value is used as a modifier to all attack rolls.

◆ Armor

Armor represents the toughness of the vehicle's protective hide and general structure. Three values are listed: Light damage, Heavy damage, and Overkill. They are equal to one, two, and three times the base armor value, respectively. When a vehicle is hit, the attacker's damage is compared to each of the vehicle's Armor values in turn. The attack's effect is the last armor stage it has exceeded (see *Damage*, page 145).

7.2.2 - Crew Skills

Skills indicate the quality of a vehicle's crew. Skills are rated by experience: higher Skill indicates greater ability. See *Silhouette Introduction* for a list of Skill equivalents (Skills are the same in both RPG and tactical combat systems). In the tactical game, anyone who has a Skill at level 0 cannot perform any task which requires this Skill.

◆ Leadership

The commanding officer's Skill at leading troops and planning tactics. Leadership Skill is used to check for combat initiative.

◆ Piloting

The Skill of piloting and maneuvering a walker vehicle. Piloting is required to evade attacks, initiate physical attacks and perform difficult maneuvers. Driving and Naval Piloting are used for ground and naval vehicles respectively, but they serve the same purpose.

◆ Gunnery

The Skill of aiming vehicle-mounted weapons or using fire control mechanisms. Gunnery is crucial to all ranged attacks.

◆ Electronic Warfare (EW)

The Skill of using sensors, jamming equipment and other electronic packages in combat vehicles. This Skill is used when calculating a vehicle's Detection value (see *Detection*, next page, and *Line of Sight*, page 134) and for checking the position of an object using the vehicle's sensor systems. In a tactical environment, it should be one level less than the Gunnery Skill (optionally, the levels for Gunnery and Electronic Warfare could be swapped).

**Detection** ◆

The Detection scores are measures of the unit's ability to passively detect opponents who are far away or well hidden, that is, without using Active Sensor. Detection scores and the Active Sensor procedure are discussed more fully in the *Line of Sight* section, page 134.

Standard Crew

Provided below is a selection of sample Heavy Gear pilots which you can use in tactical scenarios, should you wish to use this game for non-roleplaying purposes. They are listed with a corresponding Threat Value modifier, which you should multiply by the Threat Value of the Gear to give the final pilot/Gear team Threat Value. By default, most tactical games should be played with Qualified pilots.

Type	Piloting (Lvl/Attr.)	Gunnery (Lvl/Attr.)	TV Multiplier
Rookie	1/0	1/+1	x0.25
Qualified	2/0	2/+1	x1
Veteran	3/+1	3/+1	x2.25
Elite	4/+1	4/+2	x4

Weapons - 7.2.3

Most military vehicles carry weapons of some kind. Regardless of their performance, these weapons all share similar characteristics, such as Accuracy, Damage Multiplier, Range, Rate of Fire and Ammunition. This section describes these abilities. Full explanations for using the various characteristics of the weapons are given in the *Vehicular Weapons* section, p. 198.

Accuracy ◆

In addition to the effects of the vehicle's main fire control systems (the Fire Control rating), the Accuracy (Acc) of each individual weapon affects the odds of successfully damaging opponents. It is applied as a modifier to each attack roll made with the weapon. Accuracy can drop because of damage (see *System Damage*, page 145).

Damage Multiplier ◆

The Damage Multiplier (DM) of a weapon is a rating of how devastating and destructive the weapon's attack is. The Damage Multipliers work on an exponential scale, not a linear one. A Damage Multiplier of x10 is more than twice as effective as a Damage Multiplier of x5; in fact, it is four times as effective.

Base Range ◆

The Base Range (BR) of each weapon is listed on the sheet. The Base Range is equal to the Short Range of the weapon; the Medium, Long and Extreme ranges are equal to twice, four times and eight times the Base Range, respectively. All vehicular weapon ranges are listed in hexes.

Modern weapons are extremely powerful. They have theoretical ranges that often extend to many kilometers. Life, however, is not a firing range. Obsecurement, the movements of both attacker and defender along with the limitations of targeting system all reduce the effective range of weapons. The Range Bands given represents the effective combat range.

Rate of Fire ◆

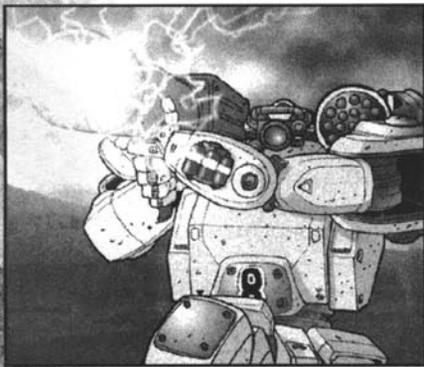
The Rate Of Fire (ROF) of a weapon is listed in its own column. A weapon with an ROF of 0 fires a single shot and is then reloaded; it expends one round of ammunition per attack. Weapons with ROF of 1 or more are rapid-loading and can fire many more shots during the same interval of time. They can lay down a hail of fire to saturate an area with firepower or hit more than one target at once, but expend considerable amounts of ammunition while doing so. Rapid-fire rules, along with various attack options, can be found on page 143.

Ammunition ◆

The amount of ammunition loaded into a weapon is listed here. If a weapon's ammunition drops to zero, it is out of ammo and can no longer fire. A weapon with a high rate of fire will often be equipped with extra ammunition (and sometimes additional ammunition clips) to compensate for the quick expenditure of ammo in combat — but not always. Players should be careful of how much ammunition they spend in combat. It may be nice and efficient to walk your fire on several opponents at once, but it is also extremely costly in ammunition. Some attack types, such as physical attacks, do not expend ammunition.



◆ Arc of Fire



Firing arcs determine whether or not a given weapon can be aimed at a target. The six standard arcs are listed in the table. The abbreviations in the table are the standard ones used to denote the various fire arcs on the vehicle sheets and throughout the rules. For a visual representation of the fire arcs, turn to page 136.

Abbreviations for Fire Arcs □□

F	forward (180 degrees)
Rt	right (180 degrees)
L	left (180 degrees)
Rr	rear (180 degrees)
FF	fixed forward (120 degrees, begin arc one hex ahead of vehicle)
T	turreted (360 degrees)

7.3 - THE COMBAT ROUND

A tactical game is subdivided into combat rounds that simulate approximately 30 seconds of real life events. Players get one (or more) action(s) during that round, which can be used to shoot, communicate important information or scan the area. While the fact that shooting once every thirty seconds may appear unrealistic to some Players, we must point out that Player Characters involved in tactical combat are only shooting when they get an opportunity. This is the same assumption which is made for personal combat (with its 6-second rounds). In a computer simulation, everything can be adjusted every thousandth of a second, so simultaneous combat and repetitive shooting are a possibility. For a pen-and-paper-and-miniatures-and-hex maps simulation, combat has to be broken down into "chunks" of time and distances in order to be manageable.

If Players truly want to have the opportunity to make several attacks during the round, they can still do so, but at a cost in accuracy since the crew will be trying to get more things done in the same amount of time and will thus be less careful. It is possible to declare several actions instead of just one for the round, but this will cause a penalty to each action.

During each combat round, the following four steps occur in order, except Step Zero, which only occurs at the beginning of the game.

Step Zero: Set-up Phase □■

A battle always begins with the Set-up Phase, which occurs only once. An overall commander must be chosen for each side, with a second in command. Their identities can remain secret, but must be noted down for future reference. If the commander becomes a casualty, he or she is replaced by the second in command. If both are put out of action, all future Leadership Skills are rolled at the Skill level of the next highest ranking soldier present (by default, at level 1), except during integrated roleplaying/tactical games. The Player Character with the highest Leadership Skill may choose to replace the commander if the latter becomes a casualty.

A Tactics Skill test is made by each side based upon the Skill level of the commander. Fumbles count as a die result of one. Reroll ties. The winner chooses which Player will begin placing his or her combat groups upon the map. Players should alternate, each placing one combat group at a time on the mapboard. After placing a unit, the Player must declare what speed (stationary, Combat, or Top Speed) it is moving at. Pre-designed scenarios should have clearly defined set-up locations for each faction. When not using pre-designed scenarios, the Players should agree on which mapboards to use and set up on the first three rows of hexes on opposite sides.

If, during the first round, a unit is attacked before it has been moved, it is treated as if it were moving at the maximum number of hexes possible for its speed, for the purpose of defense rolls.

The die result of the Tactics roll should be recorded by each Player. Each point represents one Tactical Command point that can be played at any time during the game. Command points represent an action reserve for unexpected situations; they are fully explained further on.

Step One: Declaration Phase ◆

Both sides declare any extra actions and individual evasive maneuvers for the round. Use a counter or token to mark the unit(s) with extra actions, avoiding confusion during game play. This token can be placed either near the playing piece or on the record sheet, whichever the Player finds more suitable.





Step Two: Initiative Phase ◆

Initiative determines which side has the advantage during the present round of combat. Each side rolls an action test based on their commander's Leadership Skill. If only two machines are facing each other, the Piloting Skill is used instead of the Leadership Skill. The highest result wins. Draws are rerolled.

Record the MoS of the Initiative roll. The Winner receives a number of Initiative Command points equal to that MoS. The Loser receives no Initiative Command points this combat round, but may use Tactical Command points.

The side with the least number of combat groups decides which side will play first. If both sides have the same number of combat groups, the winner of the Leadership roll makes the decision.

◆ Step Three: Activation Phase

The side whose turn it is to play may move any or all units in one of their combat groups. Units that shift speeds (Combat to Top and vice-versa) must declare so immediately after movement. Actions, such as firing or activating a system, may be resolved at any time before, during or after the movement. Attack penalties are based on the unit's total movement; for example, if Half-Combat Speed is announced, the unit cannot spend more than half its Combat MPs.

Each unit moves and takes its actions before another unit is activated. If a unit does not move or act when its combat group is activated, it cannot do so at a later point in the round.

At any time during the activated unit's movement, any enemy unit may use one (or more) of its actions to fire or perform a task against the moving unit (and only against the moving unit). Attacks may be directed at any point along the moving unit's path, but the unit's full movement counts towards the Defense roll. The total MP allocation of the target is used to determine the defense speed modifier, even though the actual displacement may be shorter, because this is a hurried reaction for the attacker. The defender must spend at least one MP or end its movement before each of the attacker's actions if more than one action is used. Forward observers must always act before the firing unit(s).

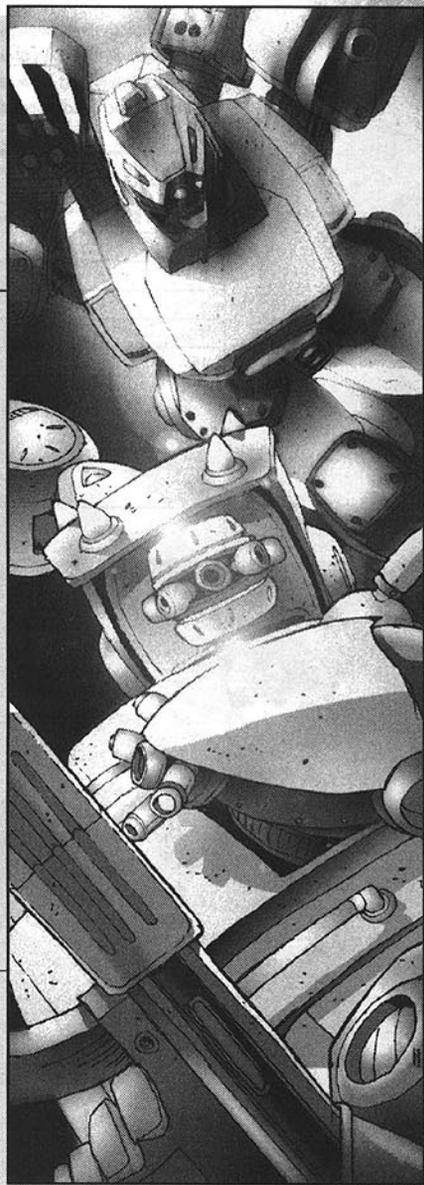
Once every unit in the combat group has moved and acted (or forfeited its chance to do either), the other side activates one of his or her own combat groups, which may move and take action. This exchange goes back and forth until all groups have moved and acted.

A combat group may only move once per combat round. If one Player no longer has any combat groups left to use, the opponents activates their remaining combat groups one by one until they all have been moved.

◆ Step Four: Miscellaneous Events Phase

During this phase, any unusual events, such as long-range artillery and bombing attacks, are resolved. Basic rules are described for these are described in Chapter 8 (more detailed rules are described in the **Tactical Field Support** and **Tactical Air Support** sourcebooks). Initiative Command points go back to zero. Any action not spent at this point is lost.

Repeat steps 1 to 4 until the battle is resolved or pre-planned objectives are met. A combat group may only move once per combat round.



Command Points - 7.3.1

Command points represent the commander reacting to or anticipating the enemy's actions. There are two types of Command points. Tactical Command points are available throughout the game, but cannot be regained once spent. Initiative Command points are valid for one turn only, but are refreshed during each new Initiative roll. Other than this, there is no difference between the two. Two dice of different colors can be used to keep track of Command point totals.

Command points may be used by any unit with a functional Communication system. They can be used as an additional regular action, incurring no die penalty. One Command Point can be used to buy a +2 modifier to a single Defense roll (representing a warning shout). A Command Point can be used to activate a unit out of sequence — to get out of harm's way, for example. In the latter case, the unit must not have been activated (i.e., moved) previously, and it cannot be moved again when its combat group is activated (though it may act if it has any actions left). Finally, a Command Point may be used to turn a unit around by up to 180 degrees, even if it has been activated before (and thus has no MP left).



7.4 - NUMBER OF ACTIONS

A vehicle's actions are limited by the total number of crewmen. All vehicles automatically get one action. Vehicles with two or more crewmen get additional actions at no cost. Some or all of these additional actions can be lost when crew casualties occur. The table below lists the lowest crew requirements required to obtain additional actions; the minimum crew requirement to gain more actions is doubled for each additional action.

Crew and Actions					
Min. Crew Size	Additional Actions	Total Actions	Min. Crew Size	Additional Actions	Total Actions
1	0	1	32	5	6
2	1	2	64	6	7
4	2	3	128	7	8
8	3	4	256	8	9
16	4	5	512	9	10

A vehicle's crew can get more actions by penalizing all their action test rolls by one (1) for each additional action taken. For example, a single crewman could fire twice, with a -1 on both attacks, or three times with a -2 on all attacks. These additional actions must be declared at the beginning of a round, in Step One.

Action Examples

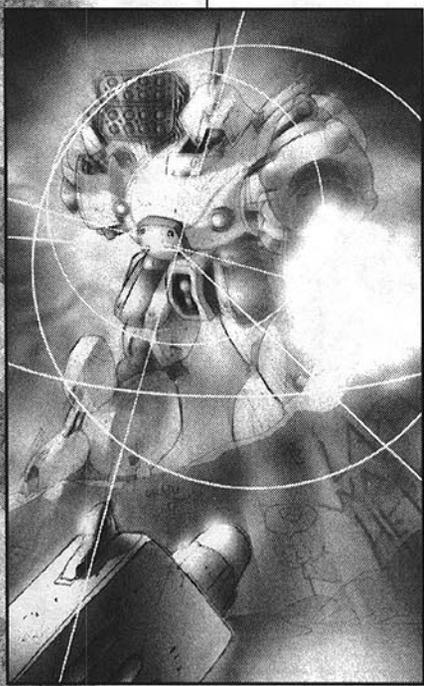
Among possible combat actions	
-	fire one weapon once
-	fire one set of linked weapons once
-	perform a single physical attack (ramming, kicking, punching, etc.)
-	activate an auxiliary system (ECM, active sensors, communication, etc.)
-	embark/disembark one crewman
-	embark/disembark a number of passengers equal to the Size of the vehicle

Number of Actions Examples

Example 1: *A Hunter Gear has a crew of one person. This vehicle gets its one automatic action and no free additional actions. If the Hunter needed to perform three actions in a single turn (2 more than its normal allocation), it would receive a -2 penalty on all three actions.*

Example 2: *A tank has a crew of four people. This vehicle gets its one automatic and two additional actions due to its crew complement, for a total of three actions per turn (without penalty). If the tank needed to perform more than three actions, it would suffer a -1 penalty on all actions per action beyond three. No benefit is gained from performing less than three actions.*

Example 3: *If the tank's crew were injured and one crewmember was incapacitated, the vehicle would have an effective crew of 3, giving it only one additional action (instead of 2). The short-handed tank would now be able to perform up to 2 actions without penalty.*



7.5 - MOVEMENT AND TERRAIN

A vehicle can cross a certain number of areas based on its movement points (MPs). The vehicle record sheet contains the values for Combat Speed and Top Speed. Combat Speed allows a vehicle to engage in offensive actions unhindered. Top Speed is twice as fast as Combat Speed, but severely impairs offensive actions.

Speeds are listed in MPs and in kilometers per hour (kph). One MP equals movement across one clear mapboard hex or about 6 kph across clear terrain. Thus a vehicle with a Combat Speed of 70 kph has 12 MPs. At its Top Speed of 140 kph, it has 23 MPs.

Every turn, each vehicle receives as many points as its current speed (Combat or Top).



Combat Speed - 7.5.1

A vehicle normally receives a number of movement points equal to its Combat Speed value. If the vehicle expends none of these movement points to move, it is considered stationary. Otherwise, the vehicle is said to be traveling at Combat Speed. Attacks can be made normally at this rate of movement. Vehicles moving at half their Combat Speed or less gain an additional +1 to their attack rolls due to the additional stability provided by lower speeds (see *Movement Modifiers*, page 138).

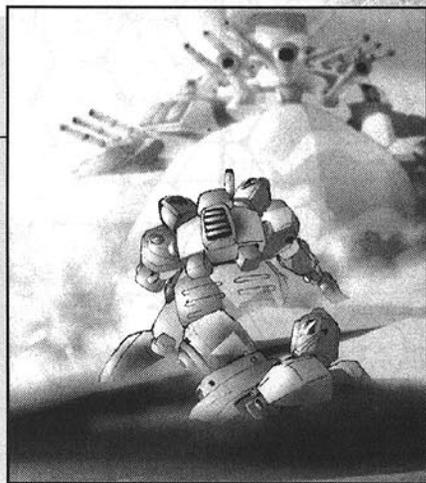
Reverse Movement ◆

A vehicle moving at up to half Combat Speed can opt to move backward instead of forward. Reverse movement is not possible at higher speeds. Half the Combat Speed means an extra +1 modifier to the attack roll for extra stability. This is particularly efficient when using several vehicles in a combat group that is retreating from the field: enemy units will think twice before attacking them.

Speed Example

Example 1: A Hunter walking at Combat Speed receives four Movement Points, which may be spent for moving, turning or any combination thereof. If the pilot chooses not to spend any MPs, the Gear is considered to be stationary. It can still dodge attacks and adjust its facing by one hex side (see *Turning*, page 133) — but as long as no MPs are spent, it is stationary for game purposes.

Example 2: The same Hunter is again moving at Combat Speed, this time with its Secondary Movement System (the wheels in its feet). The pilot receives 6 MPs, but needs only three to reach his desired firing position. Since he spent only half of his Combat Speed's Movement Point allocation, the Player can claim the +1 bonus to attack.



Top Speed - 7.5.2

A vehicle that expends its full Combat Speed MPs can shift to Top Speed in the next round. This shift must be declared by the Player immediately after moving the unit. The vehicle is considered to be at Top Speed for attack and defense purposes for the rest of the combat round.

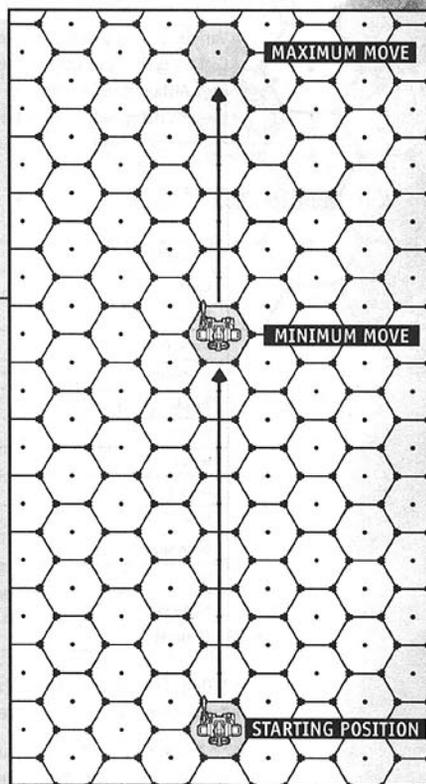
In subsequent combat rounds, the vehicle receives movement points equal to its Top Speed value. The vehicle must expend a number of movement points greater than its Combat Speed while moving at Top Speed. A vehicle may return to Combat Speed after any number of rounds of Top Speed movement. The Player declares the return to Combat Speed immediately after moving the unit.

Players are advised to put chits or markers of some sort on the vehicles moving at Top Speed. This helps to prevent disputes over the speed at which a vehicle is moving.

Speed Examples

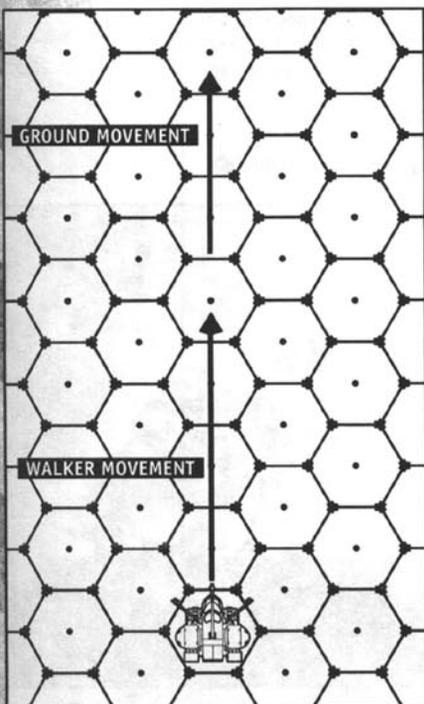
Example 1: A Hunter Gear is rolling at Combat Speed (6 MPs). It may spend anywhere between 0 and 6 MPs. If it spends zero, it is considered to have stopped moving and is immobile. If it spends the full 6 MPs, it has the option to shift to Top Speed. The Hunter's Player opts to do this and declares the speed shift immediately after moving the Hunter. To making record keeping easy, the Player puts down a "Top Speed" marker beside his or her unit counter on the mapboard (a penny could be used).

Example 2: On the next turn, the Player has the Hunter's full Top Speed movement points available to him (12 MPs). He must spend at least 7 MPs (one greater than his Combat Speed). After a few turns of zipping about, the Player realizes that it is very difficult to shoot accurately from a Hunter at Top Speed and decides to shift back down to Combat Speed. After moving the Hunter, he declares that he is returning to Combat Speed on the next turn and removes the "Top Speed" counter (or penny or whatnot).





7.5.3 - Multiple Movement Systems



Vehicles with multiple movement systems, such as walking and rolling, are able to switch modes during combat. A vehicle may only switch modes while at Combat Speed, not at Top Speed. During the switching round, the initial movement mode is used to determine the available MPs. The vehicle expends MPs as its original movement mode until the switch is declared. The remaining MPs are expended at the terrain cost of the new movement mode. If the vehicle has already spent more MPs in movement than it would have in the system it switches to, then it stops moving after the switch.

A vehicle with multiple movement systems may only switch modes once per round. This option must be announced during the movement phase.

Movement System Examples

Example 1: *The pilot of a walking Naga strider wishes to switch to SMS (roller wheels). The strider has 7 (Walking) movement points at Combat Speed. The Player expends 4 MPs on walking and then declares that the strider is switching to SMS. 3 MPs remain to be used for wheeled Ground movement.*

Example 2: *An Iguana pilot is currently moving at Combat Speed with his Ground Secondary Movement System (7 MPs). After moving 6 hexes, he decides to switch to Walker mode. His Walker Combat Speed is 5 MPs. With no MPs left, his movement ends.*

Example 3: *An amphibious jeep nearby attempts to cross a 100-meter wide river which is two Rough hex away. The jeep has a Combat Speed of 8 Ground MPs and 6 Naval MPs. It uses 4 MPs to get to the river, then switches to water movement. It can then only use 4 MPs of Naval movement ($8 - 4 = 4$), crossing half the river. The remaining MPs are lost.*

7.5.4 - Terrain Effects

Various terrain types negatively affect locomotion methods. The following chart lists the MP cost to traverse different types of terrain. Certain types of terrain also reduce visibility. This is represented by the Obscurement of the terrain (Obscurement will be explained later on). Although no vehicles in this rulebook have a hover mode, they do exist in the universe of **Heavy Gear** and the terrain costs for these is listed below. They tend to be rare, however, and maintenance intensive (compared to Gears and tanks), so they aren't common on the battlefield.

Terrain Costs				
Terrain Type	Walker	Ground	Hover	Obscurement
Clear	1	1	1	-
Rough	1	2	1	-
Sand, Dust	2	2	1	-
Woodland	1	2	2	1
Jungle	2	3	n/a	2
Swamp	3	4	1	1
Water	2*	3*	1	**
Deep Water	2*	3*	1	**
Snow	2	2	1	-
Deep Snow	3	4	1	1
Ice	2	3	1	-
+1 elevation	add 2	add 2	add 4	-
-1 elevation	add 1	-	-	-

* Only Amphibious vehicles may enter these hexes. Other vehicles will flood and automatically be put out of action. In addition, Amphibious vehicles cannot enter or exit this type of hex while moving at Top Speed.

** These only produces Obscurement if the defender is in the hex and is not a Hover vehicle. In this case, Water produces 2 points of Obscurement, Deep Water 4 points.

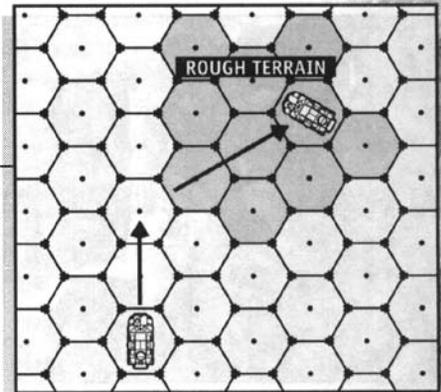


The dot in the center of each hex on the mapboards is there to help you determine what the terrain type of the hex is. The terrain of the hex is whatever mapboard feature the dot is on top of. So, if a little bit of the drawing representing broken terrain spills over into a primarily clear hex, the dot will be on clear terrain, indicating that the terrain type is clear. If one or more terrain elevation contour lines cross through a hex, the elevation level of the hex is the elevation level the dot resides in.

■ Movement & Terrain Example

Example: *An APC (ground vehicle) is moving at Combat Speed (10 MPs). It begins in a Clear hex. It travels forward two hexes across Clear terrain (expending 2 MPs) and then turns one hex-facing clockwise (expending 0 MPs). The APC then moves forward 3 hexes across Rough terrain (expending 6 MPs), turns two hex facings counterclockwise (expending 1 MP), and ends its movement. The remaining 1 MP is wasted and does not carry over to the next round.*

Dots and Hexes ◆

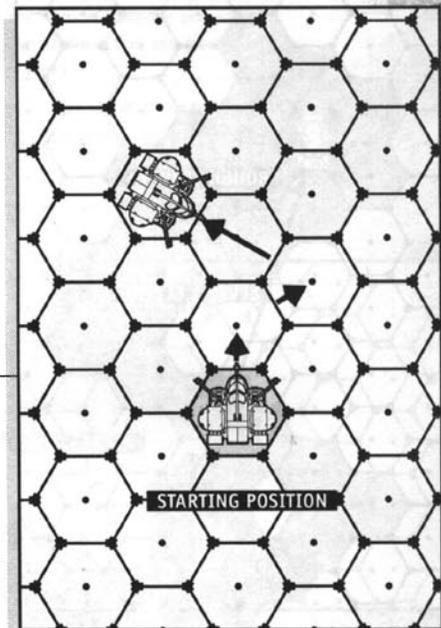


A vehicle spends zero movement points to turn a single hex facing (60 degrees). Turning two or more hex facings (120 degrees) costs one movement point. Thus, single hex turn is free, while anything up to 360 degrees (full spin) is 1 point.

Any vehicle that turns more than two hex facings (180+ degrees) while moving at Top Speed requires a Piloting Skill roll versus a Threshold of 3 plus the terrain MP cost (this does not count as an action). If the roll succeeds or is a draw, the turn occurs without complications. If the roll fails, the vehicle skids forward 1 hex before taking the turn (if something is already in the hex, consider it a ramming attempt). If the roll Fumbles, the vehicle crashes. This ends the vehicle's movement, even if it has MPs left to spend. If a vehicle crashes, roll one die and assign either a Light (1 to 3) or Heavy (4 to 6) damage effect, depending upon the number rolled (see *Damage*, page 145).

Multiple turns can be performed along a vehicle's movement. Each turn must be followed by at least one hex of forward movement before another turn can be performed.

Turning - 7.5.5



■ Turning Example

Example: *A running Naga at Top Speed has 7 MPs and is moving on Clear ground. It expends 1 MP to move forward 1 hex. It turns one hex facing to the right at no MP cost. Next, it spends 1 MP to move forward another hex, then turns two hex facings to the left at a cost of 1 MP. It then move forward by 2 hexes for 2 MPs. It then attempts to turn 180 degrees. The driver has a Piloting Skill of 2. The Threshold is (3 + 1 =) 4. He rolls a 5 (7 modified by the Naga's -2 Maneuver) and can now spend the last Movement Point.*

Stacking - 7.5.6

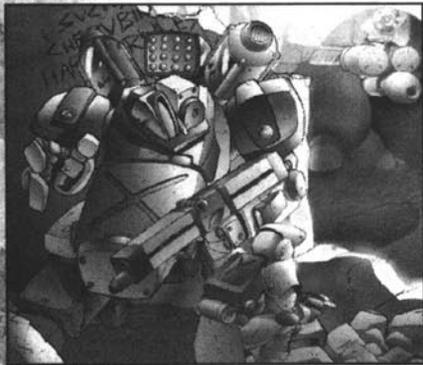
The term "stacking" refers to how many units can reside in a single mapboard hex. While the standard hexes are 50 meters wide, a certain security margin must be observed during the chaos of combat less accidents happen. For this reason, the number of units allowed in a single hex is limited by stacking.

Each 50-meter hex can take up to a total of 30 Size points worth of vehicle and other units. The Size of each vehicle is always noted in its description. Five or less infantrymen count as the equivalent of a Size 3 vehicle for stacking purposes (an entire squad of ten would thus take up six points). Range is measured from the attacker's closest target's hex; if combat occurs between units in the same hex, the range is considered to be Point Blank (0).

If a vehicle is bigger than Size 30, it will occupy more than one hex; for example, a Size 61 vehicle will occupy three hexes ($61 \div 30 = 2.034$, rounded up to 3). The number of Size points assigned to each hex is decided at the time of construction. For example, the USS Nimitz, a 20th century aircraft carrier, weighs 91,400 tons (Size 150) and is 332 meters long by 40 meters large. It would thus occupy 7 hexes, or around 22 Size points per hex.



7.6 - LINE OF SIGHT & OBSCUREMENT



It is a requirement for a unit to "see" its target to fire. The ability to detect and target an opposing unit is called, for simplicity, having a Line of Sight (LOS). This does not necessarily implies that the target is within human visual sight, merely that it can be acquired and locked on by the sensors and fire control computers available to the detecting unit. Units are considered to have a LOS to their target unless one of the following conditions exist.

Blocked Line of Sight

7.6.1 - Concealment



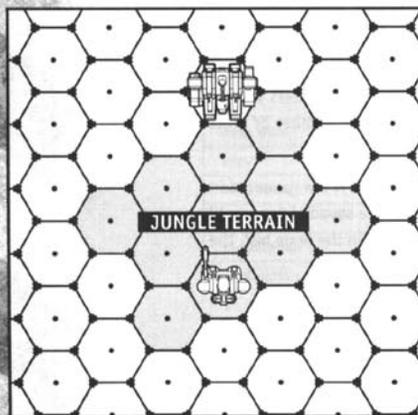
The Concealment value is equal to the Obscurement score of all terrain directly between the two units plus the Obscurement score of the terrain the defender is in. If one of the two vehicles is on a higher elevation level than the other, only the terrain at the higher elevation level and the terrain of the defender's hex are counted for concealment purposes.

The Terrain Effect table below indicates the Obscurement values for each type of terrain. In addition to making a target more difficult to detect, Obscurement cause penalties that are applied to the attacker's roll in combat.

Terrain Effect

Terrain Type	Obscurement
Clear	-
Rough	-
Sand, Dust	-
Woodland	1
Jungle	2
Swamp	1
Water	*
Deep Water	*
Snow	-
Deep Snow	1
Ice	-
Elevation	-

* These hexes only produces Obscurement if the defender is in the hex and is not a Hover, Naval or Amphibious vehicle. In this case, they produce 2 points of Obscurement, 4 for Deep Hexes.



Line of Sight Examples

Example 1: *If either unit is in a dead zone, line of sight is obscured. Gear Beta is within range of an enemy APC (6 hexes) but both units are just behind ridges. The APC is hidden and cannot be fired upon.*

Example 2: *A target can also be concealed through terrain Obscurement. Gear Alpha is faced with a Mammoth strider and has taken shelter in jungle vegetation. Two Jungle hexes (Obscurement of 2 each) intervene in addition to the Jungle hex the Jäger is in, for a total Concealment value of 6. This is greater than the Mammoth's Detection score of 4, so Alpha remains hidden.*



Detection Rating - 7.6.2

Sensors and crewmen are always on the lookout for enemy units. Every vehicle has a passive Detection Rating: this value is used to calculate whether a unit can gain line of sight to its target. All units, including infantry, get a Base Detection rating of 4 in daylight (2 at night) from unassisted vision. The vehicle's Sensor rating is added to its crew's Electronic Warfare Skill level to produce the vehicle's passive sensor value. The highest value between this and the Base Detection is the vehicle's final Detection rating. Unassisted vision has a range of 1 kilometer; if sensors are available, their range is used instead.

Active Sensor LOS - 7.6.3

Most of the 62nd century combat vehicles carry sophisticated sensor suites to locate enemy units lurking nearby: radar, motion detectors, IR and UV cameras, etc. By performing an active sensor sweep, these systems can be used to obtain a combat lock-on on an enemy unit even when visual or passive sensor LOS is blocked.

An Electronic Warfare Skill test is rolled, modified by the vehicle's Sensor rating. The Threshold number is equal to the target's Concealment value, minus the defender movement's penalty (see table) and minus one for every weapon the defender fired. The rating of any stealth systems possessed by the defender is added to the target number. A success gives the detecting unit a LOS to the defender. A draw, failure, or fumble does not grant LOS. Vehicles with no sensors cannot perform an Active Sensor detection. Active Sensor sweeps, unlike passive or visual detection, require a full action to complete.

The range of the sensor and communication system can be augmented by increasing power. This gives a much larger sensor signature and greatly increase the chances of detection, however. The listed range is the base range in which the vehicle's passive sensors operates. Using active sensors in that range gives no penalty. Each doubling of the range requires an Active Sensor action and gives a -1 modifier to the sensor roll, in addition to making the vehicle easier to detect (+2 per doubling of the range).

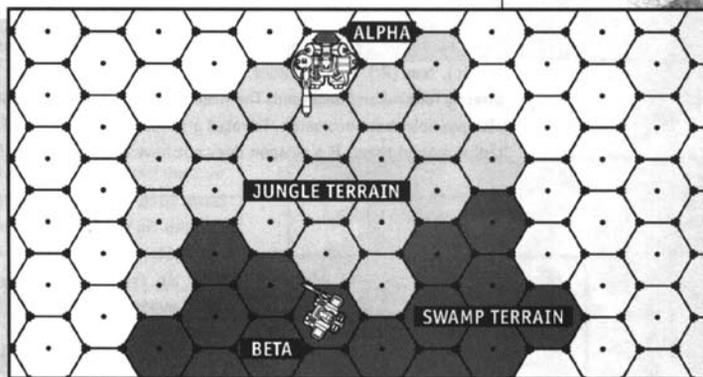
On a planetary surface, unless using a relay station or friendly vehicle as a spotter, the maximum range is equal to the distance to the horizon. This distance will increase if the unit is placed on a high vantage point, such as a mountain or other high ground, and decrease if the vehicle is on low ground (valley, canyon).

☐ Detection Threshold Modifiers

APPLIED TO ATTACKER'S ROLL	
Sensor Bonus	variable, by default 0
Range Modifier	-1 per extra range band
Target Sensor Profile	variable, by default 0
Target Sensor Signature*	+2 per extra range band used by target
APPLIED TO DEFENDER'S CONCEALMENT THRESHOLD	
Stealth Bonus	variable, by default 0
Ground Movement Penalty	-1 per hex moved by target
Air Movement Penalty	-1 per five Air War hexes** moved by target
Combat Penalty	-1 per weapon fired by target

*Applicable only if target used Active Sensors this combat round.

**See Tactical Air Support sourcebook for aircraft rules.



■ Active Sensor Example

Example 1: Gear Alpha cannot normally detect Gear Beta, since the total Obscurement value of the hexes between the two machines is greater than the Detection Rating of Alpha (which is 4). Three Jungle hexes intervene between the two and Beta is in a Swamp hex. This produces a Concealment value of $(2+2+2+1=)$ 7. Alpha's unit leader, however, is expecting trouble and orders the Gear to do an active sensor sweep to try to lock-on to the faint readings from Beta's direction. The Concealment value of 7 is the base Threshold for Alpha's sensor Skill test.

Example 2: Beta last moved two hexes. This reduces the Threshold by 2 points, down to 5. Beta did not fire any weapons this round. To add to Alpha's difficulties, Gear Beta is an experimental combat model with the Stealth Perk at a rating of 3. This is added to the Threshold, producing a final Threshold of 8.

Example 3: Alpha's Sensors are rated at +1. Alpha's pilot spends an action and rolls his EW Skill test, obtaining a 6. He adds his Sensor rating (+1) to the roll and obtains a final score of 7. This is not enough to detect Beta — Alpha needed to get a higher score (9 or better) than the Threshold of 8 to detect the enemy Gear.



7.6.4 - ECM and ECCM effects

Electronic Countermeasures and Electronic Counter Countermeasures (see page 191) are used to affect communication and sensor transmissions. ECM and ECCM Thresholds (Electronic Warfare Skill + rating) are rolled immediately after the action is spent to activate these systems, but their effect is not felt until the beginning of the next round.

If ECM is active and functional during the initiative phase, all Sensor and Communication rolls for the round are affected and must beat the ECM Threshold. The unit which is using either of these systems is the one testing, not the receiver. Transferring Command points requires a Communication test from the commanding unit (if an infantry squad, use Infantry Skill with Comm 0). ECM affects all enemy units within the emitter's Sensor range.

If ECCM is active during the initiative phase of the turn, all active ECM systems within the Sensor range of the ECCM unit must compare their own Threshold to the ECCM's Threshold (or Thresholds, if there are more than one ECCM system active). If the ECCM Threshold is equal or higher than the ECM's Threshold, the ECM has no effect that turn.

The ECM unit may spend an action during the turn to try and increase its own Threshold in order to beat the ECCM in the next round. Likewise, the ECCM unit may spend an action to try to raise its own Threshold for the next round. The new result stands, even if it is lower than the previous one. Friendly ECM units are not affected by their side's ECCM.

7.6.5 - Stealth Effects

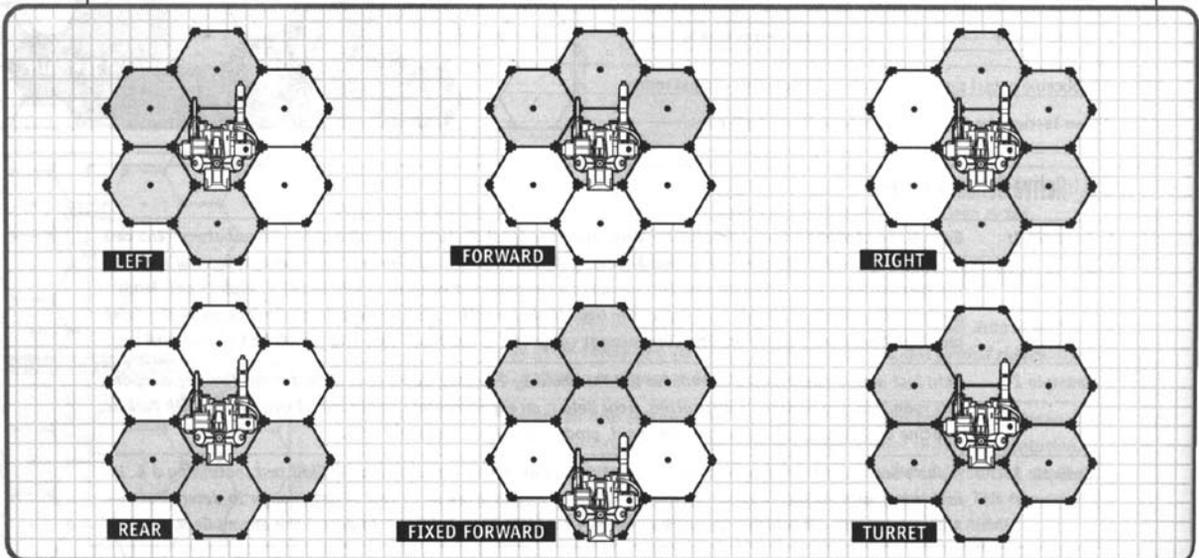
During daytime, the rating of a Stealth system is added to the Concealment total only when there is Obscurement between the attacker and the defender — Stealth does not confer invisibility. Stealth systems are always added to the defender's Concealment at night, since most stealth vehicles are painted in dark shades and feature silent running drive trains, making it hard to locate them with human senses and sensors alike.

Stealth aircraft are designed to escape long range sensors. In addition, they don't cause as much of a visual disturbance as a ground stealth unit would cause on the ground (no bushes to push around, for example). Flying Stealth units apply a -1 modifier for every five (5) Air War hexes traveled instead of the usual movement modifier.

7.6.6 - Firing Arcs

Vehicles may only target opponents that are within their weapons' firing arcs. There are six common firing arcs: forward (F), right (Rt), left (L), rear (Rr), fixed forward (FF) and turreted (T). The first four are 180-degree arcs on their respective sides. Side arcs include directly forward and backward. The fixed forward arc is a 120-degree arc on a vehicle's front facing. Note that side or rear fixed arcs are also possible, but uncommon. Turreted arcs span 360 degrees. Infantry do not have firing arcs and may attack anything in a 360-degree radius around them. If a weapon does not have a clearly stated firing arc, the default arc is the forward arc.

Firing Arcs Diagrams





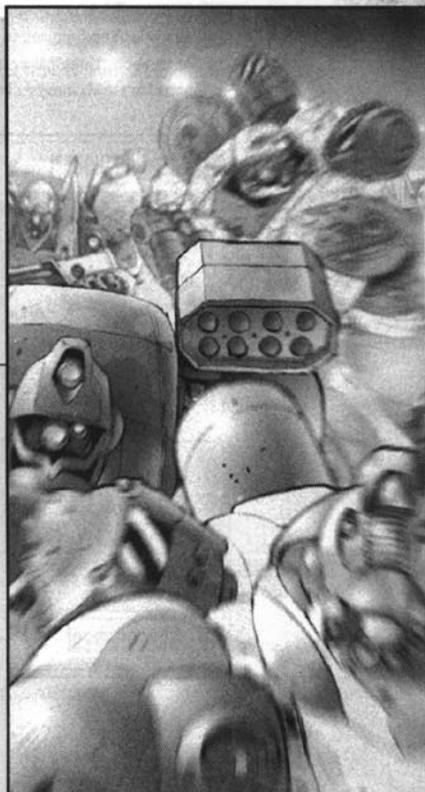
ATTACKS - 7.7

If a unit has a LOS to a target within its weapon's firing arc and range, it can attack that unit. When an attack occurs, an opposed Skill test is required to determine the success of the attack. The attacker uses his unit's Gunnery Skill and the defender uses his unit's Piloting Skill to make the roll. If the attacker wins the Skill test, the attack succeeds. If the defender wins or if a draw occurs, the attack misses. The following table contains a list of the modifiers to both rolls; they are explained further in the text.

Unless the gunner is a remarkable marksman or the range is fairly close, many attacks should miss. This is quite normal — most of the firepower expended is aimed at forcing the enemy to keep his head down and go in the direction required by the attacker's battleplan. Indeed, since even the most improbable shot has a chance of succeeding (through a fumble of the target), the enemy must minimize exposure to all attacks whenever possible. There are often ways of winning the battle other than the complete destruction of the opponent.

□ Attack And Defense Modifiers

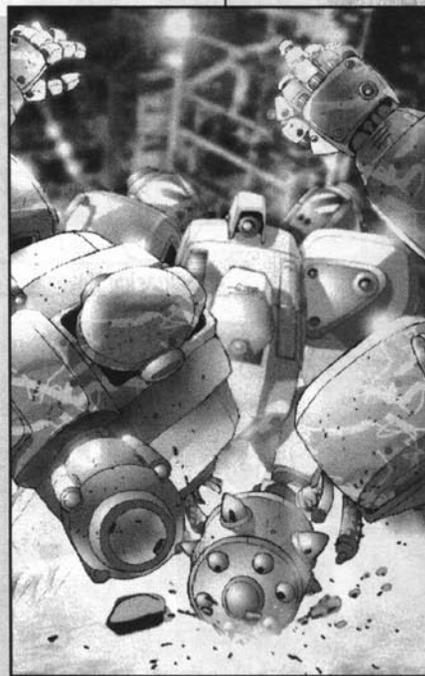
Attack Roll Modifiers:	
-	Targeting System Rating
-	Weapon Accuracy Rating
-	Range Modifier
-	Attacker "Speed" Modifier
-	Obscurement Penalty
Defense Roll Modifiers:	
-	Maneuver Rating
-	Defender Movement Modifier
-	Arc of Attack Modifier
Possible Outcomes:	
If Attackers total is above Defender's	HIT
If Attacker's total is equal to or below Defender's	MISS



■ Attack Example

Example 1: Gear Alpha shoots at Gear Beta. Alpha moved at Combat Speed and used up all his MPs (+0). His targeting system and weapon accuracy are both rated at +0. He is attacking within the "short" range band (2 hexes) of his weapon (+0). There is no obscuring terrain. Alpha's pilot rolls his Gunnery Skill roll and obtains a total of 6. Since Alpha's modifiers total up to +0, his final attack roll is 6. Beta must now play his defense roll. On his last move, Beta traveled 7 hexes (+1). Beta's Maneuver rating is +1. Alpha's attack occurs in Beta's forward defense arc (+0). Beta's pilot rolls his Piloting Skill test and obtains a score of 5. This is modified by the situation bonuses to yield a final total of 7. Since 7 is definitely greater than or equal to 6, Beta avoids Alpha's attack.

Example 2: Later, Gear Alpha is again shooting at Gear Beta. Alpha moved at Top Speed (-3). His targeting system was damaged during the battle and Alpha now receives a -1 to all attacks. He is 5 hexes away from Beta, and is therefore at Long range with his weapon (-2). In addition, two hexes of Woodlands terrain (Obscurement 1 each) lay between the two (-2). Alpha rolls his Gunnery Skill test and obtains the remarkable roll of 10. Unfortunately, after the total -8 penalty is applied, the final total is only 2. Beta attempts to avoid this attack. On his last move, Beta only traveled 2 hexes (-2). In addition, Alpha now lies in Beta's rear defense arc (-2). Fortunately, Beta still has his good Maneuver (+1). Beta rolls his Piloting Skill test and obtain a lowly 3. After the situation modifiers are applied, this is reduced to a final total of 0. Since Alpha's total of 2 is greater than Beta's total of 0, Alpha has successfully attacked Beta with a Margin of Success of 2.

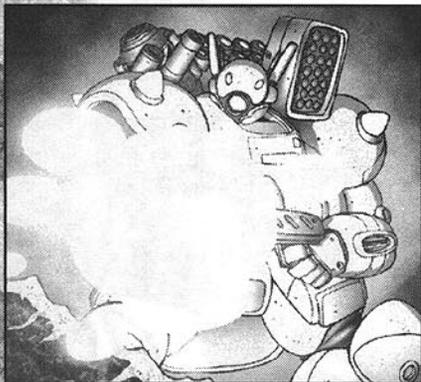




7.7.1 - Attacker Modifiers

Life is not a firing range, and combat is always harder under certain conditions, easier under others. Modifiers resolve this by introducing penalties and bonuses to each and every combat roll. Apart from the quality of the vehicle's Fire Control computer and the accuracy of the weapon, three other factors apply: the range to the target, the obscurement (or cover) between the attacker and defender and the attacker's own movement.

◆ Range

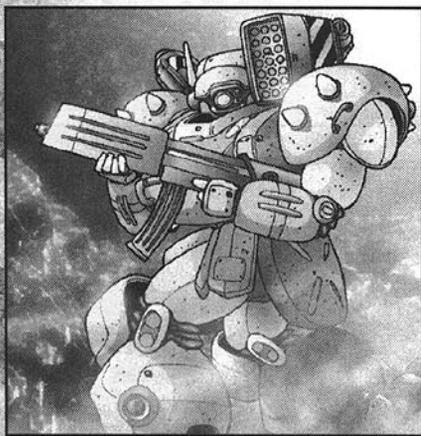


Every ranged weapon is rated by a value known as its Base Range. The Base Range is further expanded into four Range Bands, each one doubling the maximum distance of the preceding band. The further away the target, the harder it is to hit and damage it. Although there is no theoretical limit on certain weapons' ranges, such as lasers and particle accelerators, the ranges given are practical combat ranges that take into account both the increased difficulty of aiming and the loss of energy caused by distance. Point Blank is the range band for attacks that occur within the same map hex.

Range Modifiers

Point Blank	Special range (same hex)	+1
Short	(from 1 hex to base range)	0
Medium	(from previous to two (2) times base range)	-1
Long	(from previous to four (4) times base range)	-2
Extreme	(from previous to eight (8) times base range)	-3

◆ Obscurement



Various terrain types, such as swamped and wooded areas, obscure a target and make it difficult to hit. The Concealment value of the defender (see *Line of Sight*, page 134) is subtracted from the attacker's roll to represent both the lack of accuracy and the damage absorption caused by the intervening cover.

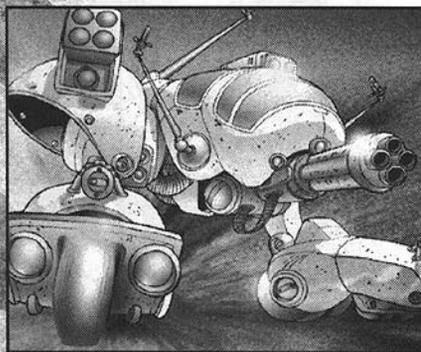
Indirect fire is an exception to this. Since the attack is arcing through the air above the intervening terrain, some of the Obscurement may be ignored (see *Indirect Fire*, page 142).

Obscurement Modifiers

Swamp	1
Woodlands	1
Jungle	2
Water	2*

* Only produces Obscurement in the defender's hex and only if defender is not a Hover, Naval or Amphibious vehicle.

◆ Attacker Movement



A moving gun platform has a higher chance of missing than a stationary one. Conversely, a unit that is moving slowly generally have less trouble keeping their weapons trained on a target. Stationary attackers (i.e., that have spent no MP) are the best firing platform.

Since the penalty for moving slowly are higher than the attack benefits gained, Players must be careful to place their slow-moving units in a position where return fire is least likely.

Movement Modifiers

Stationary	+2
Half Combat Speed or less	+1
Combat Speed	+0
Top Speed	-3



Defender Modifiers - 7.7.2

Targets rely on the following modifiers to help them avoid shots. In general, the only defense of large and ungainly vehicles is their speed, as their poor Maneuver rating will often severely hamper their defense. Attacks coming from the rear are also much more dangerous than attacks from the front, both because the armor is thinner there and because the crew's attention is much more focused on the front arc.

Maneuver Value ◆

Each vehicle has a set maneuver value by design. Negative maneuver values are for slow ponderous vehicles like battleships and large tanks. Positive maneuver values are for fast and agile vehicles like motorcycles, combat helicopters and Gears.

Target Speed ◆

An enemy platform's speed affects how easy it is to hit. Speed modifiers are determined according to the following ever-increasing scale. If the target has yet to move in the round, its last recorded movement is used to determine its modifier. On the first round of combat, assume that the vehicle has moved the maximum number of hexes for its current speed in its current terrain.

☐☐ Target Speed Modifiers

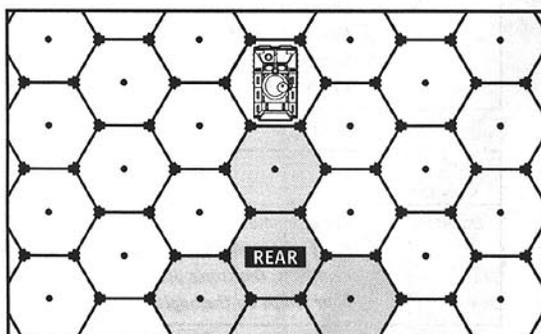
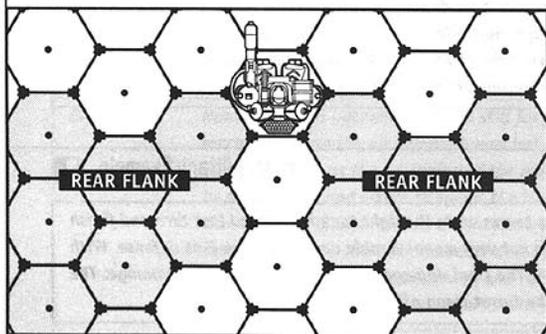
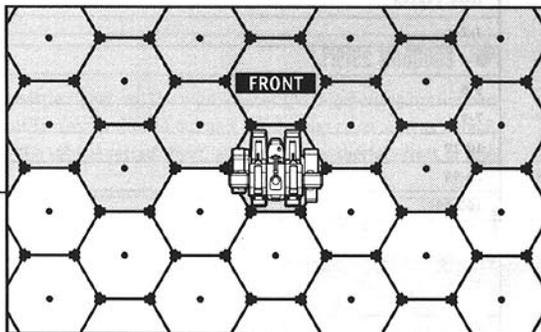
Hexes Moved	Defense Modifier
0	-3
1-2	-2
3-4	-1
5-6	+0
7-9	+1
10-19	+2
20-99	+3
100-999	+4

Defense Arc ◆

The defender's orientation, when attacked, can reduce his chances of successfully escaping the attack, either because of inattention or thinner armor. Most combat vehicles carry less armor on their back than on the front, due to unavoidable engineering concerns. More importantly, however, pilots cannot dodge attacks they cannot see coming.

☐☐ Defense Arc Modifiers

If attack is in the defender's Front	0
If attack is from defender's Rear Flank	-1
If attack is from defender's Rear	-2





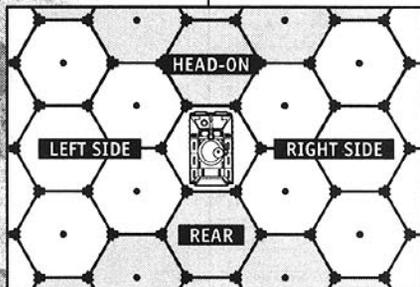
7.7.3 - Physical Attacks

There are few vehicles that can make effective physical attacks. Ground vehicles are capable of ramming, but few commanders exercise the option. With humanoid Heavy Gears, the old-fashioned close-in attacks have become common. Ramming, punching, kicking, stomping and all manner of melee weapons are being used on the battlefield when ammo runs out. All physical attacks use the attacker's Piloting Skill instead of his or her Gunnery Skill, except when a melee weapon is used.

◆ Ramming

Impact at high speeds can be devastating. Frontal collisions are almost always deadly, while impacts from either side or from the rear are slightly less dangerous. Ramming is a standard Opposed Skill roll. Unlike other attack forms, ramming inflicts damage on both the attacker and the defender.

When checking for ramming damage, impact speed is first determined based upon the direction of the incoming ram. Head on collisions add the speeds of the attacker and defender. Side impacts take the attacker's speed, and rear collisions take the difference between the two speeds.



Ramming

Ramming Direction	Impact Speed
Head On	Attacker Speed + Defender Speed
Side	Attacker Speed
Rear	Attacker Speed - Defender Speed

Once the impact speed has been established, a damage modifier is determined using the Impact Speed Table (below). This damage modifier is added to the Size of each vehicle involved in the collision to determine its actual Damage Multiplier. Each vehicle will take an amount of damage equal to the Margin of Success of the Attack multiplied by its opponent's Impact Damage Multiplier (see *Damage*, page 145). The larger the unit, the more damage it will inflict on the other unit involved in the collision.

Impact Speed Modifiers

Impact Speed	Damage Modifier
1-2	-2
3-4	-1
5-6	+0
7-9	+1
10-19	+2
20-99	+3
100-999	+4

Ramming Example

Example: Gear Alpha (Size 6) rams tank Beta (Size 12) in the side. Alpha traveled 8 hexes that round. Beta had last moved 7 hexes. Since this is a side impact, the impact speed is equal to the attacker's movement, or 8. A quick glance at the Impact Speed Table shows this to produce a +1 damage modifier. Thus, Alpha's impact Damage Multiplier is $(6 + 1 =) 7$ and Beta's impact Damage Multiplier is $(12 + 1 =) 13$. If Alpha has a Margin of Success of 2 for the ramming attack, then Alpha will take $(13 \times 2 =) 26$ in damage and Beta will take $(7 \times 2 =) 14$ in damage. Maybe Gear Alpha's pilot should reconsider this course of action!

Physical Attack Example

Example: Out of ammunition, Gear Omicron (Size 6) decides to run up to the light tank it disabled last turn and finish it off with a well-placed kick. The damaged tank is not very maneuverable and rolls a low 2 as defense. With modifiers, Omicron's pilot rolls a 6, for a MoS of 4. The final damage is $(4 \times 6 =) 24$ points of damage. The Gear jumps on the hapless tank's hull and kicks the turret clean off.



TACTICAL RULES

7

Punching ◆

An arm or an equivalent appendage is required to punch. The Gears are the most common punching vehicles, but construction machines equipped with hydraulic arms can achieve a similar effect if the latter are sturdy enough to withstand the impact (this is noted in the Perk's description on the vehicle sheet). Punch attacks require a Gunnery Skill roll (modified by the Fire Control rating) versus the defender's own Piloting (or Infantry Skill, if attacking infantry units). The Damage Multiplier of a vehicle's punch is normally equal to the rating of the punching arm, but the pilot may elect to "pull" the punch to lower the DM and thus reduce the damage.

Kicking and Stomping ◆

Kicking other vehicles and stomping infantry squads are both valid attacks for a Walker vehicle. Kick attacks require a Piloting Skill roll (modified by the Maneuver rating) versus the defender's own Piloting (or Infantry Skill, if attacking infantry units). If successful, the Margin of Success is worked out and the damage calculated as normal. The Damage Multiplier of a kick is equal to the Size of the vehicle. If the vehicle is capable of putting its full weight upon the target, the damage is doubled.

Throwing ◆

Throwing is the attack used to hurl items, such as rocks or grenades. At least one arm is required for throwing. Battle and Tool Arms may not be used to throw objects, unless they have been specifically designed to do so. They may not be used for another function, and the Battle Arm cannot pick up the projectile by itself.

The base throwing range (in meters) of the arm is equal to twice its rating. This total is reduced by the Size of the object being thrown, which is subtracted from the throwing arm's rating before doubling it. If the object being thrown is larger than half the Size of the throwing vehicle, half the rating of another arm can be added to the effort. Weapons' Sizes are equal to their Minimum Size requirement minus one.

The base range calculated above is doubled for each additional range band, as for any other weapon. When playing on a hex board, both the attacker and defender are considered to be in the middle of their respective hexes when determining the range.

When an object is thrown, a Gunnery Skill roll, modified as normal for range and movement, is made. If the modified die roll is equal or higher than the defense roll, the object thrown lands right on target. If the dice roll is failed, the shot will deviate from its intended destination by a number of meters equal to twice the Margin of Failure. One die is rolled for the direction of the deviation. When using hexes, the deviated projectile is placed in the nearest possible hex, considering the target point as the center of the target hex.

If the attack roll was Fumbled, the shot deviates as normal, but toward the throwing unit. Sometimes, a Fumble will land a projectile right on top of another unit anyway. The attack is resolved as normal if the defense roll of the new target is failed.

Melee Weapons ◆

Much like punching, attacking with various handheld weapons is a Gear battle signature. The pilot attacks the target using his Gunnery Skill, applying the Fire Control as a modifier. If successful, the Margin of Success is worked out and the damage calculated as normal. A melee weapon's Damage Multiplier is listed in the Weapon section of the vehicle record sheet, along with any special effect or rule.

Evasive Maneuvers - 7.7.4

Evasive maneuvers allow the pilot to avoid incoming attacks. An evasive maneuver counts as an action and **MUST** be declared at the beginning of the combat round (units may not "abort" to evasive maneuvers later in the round). Performing evasive actions adds a +3 bonus to all defense rolls for the combat round, but forbids the vehicle from attacking or performing ANY other action that round. Multiple "evasive actions" cannot be performed to accumulate defensive bonuses.

■ Evasive Maneuvers Example

Example: *Hunter Alpha is outnumbered and still far from safety. The pilot would very much like to use the +3 defense bonus but cannot, since he has not declared evasive actions at the beginning of the round. In the next round, he decides to play it safe and elects to spend the round dodging madly: the pilot declares evasive maneuvers. As the Hunter weaves around, enemy attacks miss repeatedly until the pilot fumbles one of his defense rolls, negating his bonus. He still manages to survive and reach some woods, where he spots a juicy target for the artillery. Unfortunately, the poor pilot is so busy throwing his machine about he cannot communicate the information back to base!*





7.7.5 - Called Shots



A gunner may elect to perform a called shot versus a specific component of a vehicle. Possible targets are Fire Control, Structure, Crew Compartments, Movement Systems, and Auxiliary Systems. These locations are represented by 1 to 5 on the Systems Damage Table (see *Damage*, page 145). Called shots take a -1 modifier on their attack. If the called shot hits, the odds of hitting the specific component are increased (see *Damage*, page 145).

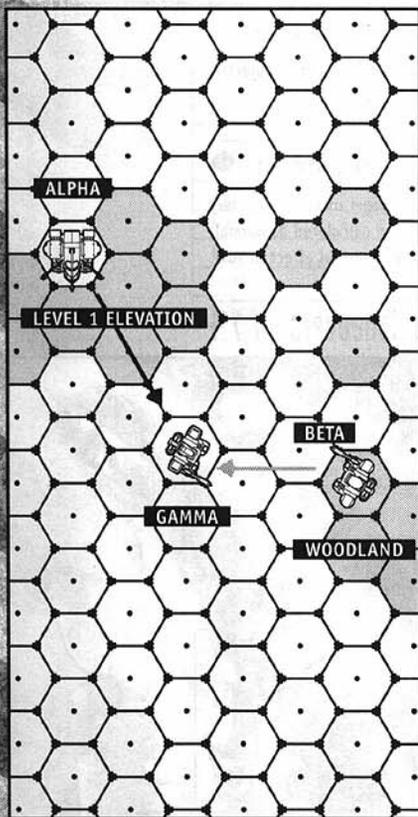
High precision shots versus tiny targets (headlights, for example) are possible. The shot must be aimed and a Margin of Success of at least 3 is required to hit. If the MoS is lower than 3 but above 0, the attack hits the targeted location but not the tiny target.

Called shots, being less likely to hit than other attacks, are usually best used for specific objectives. For example, destroying a vehicle's movement system helps to capture it, while specifically targeting the fragile antennae array of the Gear providing ECM cover to the opponent is more likely to silence it than a random hit to the structure.

Called Shot Example

Example: *Gear Alpha's pilot holds a grudge against Gear Beta's pilot and performs an aimed shot towards Beta's crew compartment. Alpha takes a -1 on his attack roll, but if he hits Beta, his odds of hitting the crew compartment are slightly increased. When Alpha's Player rolls on the Systems Damage Table, either a "3" or a "6" result will hit the crew compartment. Normally, only the "3" is a crew compartment hit — a "6" usually results in a "Roll twice on this table" result.*

7.7.6 - Indirect Fire



Indirect fire is used by artillery batteries and other vehicles that have weapons capable of indirect fire. Indirect fire is primarily used for long range fire support, though it is also useful to attack targets that are out of visual line of sight. Only weapons that are specifically designated as indirect firing weapons may use this form of attack.

To fire indirectly, an allied unit must be designated as the forward observer. The forward observer must have a valid LOS to the target. Being a forward observer takes up one action (and possibly a Communication roll to beat ECM, if any is present). However, a single forward observer can relay firing coordinates to multiple indirect fire units.

Indirect attacks can be performed over obstacles, including interfering elevation levels, because the attacks are angled over the obstructions. The attack receives the forward observer's Obscurement modifier to attack instead of his own. If the attack is successful, however, only the target hex's Obscurement counts, thus increasing the MoS. If the attack fails, the shot scatters in a random direction by a number of hexes equal to the MoF.

Indirect Fire Example

Example 1: *Vehicles Alpha and Beta are allies. Vehicle Gamma is their enemy. Alpha and Gamma cannot see each other due to an obstructing hill. However, Alpha has an indirect fire weapon. Beta has a line-of-sight with Gamma and can serve as a forward observer for Alpha. If Beta expends one action to serve as a forward observer, Alpha may fire indirectly at Gamma using the Obscurement between Beta and Gamma as his own Obscurement modifier.*

Example 2: *The total Obscurement between Beta and Gamma is 0, because only Beta's own hex has any Obscurement. Beta can then transfer the information (at the cost of one action) to Alpha, who fires with Beta's Obscurement penalty, but its own range and Accuracy modifiers. If it hits, the MoS is increased by removing all Obscurement except Gamma's own hex. If it misses, the shot scatters randomly by a distance equal to the MoF.*



Any weapon with a Rate of Fire (ROF) rating of 1 or greater is capable of burst fire. The Rate of Fire is added to the weapon's Damage Multiplier when the weapon is used against vehicles and other hard targets such as buildings and other structures. This represents the increased damage effect caused by the pounding of many projectiles upon the target's armor (remember, Silhouette's Damage Multipliers increase exponentially, not linearly). A successful burst fire attack versus infantry and other soft targets, on the other hand, adds the ROF bonus to the Margin of Success instead of the Damage Multiplier to represent the devastating effect of the multiple rounds on the unprotected target(s).

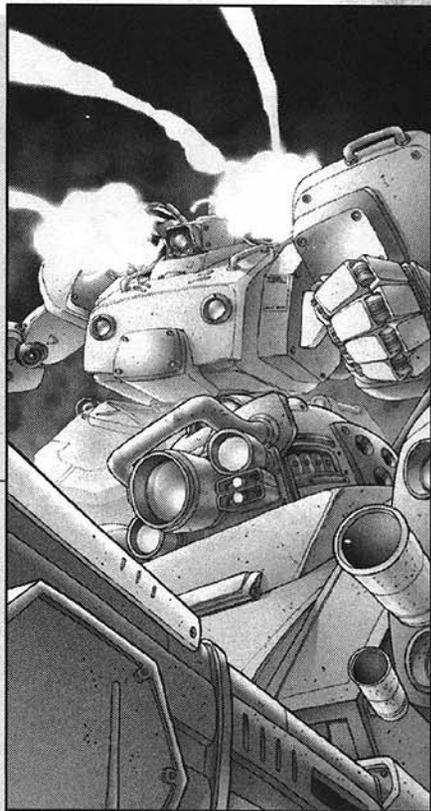
10 rounds of ammunition are expended (not entirely realistic, but much simpler game-wise) for every point of Rate of Fire bonus used in the attack. Burst fire has the effect of lowering the weapon's total effective damage for the ammo fired because many rounds will simply not connect with the target. To conserve ammunition, the attacker may elect not to use the weapon's entire ROF rating. If the ROF rating is equal to zero (by choice or by design), only one round of ammunition is expended per firing of the weapon.

Burst fire is a typical example of the effect-based rule design philosophy that permeates the Silhouette system. Rather than worry about each and every bullet or rocket sent toward the enemy, they are generalized and abstracted into a form that is easier (and faster) to use during the game.

■ Burst Fire Example

Example: *Smitty fires his 20mm autocannon at the enemy. His gun has a ROF bonus of 2. He elects to fire with the full ROF bonus, expending 20 rounds of ammunition. He hits with a Margin of Success of 2. His gun's normal Damage Multiplier is x8; since his ROF is 2, this now becomes $(8 + 2 =) 10$. The total is now 20 points of damage. Had he elected to use an ROF bonus of 1 his total damage would have been $((8 + 1) \times 2 =) 18$. He would, however, have saved himself 10 shots. Had he used his full ROF bonus of 2 against infantry, the bonus would have been applied directly to his Margin of Success. This raises his Margin of Success to 4, thereby causing $(8 \times 4 =) 32$ points of damage to the hapless infantry unit.*

Burst Fire - 7.7.7



◆ Missile ROF

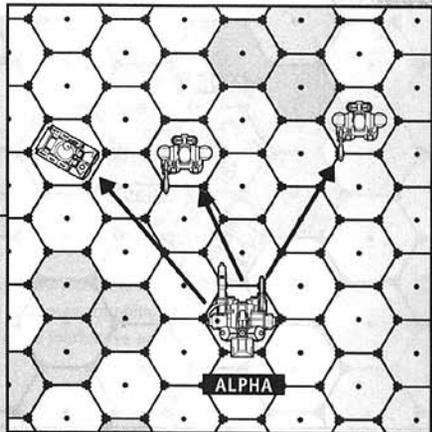
Unlike other weapons, rocket and missile launch systems do not expend 10 rounds of ammunition per point of ROF bonus used in the attack. Instead, the number of rockets or missiles used doubles for every point of ROF that is applied to an attack. Thus, an attack with ROF +1 requires 2 missiles, ROF +2 requires 4 missiles, ROF +3 requires 8 missiles, ROF +4 requires 16 missiles, and so on, doubling every time. This reduction in ammunition cost both represents the increased effectiveness of rockets and acts as a counterpoint to their vulnerability to anti-missile devices.

◆ Walking Fire

Weapons capable of burst fire can be used to attack multiple targets in a single action by walking the burst across the targets. A Player must declare that he is walking fire before any attacks are made. The Player then chooses the targets of his attack. A number of targets equal to the weapon's ROF plus one may be attacked. For each extra target, the weapon's ROF is reduced by one for damage purposes (but not for ammo expenditure). All targets must be within the weapon's firing arc. Each separate attack is rolled separately. Each individual target may not be attacked more than once per round by the same weapon (no extra attacks against one target).

◆ Walking Fire Example

Example: *Gear Alpha sprays rocket fire across three targets. Since the rocket pod has a Rate of Fire of +4, he could chose to attack up to five targets in a single attack (basic target plus four others). Since he is attacking two extra target, his effective Rate of Fire for each individual attack is +2, two points of ROF having been expended to switch target. Alpha still expends 16 rockets.*





◆ Saturation Fire



A burst fire weapon (ROF equal to or greater than +1) can be used to saturate a mapboard hex and automatically attack anyone entering it. The weapon is put on full automatic fire and ammunition is emptied liberally in the target zone, filling the air with a virtual wall of projectiles. Every unit that is in the target hex or enters the hex later in the combat round suffers an attack automatically, regardless of speed, maneuver or allegiance.

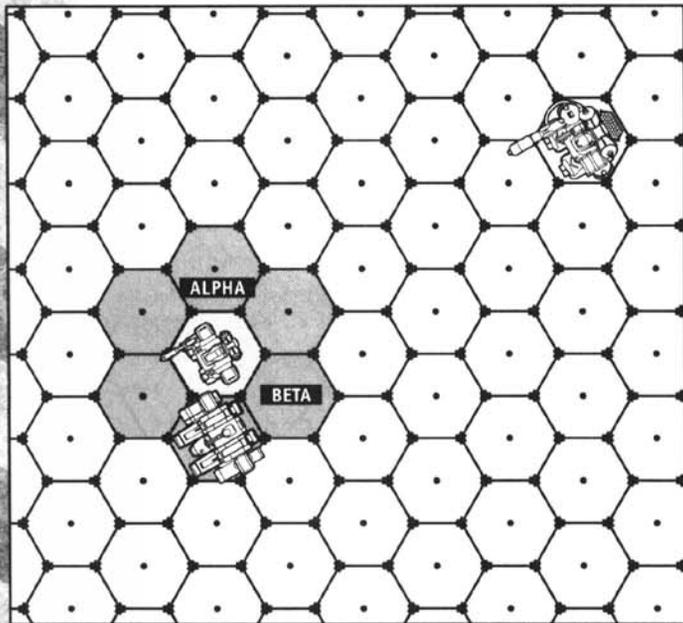
To perform saturation fire, the attacker chooses a hex. He then rolls his attack normally except that half the weapon's ROF (rounded down) is added to his total. The ROF is not used to increase the Damage Multiplier or Margin of Success of the attack. After rolling, the attacker records the total attack roll. Any unit in the hex, or that enters the hex later in the combat round, must surpass this number or be damaged by the saturation fire. The Margin of Failure of the defender is treated as the Margin of Success in a normal attack (i.e. total damage = Margin of Failure x Damage Multiplier of weapon). There are two limitations to this type of fire: the saturation zone cannot be further than the Medium range of the weapon, and the weapon uses 30 shots of ammunition (or 8 rockets) per ROF point used in the attack. If the weapon does not have this much ammo left, the result still stands (although the ammo magazine is emptied). A least 10 rounds of ammunition (or 4 rockets) are required to saturate a hex.

Saturation Fire Example

Example:

Smitty, our ever vigilant autocannon fiend, decides to saturate a certain hex using all of his autocannon's ROF of +2. Smitty empties his massive clip into the tiny 50-meter hex. His attack roll turns up a 7. Smitty adds 1 (half his ROF bonus) to the total, bringing it to 8. Any unit presently in that hex, or that enters that hex later in the round, must immediately roll a normal defensive roll versus a Threshold of 8 (Smitty's attack roll). If one of these defenders failed the roll, he would be treated as if he had received a successful attack from Smitty's autocannon. The poor schmoe's Margin of Failure would be multiplied by the autocannon's Damage Multiplier of 8. It is a pity that Smitty is now out of ammo, but then again, his opponents are likely to get shredded to itty, bitty pieces.

7.7.8 - Area Effect Weapons



Area effect weapons damage everything in their radius, irrespective of friend or foe. These weapons are rated in Area Effect (AE), followed by the radius (in hexes) of their blast area. An AE of radius 0 means that only the target hex is affected (anything present in the target hex must defend against the attack). A single attack roll is made, while each and every vehicle and squad (allies included) in the affected area roll their defense against this value separately. Even if the blast is completely defended against (e. g. Margin of Success equal to 0), any unit in the blast zone still takes half the explosion's Damage Multiplier in concussion damage.

Area Effect Example

Example:

An area effect weapon (AE1, DM x30) is fired at Gear Alpha (Armor 15/30/45). Both Alpha and strider Beta nearby are affected since the blast is AE1. The attack roll is low — a mere 3. The Gear rolls a 6 and the strider a 3 (after modifiers). Still, both take 15 points of damage (half the weapon's Damage Multiplier). The strider shrugs off the damage, but the Gear suffers a Light Damage.



DAMAGE - 7.8

The Armor rating of a vehicle represents the toughness of its best armored location. Aiming for the weaker points of the structure thus increase the chances of damaging the unit. A weapon's damage increases with the Margin of Success of its attack, since weapon damage is rated as a multiplier to the Margin of Success. Thus the better the marksman, the greater the damage.

•**Total Damage = Margin of Success x Damage Multiplier**

This final damage is compared to the Base Armor of the target platform. The following table lists the possible outcomes. Only the most severe effect applies. For example, if a vehicle suffers Heavy Damage because it took damage exceeding twice its Base Armor value, it does not suffer Light Damage even though it obviously took damage in excess of its Base Armor rating.

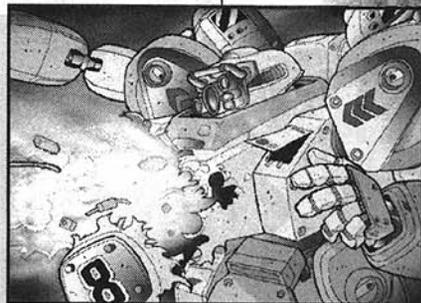
Damage versus Armor

Damage versus Armor	Outcome	What to Do
Damage smaller than Armor	No Effect	Nothing; Damage bounces off
Damage greater or equal to Armor but lower than 2 x Armor	Light Damage -1 to Armor Rating; roll on Systems Damage Table, Light	
Damage greater or equal to 2 x Armor but lower than 3 x Armor	Heavy Damage -2 to Armor Rating; roll on Systems Damage Table, Heavy	
Damage greater or equal to 3 x Armor	Overkill	Vehicle Destroyed; remove counter

Armor = Vehicle Base Armor

Vehicle Damage Example

Example: Gear Alpha fires his bazooka at tank Beta. Alpha's modified attack roll is 7. Beta's modified defense roll is 4. Alpha hits with a Margin of Success of 3. If Gear Alpha's bazooka has a Damage Multiplier of x20, his total damage is (3 x 20 =) 60. Tank Beta has a Base Armor value of 25. Since 60 is over double that value but not triple it, the tank takes Heavy Damage. A roll on the Systems Damage table produces a 2: Structural Damage. This requires a roll on the Structural Damage Subtable B, and this die roll is a 4. One is added to the result, as directed in the previous table. This brings the total to 5: Power Transfer Failure/No Movement. The tank can no longer move, probably because of extensive damage to its treads or gearboxes. It also loses two points of Armor.



Systems Damage - 7.8.1

The attacker rolls 1d6 to find the location of the hit. When multiple possibilities exist for exactly which vehicle component is damaged, such as when a weapon is damaged, a single die is rolled. If the result is an odd number, the defender chooses which system is damaged. If the result is an even number, the attacker chooses which system is damaged. For example, a defender might receive a "-1 to Single Weapon" damage effect. If this defender has more than one weapon, a die is rolled. If the number is odd, the defender will probably choose to penalize his most feeble weapon ("we lose more vibroknives that way"). If the number is even, the attacker will most likely opt to damage the defender's main weapon.

If the damage table indicates damage to a system that is not present on the vehicle (or that has already been totaled), the vehicle takes no further damage beyond the loss of Armor points. A vehicle is not destroyed until it is either down to zero Armor point or the damage table result indicates that it is destroyed.

Structure ◆

Structure hits damage the vehicle's frame and structural integrity. The hull and other components are twisted out of shape or ripped apart, causing further damage to the mechanisms within. Most Structure hits are fairly straightforward: loss of Movement Points are applied to one Movement Type, while Maneuver losses affect the vehicle as a whole.

Power Transfer Failure hits destroy the vehicle's transmission, effectively putting all movement systems out of service. It is still possible to fire weaponry, though. Catastrophic Crew Compartment Failure is just that: the vehicle's structure collapses, trapping the crew between the very armor plates that were supposed to protect them. The Reinforced Crew Compartment Perk is ineffective against this, but the Reinforced Structure Perk will absorb the hit as normal.



◆ Crew



“Crew Stunned” results means one action is lost. If the actions were already taken that round, the crew must buy off the loss on the following or subsequent turns, until all the action losses are canceled by normal or extra declared actions. Command points may be used to pay the action debt. A hit can be placed on the game sheet as a reminder of action owed.

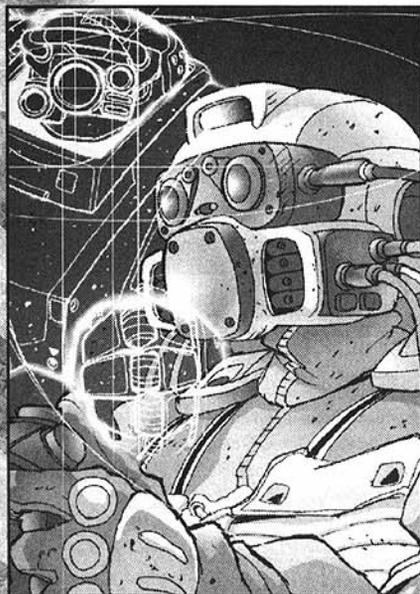
Crewmen who become casualties are automatically useless for the remainder of the combat. They are not necessarily dead, but they are unconscious, pinned, wounded or otherwise unable to fight. After the combat, roll one die for each casualty. If the result is 3 or less, the crewman is dead. If the result is 4 or more, the crewman was only wounded and may be used in later scenarios of a campaign. For vehicles with large crews (e. g. warships), simply assume that half of the casualties were fatalities and that half were wounded. See also the notes on page 118 for PCs as vehicle crewmen.

The Crew result on the System Damage Table is also used to determine damage among the vehicle’s passengers, if any are aboard. One die is rolled to determine whether the crew or the passengers take the hit. Damage is then applied as normal. Passengers cannot normally replace lost crew, though allowances can be made for this in a scenario.

◆ Movement

Any penalty to the speed of the vehicle is applied to Top Speed first; the Combat Speed is then recalculated as needed. If the Movement Systems are totalled, either through successive minuses or heavy damage, the vehicle’s defense rolls are equal to zero from now on.

◆ Auxiliary Systems



Auxiliary systems include Sensors, Communications and any Perks which are labeled as auxiliary systems (e. g. life support, ejection seats). If any turret is present, it is counted as an Auxiliary system and may be disabled like the rest (turrets are not affected by “-1” results). A disabled turret is frozen in place and any weapon mounted in it becomes fixed in the arc where it was last fired.

If a vehicle’s sensors or fire control are utterly destroyed, the vehicle may still perform actions that require these systems, but it suffers a -5 modifier. If a vehicle’s communications system is destroyed, the vehicle may not be used as a forward observer for indirect fire and may not talk to other units.

Damaged AUX Perks have a -1 to any roll involving those particular systems (for example, -1 on any Sensor roll with Aquatic Sensors), or a 20% loss in efficiency (on systems like mining equipment). Any system that reaches -5 (100% efficiency loss) is considered destroyed.

System Damage Example

Example:

In the middle of a furious firefight, Gear Theta is hit by a light autocannon. The MoS is equal to 4. The 32 points of the attack cause a Heavy Damage result. Rolling one die, we get a 1 (Fire Control). Rolling on Subtable A, we get a 3, plus 1 for Heavy Damage. The result is “Single Weapon Destroyed.” Gear Theta’s Player must now roll 1d6 to determine which weapon is destroyed. The result (a “5”) indicates that he can choose which one he loses, probably the smaller one. Had the number been even, his opponent would have made that choice for him.

Systems Damage Table

Die Roll	Damaged System	Light Damage	Heavy Damage
1	Fire Control	Roll on Subtable A	Roll on Subtable A and add +1
2	Structure	Roll on Subtable B	Roll on Subtable B and add +1
3	Crew	Crew stunned (-1 action for 1 round)	10% casualties, min. 1
4	Movement	-1 MP	1/2 remaining MP (round down) & -2 Maneuver
5	Auxiliary Systems	-1 to 1d6 Auxiliary Systems	1d6 Auxiliary System destroyed
6	Roll Twice on this table*	-	-

* If the attack was a called shot, the attacker hits his target location (as effects 1 to 5 on table, depending on target).

**Subtable A: Fire Control Damage**

Die Roll	Effect
1	-1 to a single Weapon
2	-2 to a single Weapon
3	-1 to all Weapons
4	Single Weapon destroyed
5	Fire Control system destroyed (-5 to attacks)
6	Roll Twice on this table
7	Ammunition/Fuel Hit (roll 1d6)
1-3	Ammo Storage and Fuel Tank Ruptured (vehicle cannot move or fire weapons)
4-6	Chain Reaction! Ammo and Fuel Explodes! (Vehicle Destroyed and Crew Killed)

Subtable B: Structural Damage

Die Roll	Effect
1	-1 MP
2	1/2 remaining MPs (round down)
3	-1 to Maneuver
4	-2 to Maneuver
5	Power Transfer Failure; no movement
6	Catastrophic crew compartment failure, 75% casualties, min. 1
7	Complete structural failure; vehicle is destroyed; crew survives.

Damage to Armor - 7.8.2

Armor loses its effectiveness when damaged due to cracking and structural fatigue. When a vehicle receives Light Damage, it loses 1 point of Base Armor permanently in addition to the normal effect. Heavy Damage causes a vehicle to lose 2 points of Base Armor permanently, in addition to the normal effect. Each point of Base Armor that is lost reduces the amount needed to inflict Heavy Damage by 2 and the amount need to produce Overkill by 3.

Even if the vehicle has specialized armor-related Perks, damage is always taken off the base Armor rating. This is mostly done to simplify bookkeeping and keep the game moving along, though Players are certainly welcome to remove points on the Perks if they prefer.

Armor Loss

Example: *Gear Alpha has 15 points of Base Armor (15/30/45). It receives 24 points of damage in one attack, enough to cause Light Damage. The armor thus drops by one point and becomes (14/28/42). It then receives 28 points of damage. Normally, this would cause Light Damage, but because of the previous hit lowering the armor, it now causes Heavy Damage. The armor drops by two points, becoming (12/24/36). Any future hit of 36 points or more will kill the Gear.*

**Damage to Arms - 7.8.3**

Arms (whether Battle, Tool or Manipulator) are normally part of the vehicle's basic chassis but may be considered weapons for damage purposes. If no other weapon systems is carried by the machine, the arm are automatically affected on "Weapon" hits. If other weapon systems are present, the damage is randomized following the usual procedure. Any damage to the arm is also applied to the weapon being carried in that arm. Handheld weapons are usually specified in the design; if not, the weapons are not affected.

Penalties caused by damage are applied equally to all functions of the arm: hand-held weapon fire, punching, manipulation, etc. If an arm's cumulative penalties ever reach a total of -5, the arm is put out of commission and cannot be used anymore. If the penalties drop to -6 or lower, the arm is completely destroyed and blown off the hull.



7.8.4 - Ejection and Evacuation

When a platform suffers an Overkill result, there is a slim chance that the crewman will escape unharmed (roll 6 on one die). The chance of escape improves on vehicle designs that have an ejection mechanism built into the cockpit.

The crew rolls a single die. On a result of 1 or 2, the ejection system does not respond in time and he dies. On a 3 or more, he ejects, landing in the same map area. In a roleplaying environment, the Gamemaster may opt to disregard this rule for PCs, letting them eject successfully at all times. A Player can also voluntarily eject a crewmember from a vehicle equipped with an ejection system. This requires one action.

7.9 - INFANTRY RULES

Machines are expensive and require maintenance, but humans need only food and motivation to participate in a battle. Consequently, foot soldiers still form a large percentage of the fighting forces in the 62nd century.

7.9.1 - Infantry Record Sheet

Each infantry squad has an appropriate record sheet that details the necessary statistics for game play. These sheets are used to tally the damage and record other important information.

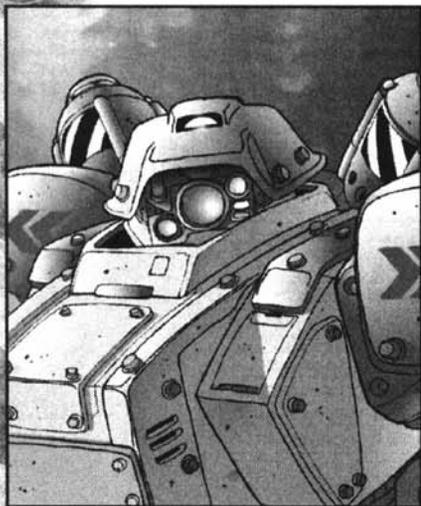
The name of the infantry squad should be entered here. Naming a squad can be as elaborate as listing the unit's regiment, battalion, company, platoon and squad designation or as simple as a number (i. e. squad #1).

◆ Quality

There are five levels of infantry quality. The level of quality determines the stamina and Skill of the squad's members. Stamina is a measure of how much physical punishment each trooper can endure. Unlike vehicle crews, infantry are assigned one generic Skill to keep the game simple. This Skill serves for attack, defense and other action tests.

		Infantry Quality
Quality Level	Stamina	Skill
Rookie	3	1
Qualified	3	2
Veteran	4	3
Elite	4	4
Legendary	5	5

◆ Armor



Many infantry squads wear some type of body armor for protection against light weapon fire and shrapnel. There are three primary forms of body armor available to infantry: light flak, heavy flak and "turtleshell," each offering an increasing amount of protection. Tougher armor, however, is restrictive and heavier, slowing down the trooper wearing it; this is simulated by Encumbrance points. Each point of Encumbrance results in a -1 modifier on all rolls made by the squad. Only one type of armor may be worn by a trooper at any one time. Infantry Armor values are not comparable to vehicle Armor values.

Light flak consists of thin bulletproof clothing resembling normal combat fatigues with padding. It provides 2 points of armor and does not cause encumbrance. This is the favorite choice of untrained civilians who wish to have a minimum of protection without hampering their movements.

Heavy flak is a bulky suit of flexible body armor worn over normal fatigues. It provides 4 points of armor and produces one point of Encumbrance when worn by Rookie or Qualified troops. Troops of Veteran or better quality do not suffer encumbrance effects while wearing heavy flak.

"Turtleshell" is the nickname for full suits of antiballistic polymer plates. It provides 6 points of armor and produces two points of encumbrance when worn by Rookie or Qualified troops, or one point of encumbrance when worn by Veteran troops. Elite and Legendary troops do not suffer encumbrance effects while wearing turtleshell.



Weapons ◆

Infantry units carry two types of weapons: standard weapons and heavy weapons. Standard weapons are usually some form of rifle. A few troopers (usually 2) in a squad carry a heavy weapon to deal with tougher opponents. Refer to the Infantry Weapons Table to obtain the statistics of particular weapons. Note that the infantry squad record sheet has no place to record ammunition. This is intentional. Infantry squads are assumed to carry enough ammunition to last them through a battle. While this is not always true in real life, it does dramatically reduce the paperwork for Players with infantry units.

☐ Infantry Weapon

Weapons	Accuracy	Damage	Range	ROF
7mm Rifle	0	x2	1/2/4/8	0
7mm Assault Rifle	0	x2	1/2/4/8	1
9mm Heavy Rifle	0	x3	1/2/4/8	0
15mm Sniper Rifle	+1	x4	2/4/8/16	0
Heavy Weapons	Accuracy	Damage	Range	ROF
9mm Lt. Machine gun	0	x3	2/4/8/16	2
9mm Chaingun	0	x3	1/2/4/8	4
24mm Anti-HG Rifle	+1	x7	3/6/12/24	0
37mm Grenade Rifle	0	x8	1/2/4/8	0
50mm Rocket Launcher	0	x14	1/2/4/8	0
62mm Light Mortar	-1	x12	3*/6/12/24	0
Sniper Laser Rifle	+1	x4	4/8/16/32	0

* Cannot fire at range 2 or less.

The infantry sheet is composed of three columns which represent the ten squad members. The first column (#) lists the members numerically. Circle one of these ten numbers to indicate your squad leader. If he is killed, the squad's leadership Skill rating drops to 1 (all other Skill rolls are unchanged). It is these trooper numbers that the Infantry Hit Location table (see page 151) refers to.

The Weapon column reads "Std/Hvy." This refers to standard weapons (Std) and heavy weapons (Hvy). Circle the type of weapon each particular trooper carries.

The third column is composed of eleven boxes. Each box represents one damage point. Each trooper can take a number of damage points equal to his stamina plus his armor rating. Cross out the extra boxes for each trooper. When the infantry squad takes damage, cross out one of these boxes for each point of damage the unit takes.

☐ Infantry Squad Examples

Example 1: Infantry squad Alpha is a Veteran squad (Stamina 4) wearing heavy flak armor (Armor 4). Two of the squad members are heavy weapons troopers. The Player chooses trooper number 4 as his leader and circles his number in the first column. He chooses troopers 2 and 8 as his heavy weapons specialists and circles the "Hvy" in their second column. The other eight squadmembers, including the leader, have "Std" circled. Lastly, the Player crosses out the last three boxes of each trooper, leaving 8 damage points for each member of the squad.

Example 2: Infantry Squad Beta is composed of green recruits, who, because of an administrative mishap, have been outfitted with the finest equipment. The troopers have a stamina of 3 and are wearing turtleshells (armor 6). There are only eight men in the unit, but three of them are heavy weapon soldiers (#1, 3, 7 have "Hvy" circled on the sheet). The leader will be #4 (his number is circled). Two damage boxes are crossed out for each trooper, leaving 9 points for each of them. Unfortunately, the heavy armor will cause a penalty of -2 on all attack rolls made by the inexperienced squad.

Squad Damage Track ◆





7.9.2 - Movement

Infantry squads on foot receive 2 Movement Points per round. Infantry units do not have Top Speeds, and always move at Combat Speed. They use the Walker terrain movement costs, but it never costs infantry more than 2 MPs to travel through one hex (in short, they can always move at least one hex per round). There is one exception to this, however: elevation changes. While the squads are assumed to be equipped with all the latest climbing gear, they can only go down the cliffs, not up — climbing is too time-consuming for a combat environment. Furthermore, it would make infantry prone and helpless, something nobody wants during combat. No more than two elevation changes are possible per hex traveled.

◆ Optional Movement Options

Some specialized infantry squads have modes of transportation other than walking. Some rapid deployment teams are equipped with jetpacks or tiny unarmed all-terrain vehicles (dirt bikes and the like). Jetpack units have 6 MPs and use the same movement costs as Hover vehicles. Squads with light ATVs have 8 MPs and use the same movement costs as Ground vehicles.

7.9.3 - Sensors

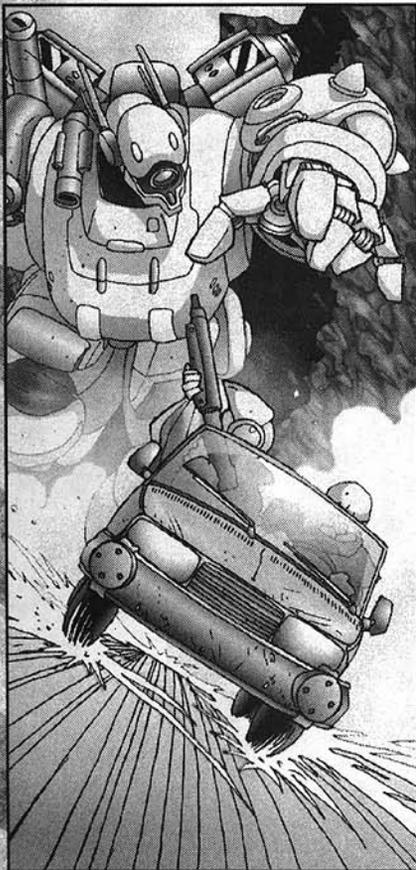
Most infantry squads are not equipped with special sensors. They have a camera and communication suite mounted within their helmet to relay information to other members of the combat group. When used with the goggles' Head-Up Display, these can be used to receive limited sensor information. Infantry have Detection values of 4 during the day and 2 at night, with a range of 1 km. Infantry can be equipped with night vision equipment, giving them a Detection value of 4 at night. They are assumed to have small personal communicators that are sufficient to allow them to coordinate their actions with the rest of their teammates. If tested, these communicators are assumed to have a range of ten kilometers and a Communication rating of -2.

7.9.4 - Infantry Actions

Infantry units have one action per squad, which is normally used to attack. When an infantry unit goes on the offensive, it gets one attack per gun type at the cost of a single action. All attacks use the unit's Infantry Skill (with modifiers). Weapons of the same type must attack the same target.

Massed attacks of infantry squads also have a special ROF bonus. If two or more troopers are using a certain weapon, the value listed in the table below is added to the weapon's Rate of Fire. Infantry weapon ROF otherwise works as for vehicles (see *Burst Fire*, page 143), with the same options.

Even if the entire squad is equipped with disparate weaponry (more than two types of weapons), the squad can attack two different targets at the most. Infantry units can use their weapons' ROF for burst fire, walking fire or even saturation fire.



Infantry ROF Bonus

Min. Number of Troopers w/Weapon	ROF bonus
1	0
2	+1
4	+2
8	+3

Infantry Attack Examples

Example 1: *Infantry squad Alpha has 9 members, 5 of which are armed with 9 mm machineguns (MGs) while the remaining 4 carry 37 mm grenade rifles. One attack will be made with the MGs (ROF 2), and another with the grenade rifles (ROF 0). If the MGs succeed, they cause a x7 attack (x3, +2 ROF, +2 number of troopers bonus), while the grenade rifles are at x10 (x8 +2).*

Example 2: *The same squad has taken some casualties. Only two troopers with MGs remain. They attack, gaining a measly +1 bonus because there are only two of them firing. They elect to put two points of ROF into boosting the damage and one point to allow them to walk their fire across a second target. The result is two x5 attacks aimed at two different targets.*



Attacks versus Infantry - 7.9.5

Due to their small sizes, dispersed formation and uncanny ability to take advantage of any available cover, infantry do not suffer any defense modifiers for their slow movement: their movement modifier is always 0. In addition, a -2 modifier is applied to any unit other than other infantry squads attempting to target them. Some vehicles are equipped with specialized anti-infantry weapons which ignore the -2 modifier due to their special targeting systems or method of attack.

If an infantry squad is hit, the total damage points are calculated normally. The exceptions to this rule are burst fire weapons, which add their ROF bonus to their Margin of Success instead of to the Damage Multiplier (see page 143). The damage, however, is applied somewhat differently.

Infantry units do not suffer damage like vehicles. Instead, each point of damage is removed from the squad on a one-to-one basis. When the squad takes damage, the attacker rolls one die using the Infantry Hit Location Table below to see where in the unit his attack hit. The table indicates which trooper is the first one to take damage. If the trooper runs out of damage points, he is considered a casualty and the remaining damage points are applied to the next trooper either up or down the list (depending on the die result), and so on. If damage remains to be allotted up past trooper #10 or down past trooper #10, the damage loops around to the other end of the damage track (i. e. to #10 or #1, respectively).

A trooper is not considered to be a casualty until his entire damage track is crossed out. The debilitating effects of injuries are ignored for convenience — the troopers are equipped with emergency first aid packs with stimulants. As for casualties in vehicle crew, a trooper with zero points remaining is not necessarily dead — but he is unconscious, wounded or otherwise unable to keep on fighting. The ROF bonuses from mass attacks with infantry weapons is reduced if casualties drop the number of squad members with a particular weapon below the 2, 4, or 8-member levels (see table on the previous page).

■ Infantry Damage Examples

Example 1: *Infantry squad Bravo has 2 heavy weapons troopers, #3 and #8. The leader is #9. Each trooper has 6 damage points. An autocannon burst chews into squad Bravo for 32 points of damage. A roll on the Infantry Hit Location table turns up a 3. #5 is the first in line for damage and the damage will work its way down the damage track. The first 6 points drop #5. The next 6 points drop #6. The 6 points after that make #7 a casualty. The fourth 6-point group eliminates #8, the heavy gunner. The fifth 6-point group drops #9, the squad leader. #10 takes 2 points of damage but is still up and functional. The unit is now down to one heavy gunner (massed attack ROF bonus drops from +1 to 0) and 4 standard weapon troopers (massed attack ROF bonus drops from +3 to +2). In addition, the unit is now leaderless (Leadership Skill of unit drops to 1).*

Example 2: *A second attack, doing 20 points of damage hits the unit. The Infantry Hit Location roll is a 6 (start at #10 and work up). #10 loses his remaining 4 points. Since #9 through #5 are down, #4 is the next to absorb damage. #4 and #3 both take 6 points of damage and are eliminated. #2 takes 4 points but is still active. Bravo squad is in sorry shape with only two standard weapon troopers (#1 and 2), no heavy weapons specialists and no leader.*

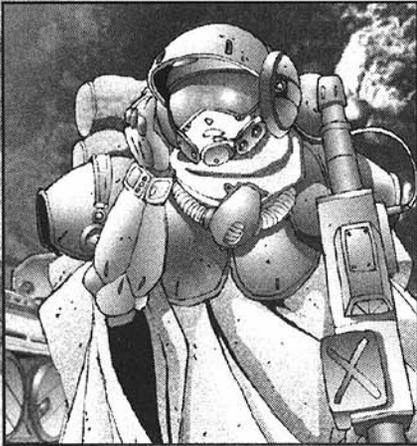


■ Infantry Hit Location

Die Roll	Start at Trooper #	Direction
1	1	down
2	3	down
3	5	down
4	6	up
5	8	up
6	10	up



◆ Area Effect Weapons versus Infantry



Infantry units are very vulnerable to area effect weapons designed to be used against them. These weapons typically bounce right up before exploding and showering the landscape under them with thousands of sharp fragments moving extremely fast. This negates most of the cover that is available to infantry units and cause devastating injuries. The anti-personnel grenade launchers that are mounted on Gears and tanks work on the above principle, releasing dozens of micro-bomblets above their targets.

When a weapon with both the Anti-Infantry and an Area Effect hits an hex that contains an infantry unit, the damage is inflicted upon each trooper instead of working its way through the squad.

Area Effect Versus Infantry Example

Example: *Each trooper in infantry squad Bravo has 7 damage points. An anti-personnel area effect attack hits their hex, doing 6 points of damage. All the troopers lose 6 points from their damage track, leaving each one with a single damage point left. If the area attack had done 7 or more points, the entire squad would have been wiped out.*

7.9.6 - Infantry Threat Value



Infantry squads are easy to generate. Choose the Skill rating, armor, equipment and weapons, then calculate the Threat rating according to the following formula.

Individual Infantryman Threat = square root ((infantryman's Damage Points)² × Weapon Damage)

The individual Threat Rating of all infantrymen is added up, then modified according to their Skill level (see the table below). Infantry has a single generic Skill, which is equal to the rating listed in the parentheses. Infantry squads equipped with either jetpacks or All-Terrain Vehicles double their final Threat Value.

Infantry Multiplier To Threat Value

Skill Level	Threat Multiplier (Skill)
Rookie (1)	0.25
Qualified (2)	1
Veteran (3)	2.25
Elite (4)	4
Legendary (5)	6.25
Legendary (6)	9
Legendary (7)	12.25
Legendary (8)	16

◆ A Note on Infantry Equipment and Cost

All modern infantry squads are equipped with a minimum of equipment in order to do their job. For example, they all wear protective polarized goggles as standard — with the number of targeting lasers out there, there is little choice if you want to avoid ending up blind. Night vision equipment is only issued if night combat is expected. Infantry personnel also have personal communicators to stay in touch with one another. The relatively low cost of this equipment, when compared to the cost of a vehicle, does not justify their inclusion in the Threat Value formula above.

Jetpacks and ATVs are definitely worth something, however. Inquisitive minds will have noted that the jetpack is not included in the equipment list — this was done on purpose. It is a heavy and cumbersome piece of equipment which requires constant maintenance and complex Skills to use, making it a restricted specialist item only.

The ATVs are Size 1 ground vehicles. A complete design is not supplied in order to reduce the bookkeeping of a typical game (do you really want to keep track of ten bikes per hex?) A typical infantry ATV is Size 1 or 2, has a Top Speed of 16 Ground MP, an Armor of 2 or 3, can carry one man, has a Maneuver of +1 and a Deployment Range of 200 km. It has no radio, no mounted sensor and no provision for mounted weaponry. The **Tactical Field Support** sourcebook contains a few examples of light infantry vehicles.



Threat Values and Their Use - 7.10

The hardest part in establishing a tactical scenario is making sure that the two sides are more or less equal. Of course, in real life, combat is rarely fair, but Heavy Gear is a game — unfair combat would rapidly become very frustrating for the Players. Threat values are a numeric measure of a combat unit's various abilities and can be used to make sure the forces are well matched.

What is the Threat Value? - 7.10.1

Threat values are a measure of a vehicle's strengths and weaknesses. All combat units, including infantry and defensive installations, are rated according to a Threat Value (TV). The higher the number, the more powerful/costly the unit is. Scenarios can be balanced easily by allocating an equal amount of points to each force, points which are then used to purchase vehicles by their Threat Value. The Threat Value can be found on every vehicle data sheet.

A vehicle's Threat Value is broken down into three separate sub-categories: Offensive, Defensive and Miscellaneous Scores. The Offensive Score represents the unit's weapons and general ability to inflict damage. The Defensive Score covers anything that can help a unit survive in combat: speed, maneuverability and armor. Finally, the Miscellaneous Score covers any special abilities the vehicle might have: electronic countermeasures, troop transport capacity and so on. Infantry units are the exception to the rule and do not break down their TV into three Scores like vehicles do.

Threat Values and Miniatures

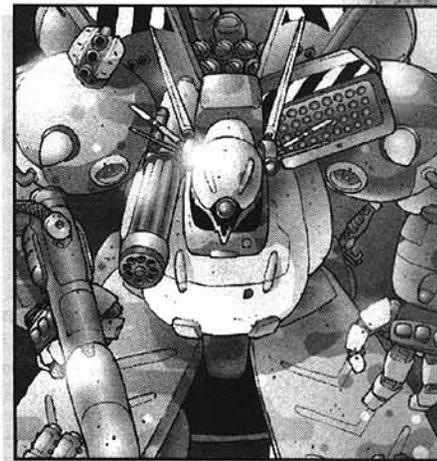
The official Heavy Gear miniatures represent official vehicles found in the game. The rules for converting the tactical rules to tabletop combat are found on page 160, but the miniatures can also be used to represent units on a standard hex map sheet since their bases are hexagonal and fit most available hex maps.

Miniatures are also available in ready-made, pre-calculated, boxed squads, typical of the force the squad is supposed to come from. These squads come complete with organization charts, suggested paint schemes, insignias and unit histories. Weapons and equipment packages are in the planning stage and will include spare parts to customize the miniatures and create new variants to better suit the Players' needs and tastes.

Balancing One-on-One Combat - 7.10.2

One-on-one combat is the simplest in terms of raw play balance. The two units should have roughly equivalent Threat ratings in both Offensive and Defensive scores. It is evident that an armed-to-the-teeth Grizzly with an Offensive Score of 2174.8 will make (very) short work of a small Iguana (Defensive Score: 472.4) in straight, head-to-head combat. On the other hand, a Jaguar and a Black Mamba have roughly equivalent Offensive and Defensive Scores and make good opponents. As a rule of thumb, the difference between the respective TVs of the two units should not exceed 10% if combat is to occur on open ground with little terrain features and no mission objective or victory conditions (see the scenario generator in Chapter 8). The Iguana pilot in the example above has to be an ace or pretty sneaky to get through the fight on top!

The Miscellaneous Score generally interferes very little in one-on-one fights (or duels, as the Terranovans prefer to call them), since the special abilities covered by this sub-category are rarely used in this kind of battle. After all, ECM systems and target designators are somewhat useless if there is no allied units around. Terrain and victory conditions can influence combat, making this score more important when using cluttered terrain. In the above example, the Iguana will stand a much better chance of survival (and perhaps even winning) if it uses its ECM system to camouflage itself in forests or swamps, so that it can snipe away at the heavier machine pursuing it. In general, the more complex the scenario and the terrain, the more accurate the Threat Value becomes.



Balancing Mass Combat - 7.10.3

Mass combat allows each unit to use its natural abilities to the maximum — troop carriers can ferry infantry, target designators can call in support fire, and so on. Because of this, a vehicle's Threat Value is a valid representation of the general combat efficiency of the vehicle. In fact, the more units on the table and the more complex the scenario, the more accurate the Threat Values become.

Each side should agree on a point total and buy their forces with it. The table on page 169 shows a few suggested point totals according to the type of battle you wish to fight. It is also a lot more interesting to develop a scenario for the battle, rather than just bash each other's forces into spare parts. Chapter 8 contains plenty of hints and tips to do just that, including a series of tables that can generate the skeleton of a scenario, from the basic objectives to the secondary plot points.



7.11 - OPTIONAL TACTICAL RULES

The following are optional rules designed to provide additional environments and tactics for the Tactical System. They are a little more complex than the basic game but not overly so, and generally consist only of an additional die roll or some extra bookkeeping. The additional tactical rules include material such as naval movement/combat and urban environments, which were placed here because they are not required to fight most battles on Terra Nova. The rest covers some uncommon situations that may be happen in the course of a given scenario. These optional rules may be used if (and only if) all of the Players agree to use them before the game. Aerial tactical rules are not included because they would require too much space. They are available in the **Tactical Air Support**, however.

7.11.1 - Aquatic Movement

Naval vessels, submarines and amphibious vehicles (ground vehicles and walkers) are able to travel in water hexes. Naval vessels and submarines must expend 1 MP per water hex. Amphibious vehicles pay the water hex MP cost for their movement type (2 for walkers, 3 for ground vehicles).

Aquatic movement normally occurs on the surface of the water. Certain unusual walkers or ground vehicles are sealed against underwater environments (i.e. the Hostile Environment Protection: Underwater Perk), but lack the ability to float (i.e. the Amphibious perk). These "bottom-crawlers" pay the normal Water hex movement costs and must pay for any elevation changes if they enter Deep Water hexes (see below). Only "bottom-crawlers" gain the Obscurement effects of Water hexes.

◆ Sinking

Any aquatic vehicle that suffers a Heavy Damage result must roll one die. On a roll of 2 or less, the vehicle begins to sink. It immediately suffers a -1 maneuverability result and will flood and sink (i.e. be destroyed) in a number of rounds equal to the roll of one die. Even "bottom-crawlers" must test for sinking. They would not actually sink, but would instead flood. A vehicle which suffers an Overkill result will automatically flood.

◆ Deep Water and Submarines

An optional terrain type called Deep Water exists. This terrain type is used to describe water with a depth of approximately 10 meters or more. Deep water may have elevation changes to indicate the depth of the river/lake. Vehicles with the Submarine movement mode may rise or descend elevation levels in Deep Water at a cost of 2 MPs per level of elevation change.



Deep Water Terrain

MP costs:	as Water
Obscurement:	4*

*Only affects normal sensors. Vehicles with the Aquatic Sensors Perk do not suffer any Obscurement effects from Water or Deep Water terrain.

◆ Underwater Combat

Only torpedoes and bombs (usually called depth charges when used underwater) are effective underwater weapons. Projectile weapons jam due to water resistance. As projectiles attempt to leave the barrel, missiles, rockets and bazookas cannot ignite their propellants. The concentrated blasts of energy weapons diffuse quickly in water, turning it into rapidly expanding steam and most often harming the attacker far more than the intended target.

Any non-submarine (i.e. vehicles without the Submarine movement type) that engages in underwater activity automatically suffers a -2 to its Maneuver while submerged. The lack of proper control surfaces and water streamlining adversely affect the movement and reaction time of the vehicle, hence the Maneuver penalty.

7.11.2 - Bridges, Roads and Urban Terrain

Many man-made objects can often be found on or near battlefields. When setting up the terrain for the scenario, the Players should agree on what kind of structures are on the mapboard, if any. The presence of structures will often depends heavily on the scenario's objective(s) or where the battle is set. Man-made objects can be destroyed in the course of combat. Each structure has a Damage Point Capacity; if it takes more damage points than this Capacity, the structure is destroyed and reduced to a pile of rubble (count as Rough Ground). Man-made structures take damage in a manner similar to infantry (i.e. they accumulate damage points instead of Light/Heavy Damage effects). Burst fire weapons affect structures in the same manner as they do infantry.



Bridges ◆

Bridges span bodies of water such as rivers and straits, or chasms, including canyons and gullies. The bridges presented here are the large ironworks found over prominent terrain features, not the small ten or twenty-meter bridges found in the city or on campaign roads (those are considered as part of the road itself for the sake of simplicity).

Movement across bridges has the same MP cost as clear terrain, unless a road has been built on the bridge (see Roads). Each bridge hex is rated by three attributes: Damage Point Capacity, Elevation Level and Size Capacity. The middle part of some of the biggest bridges can be one or more elevation level higher than the land it connects to.

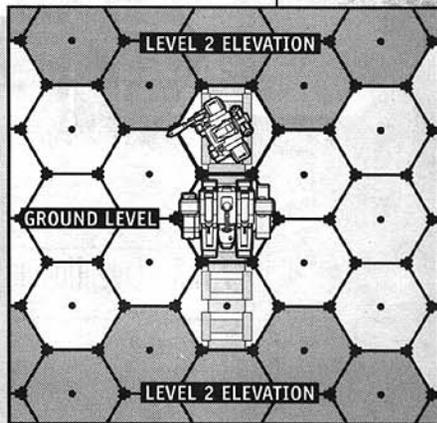
The Size Capacity of a bridge hex is the maximum Size of vehicle that this bridge section can safely support. If a larger vehicle attempts to cross the bridge hex, roll one die. If the die roll is equal to or less than the difference between the vehicle's Size and the bridge's Size Capacity, the bridge loses one tenth of its original damage point capacity per point in Size difference (see example below). Repeat the die roll until the bridge section either does not take damage (at which point, stop rolling for bridge collapse) or breaks under the strain and collapses. If a vehicle is six or more Size points greater than the bridge's capacity, the bridge hex will automatically and immediately collapse.

If a bridge hex collapses, sections in the adjoining hexes have a 50% chance of collapsing as well. Roll one die for each adjacent hex: if the result is 3 or less, the adjoining bridge hex collapses. All vehicles on a collapsing bridge take normal falling damage based on the number of elevation levels they fall. The bridge hex is transformed into a Rough hex afterward, unless it is a Water hex — it then becomes a Swamp hex (this only represents the presence of debris in the shallow water, not a sudden growth of vegetation!). A bridge collapsing above a Deep Water hex (see page 154) leaves no debris.



■ Bridge Example

Example: *Each hex of a three-hex long (150 m) bridge has a Damage Capacity of 100 and a Size Capacity of 7. The middle hex is elevated one level higher than the other two hexes and the surrounding terrain. The bridge spans a chasm that is two elevation levels lower than the surrounding terrain. If a Size 9 vehicle attempts to cross the bridge, it must pay the normal MP cost for Clear terrain to travel across. Since the vehicle is too heavy for this bridge, it must test for bridge collapse. Upon entering the first bridge hex, the vehicle rolls one die. On a result of 2 or less (Size 9 - Size Capacity 7), the bridge loses 20 damage points (one-tenth of its original Damage Point Capacity, times the Size difference). If the bridge is damaged, the roll is repeated until the roll is greater than 2 (at which point the bridge stabilizes) or until that section of the bridge collapses. If the bridge collapses, the vehicle will suffer a two elevation level fall. If the middle part of the bridge collapses, any vehicle on it will suffer a three elevation level fall since it is one elevation level higher than the surrounding terrain.*



Roads ◆

Roads are designed to make travel easier for ground vehicles by providing them with an ideal travel surface. Any Ground vehicle traveling on a road gains an additional number of Movement Points equal to half of its current speed (Combat or Top) rounded down to the nearest whole number. These free MPs must be expended on movement along the road or they are lost. Additionally, if a vehicle (of any type) travels on the road, it pays the MP cost of Clear terrain instead of whatever terrain the road happens to lay on in the hex.

Roads are tough, and without specialized cratering charges are hard to put out of commission. They have a 100 Damage Point Capacity per hex. Roads over bridges use the bridge's Damage Point Capacity but still confer the above movement bonus to Ground vehicles. They have no appreciable effect for other types of units.

Urban terrain hexes have small streets, but they do not normally receive the road movement bonus due to the large number of minor obstructions in urban settings (speed bumps, pedestrians, parked vehicles, etc.). All major streets or highways should be represented by Roads through Urban terrain.

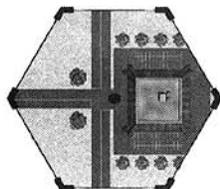
Roads are tactically important as they allow forces to move and maneuver much faster. Controlling them is often vital, both for the benefits they confer and to deny them to the enemy. A road crossing the board diagonally or even meandering through the various terrain obstruction is a great scenario element.



◆ Urban Terrain

Towns, villages and other urban environments sometimes find themselves the center of unwanted attention. The narrow streets and close confines of the clusters of buildings greatly restrict line of sights, making urban combat a deadly and brutish short range slugfest. Fortunately for soldiers, the same buildings offer excellent protection and hiding places against enemy fire.

Since a tactical hex is 50 meters across, it can easily hold several buildings. Any hex containing from one to six buildings is considered to be Urban terrain. Any hex containing seven or more buildings is considered to be Dense Urban terrain. Both types of Urban terrain naturally favor Ground vehicles and offer poor traction for Walkers and poor maneuvering space for Hover vehicles. These optional terrain types have the following attributes.

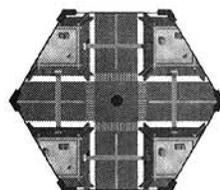


Urban Terrain <input type="checkbox"/>	
Walker MP cost	2
Ground MP cost	1
Hover MP cost	2
Obscurement	1*
Damage Point Capacity	80 per building**

* Produces a -1 modifier on attacks per hex of intervening urban terrain.

** Assumes generic buildings. Reinforced buildings or fragile buildings would vary accordingly. The values of Urban hexes must be decided before the game and made available to all.

Urban Terrain



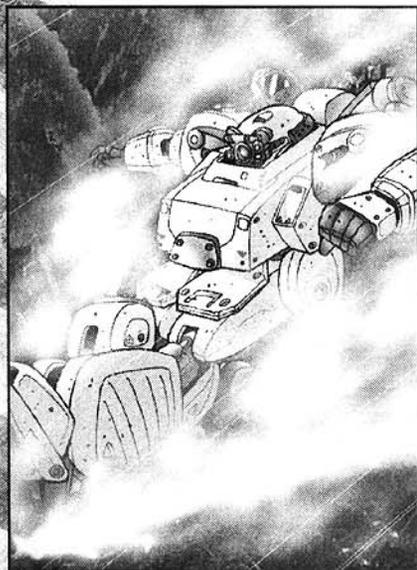
Dense Urban Terrain <input type="checkbox"/>	
Walker MP cost	3
Ground MP cost	2
Hover MP cost	3
Obscurement	2*
Damage Point Capacity	100 per building**

* Produces a -2 modifier on attacks per hex of intervening urban terrain.

** Assumes generic buildings. Reinforced or fragile buildings would vary accordingly. The values of Dense Urban hexes must be decided before the game and made available to all.

Dense Urban Terrain

7.11.3 - Elevation as Range



If the elevation level difference between an attacker and his selected target is greater than the (horizontal) range between the two, substitute the difference in elevation for the range. This approximation, while grossly inexact, speeds up game play greatly; people who desire a greater reality factor may want to calculate the exact distance using the Pythagorean Theorem. Using the latter, the range is equal to the square root of the sum of the squares of the vertical distance and the horizontal distance. This will rarely give a whole number, so the range should be rounded to the nearest whole number for simplicity.

Elevation Range Example

Example 1: Gear Alpha is standing on the edge of a cliff. APC Beta is two hexes beside him at the bottom of the cliff (4 elevation levels below). Since the difference in elevation levels (4) is greater than the horizontal range between the two (2), the difference in elevation levels is treated as the range (i.e. range equals 4 hexes).

Example 2: Later, Gear Alpha is standing on the edge of another cliff. Gear Gamma is four hexes beside him at the bottom of the cliff, three elevation levels below. Using the Pythagorean Theorem, we draw an imaginary triangle between them and calculate the true range: the result of $(4^2 + 3^2)$ is 25, from which we take the square root. The range is five hexes.



Cliffs - 7.11.4

Any hex with an elevation change of two or more levels is considered to be a cliff. Vehicles may not normally ascend or descend cliffs. Walkers with arms are the only exception. Infantry may descend cliffs at normal costs for elevation changes.

If a walker has arms that can lift a vehicle of its own Size, it can climb up or down a cliff face. The walker must pass a Piloting Skill test with a Threshold of 5. The walker ascends or descends the cliff face at a rate of 1 elevation level per combat round. If the walker fails or fumbles the piloting test, it falls the remaining elevation levels. Climbing consumes a vehicle's entire MP allotment and is considered to be equal to expending the vehicle's entire combat speed MPs.

Climbing walkers and infantry are in poor defensive positions and suffer -2 on all defense rolls.

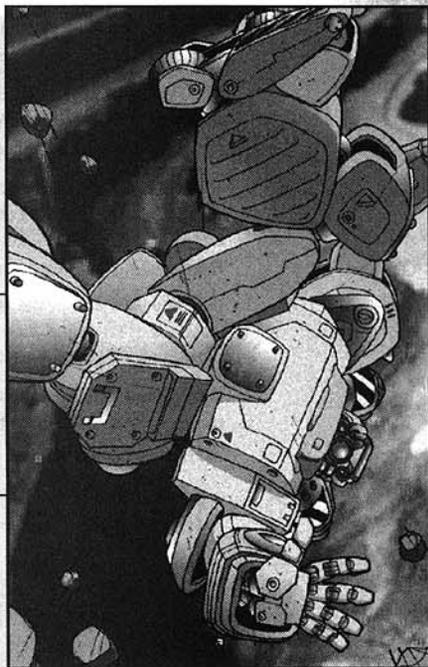
◆ Falling

If a vehicle falls an elevation level or more, it takes a number of damage points equal to a standard two-die test roll times the vehicle's Size times the number of elevation levels fallen. Fumbles result in an automatic kill.

- Falling Damage = Two Dice x Vehicle Size x Elevation Fallen

■ Falling Example

Example: A Size 6 Gear with a Base Armor of 15 falls off a 3 level tall cliff (150 meters tall). Two dice are rolled for damage, resulting in a 3 and a 5. The Gear takes 5 (die roll) $\times 6$ (vehicle Size) $\times 3$ (elevation fallen) = 90 points of damage and is smashed to pieces (Overkill result).



Inciduary Effects - 7.11.5

Inciduary weapons can decimate enemy troops. When an incendiary weapon hits a vehicle, the damage is equal to the weapon's damage "multiplier" (called its intensity score) plus the Margin of Success. While this may seem like less damage than most weapons, many incendiary weapons are labeled as "slow-burn" weapons. Slow-burn weapons cause the same amount of damage for a number of rounds equal to the Margin of Success. Consequently, if a slow-burn weapon with an intensity score of 12 hits a target with a Margin of Success of 3, it would do 15 points of damage to the target for three rounds.

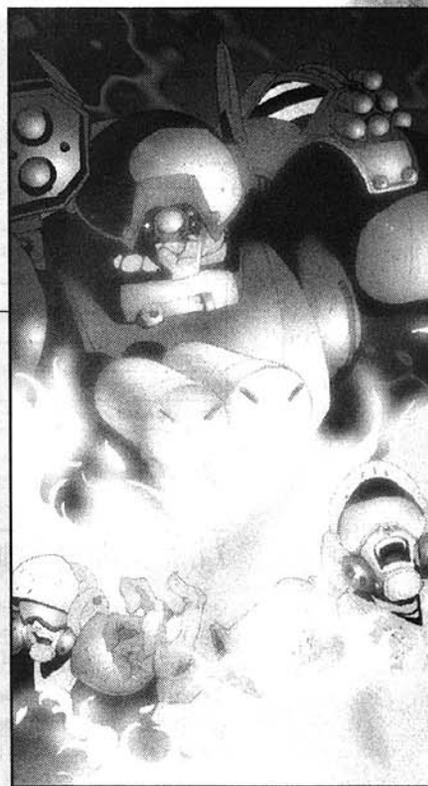
Inciduary weapons are most effective versus infantry. Against infantry, add the Margin of Success to the intensity and multiply this value by the Margin of Success to obtain their damage. Slow-burn weapons apply their later rounds of damage to the unit only if it remains in the same hex.

■ Inciduary Examples

Example 1: Vehicle Alpha attacks vehicle Beta with a slow burn incendiary weapon. The attack succeeds with a Margin of Success of 3. The weapon has an intensity rating of 15 (the substitute for the damage multiplier). This attack will do 18 points of damage to Beta for three rounds. The first round's damage is allocated immediately. In later rounds, the damage is allocated during the miscellaneous events phase.

Example 2: Vehicle Alpha attacks infantry squad Gamma with the same slow-burn incendiary weapon (15 intensity). The attack succeeds with a Margin of Success of 2. This attack will inflict $(15 + 2) \times 2 = 34$ damage to the infantry squad per round for two rounds.

Example 3: Vehicle Alpha attempts to ignite a woodlands hex using the same weapon. Alpha must attack the hex at least four times $(15 \times 2 \times 4 = 120)$ to amass the 100 points of intensity required to ignite a hex.





◆ Starting Fires

Incendiary weapons can be used to start fires. To ignite a hex, a total of 100 points of intensity must be fired into it. No attack roll is necessary. Slow-burn incendiaries have their intensity doubled. Once the hex is ignited, it is considered to be a fire of intensity 10. At the end of every combat round thereafter, its flame intensity is increased by one until it reaches 20. Once it reaches 20, every adjoining hex ignites as an intensity 10 fire.

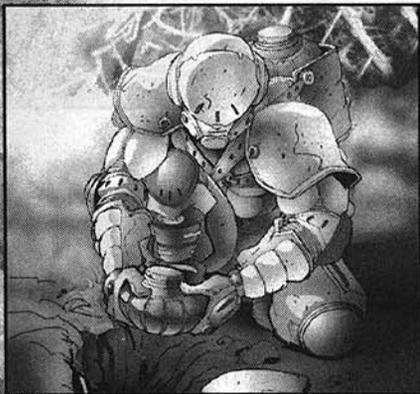
Unless the battle drags on for hours, wind will have little effect on the spread of the fire. If such an effect is desired nonetheless, randomly determine the direction of wind before the game, then spread fire only to the hexes that are downwind.

Vehicles crossing a burning hex must pass a Piloting Skill test versus a Threshold equal to one-half of the hex's fire intensity to pass safely. If the vehicle fails the roll, treat the result as a successful incendiary attack on the vehicle with a Margin of Success equal to the Margin of Failure of the Piloting Skill test. Treat Fumbles as if the incendiary attack's Margin of Success were equal to the test Threshold. Infantry units that enter a burning hex are automatically destroyed.

Only Woodland and Jungle hexes can be ignited. Alternatively, the Players may agree that the Rough and Clear hexes on the map are grassland or scrub and allow them to be ignited. Sand, Swamp and Water hexes cannot ignite for obvious reasons. A scenario might cover them with oil or a similar flammable substance and thus allow these hexes to be ignited, but they normally cannot burn.

Burning hexes produce smoke in an irregular fashion. Roll one die per hex to know how much Obscurement the smoke from that hex causes: 1-2, no Obscurement; 3-4, Obscurement 1; 5-6, Obscurement 2. The smoke causes Obscurement in the two levels above the ignited hex as well.

7.11.6 - Minefields



Any hex may be designated as a minefield. These are generally laid down well before the battle and are generally used by the defending side of a given scenario. The type of mine used to lay the minefield determines the minefield's Threshold and Damage Multiplier.

Minefields are treated as areas that have a continuous saturation attack in effect (see *Saturation Fire*, page 144). Some mines have different Thresholds versus different units (some are more effective versus infantry). More detailed mine rules can be found in the **Tactical Field Support** sourcebook.

Minefield Example

Example: *Gear Zeta wanders into a heavy anti-armor minefield hex (x25 damage, Thresholds = 8 vs. vehicles, 3 vs. infantry). Zeta must now roll a piloting Skill test to avoid the mines. He rolls a 6. The Margin of Failure is 2, yielding 50 damage points against Zeta. Since Zeta is a standard Hunter (Overkill = 45 damage points), Zeta is blown to smithereens.*

Sample Minefields

Mine Type	Damage Multiplier	vs. Vehicles	vs. Infantry	Threat Value per Hex
Anti-Personnel	x5	4	7	2
Improved Anti-Personnel	x7	4	8	3
General Purpose	x10	6	6	5
Heavy General Purpose	x15	6	6	7
Anti-Armor	x15	7	4	8
Heavy Anti-Armor	x25	8	3	10

7.11.7 - Multiple Attacker Penalty

Combat is an extremely confusing environment. Despite the help given by the computers that are built into all combat vehicles, the crew can easily be overwhelmed by all the information and lose track of an adversary. And no computer in the world will allow a vehicle to dodge an incoming wall of lead and rockets!

If more than one attacker fires on a single unit during a round, the defender will take a -1 penalty on his defense roll for the second attacker, -2 for the third, and -3 for all subsequent attacks. The penalty is applied per attacker, not per attack: if a unit fires three weapons at the defender, no penalty apply until a second combat unit fires at the defender. Regardless of accumulated penalties, the defense roll cannot go below 0 as usual.



Towing Capacity - 7.11.8

All types of vehicles are assumed to be capable of towing objects. A vehicle's maximum towing capacity (in kilograms) is equal to the vehicle's mass. This assumes that the towed item is designed to be towed (e.g. a trailer, another ground or naval vehicle). Items which were not designed to be towed, such as disabled Heavy Gears, are considered to have double their normal mass for towing purposes. Vehicles can tow up to half their maximum towing weight without a reduction in speed. Vehicles towing between half and three-fourths of their capacity are limited to Combat Speed; loads from three-fourths to full towing capacity reduce the speed to half Combat Speed until the charge is dropped.

Walkers Falling - 7.11.9

Whenever a vehicle using Walker movement mode takes large amounts of damage, it may fall down from the force of the impact. If the total damage received in one attack is equal to or higher than twice the Size of the vehicle, the pilot must pass a Piloting Skill test against a Threshold equal to one plus the Margin of Success of the attack that hit it. If the walker fails the test, it falls down, suffering Light Damage. If the walker fumbles the test, it falls down, taking Heavy Damage. Walkers must spend one MP to stand before they can spend MPs on movement.

Weather Conditions - 7.11.10

Certain weather conditions complicate tactical combat. Players who want to add a little extra realism to their game may want to use some or all of the optional rules below. The rules give the simplified game effects of common (and uncommon) weather phenomena, such as wind, storms and rain. The following are just a few.

Extreme Temperatures ◆

Extreme cold (-40°C or lower) or extreme heat (+50°C or higher) is very detrimental to the functioning of vehicles. Any vehicle that lacks the appropriate Hostile Environment Protection perk automatically suffers Light Damage whenever pushed to Top Speed. In addition, such vehicles must roll one die at the beginning of each combat round. On a roll of one, the vehicle breaks down for a number of rounds equal to the roll of one die. Infantry cannot function in extreme temperatures unless it has special gear to protect it (coolant/thermal suits). Unless so noted, infantry is automatically equipped at no cost in a special environment scenario.

Night ◆

Nighttime combat functions as daytime combat except that the Night Detection score of a vehicle is used instead of its daytime Detection score. Infantry without nightvision equipment and vehicles without functional sensors will move only at half speed and have a -1 modifier applied to all attacks.

Some units are equipped with powerful searchlights (see Perks, page 193). Searchlights can be turned on or off at the beginning of each round. Using searchlights obviously make the vehicle easier to spot, however. Any sensor inquiry or weapon fire directed at the vehicle is also treated as if it were in daylight, regardless of the arc of the searchlight. Enemy fire can target the searchlight(s) by performing an aimed shot. If successful, the searchlight is automatically taken out.

Vehicles can be heard up to two kilometers away at night, infantry only 300 meters. Naval units will be detected up to one kilometer away, unless they keep their speed below two MPs. Stealth vehicles are detected at a distance equal to the above, divided by their Rating. For example, a stealth tank with a Rating of 4 will be heard at a distance of (2000 m ÷ 4) 500 meters away.

Rain ◆

Rain mainly causes visual Obscurement. Light rain does not affect visual detection within 20 ground hexes; beyond that, it has an Obscurement value of 1. Heavy rain has an Obscurement value of 2. For Active scanning, the value decreases by 1.

Blizzards, Sandstorms and Terranovan Tempests ◆

Sandstorms are common in the middle latitudes of Terra Nova. These turbulent dust clouds obscure both visibility and sensors alike. If both players agree that a sandstorm is occurring during their combat, add +1 to the Obscurement value of every hex of terrain. This translates to a -1 modifier per hex of intervening terrain on all attacks. Blizzards have the same penalties as sandstorms. In addition, vehicles that lack the Hostile Environment Protection: Extreme Cold perk must spend one additional MP per hex of terrain moved.

Terra Nova is also subject to massive sandstorms known as tempests. Tempests add +2 to the Obscurement value of every hex and add a -2 modifier per hex of intervening terrain to all attacks.



7.12 - SILHOUETTE 3D MINIATURES RULES

Players wishing for a more visually exciting game may opt to play on a fully decorated miniature battlefield instead of the traditional hex or dot map. Hobby stores can provide excellent terrain features which are made to H0 scale (model train scale) and are compatible with the scale used for Heavy Gear miniatures. You can create more realistic terrain this way and have battles that are visually more appealing. This requires some simple adaptations for movement and combat, but basically uses the exact same rules as the map-based tactical system outlined on page 124 and onward.

Silhouette 3D is played in much the same way as the standard Silhouette rule system, except that the rules rely on an imaginary hex map on top of a real miniature landscape instead of the reverse (an imaginary landscape and a real hex map). The troopers, vehicles and land features are represented by small models and miniatures that are painted up to represent the units and terrain features required by the scenario. Movement and ranged combat are controlled with tape rulers, while turning, fire arcs and defense arcs are handled through the use of a single template (see page 161).

To avoid repeating information, the following text covers only the changes required to adapt the map-bound tactical rules to a miniature environment and its peculiarities. Unless otherwise mentioned, all tactical rules apply normally.

7.12.1 - Measures and Scale

Since the 3D-based game does not have hexes to regulate movement or measure the range of the weapons, a tape ruler (or other similar instrument of measure) must be used instead. The following rules assume that the metric scale will be used, but there is nothing preventing the players from using the Imperial/US system if they feel more comfortable with it. It all comes down to a matter of personal preference.

The official Heavy Gear miniatures are in 1/87 (H0) scale — that is, they are almost a hundred times smaller than the “real” thing. At this scale, the 50 meters tactical hexes would measure just a little over 50 centimeters across, making them somewhat unwieldy (unless a fairly large playing surface, such as a gymnasium, is available). For large games, the scale of most battlefields will have to differ from the scale of the model. Smaller skirmishes, however, may be played in the correct scale. The peculiarities of both are explained under the headings below.

◆ Tactical

In tactical combat, the scale of the battlefield differs from the scale of the models that fight on it. It is as if the players were officers looking into the command post’s holotank, with the computer enlarging individual units so that they are visible on the landscape. This method is best used for large battles in the open countryside.

The tactical scale uses a ground scale of 1/1000, which means that the corresponding hex map would sport hexes that are 5 centimeters across (50 meters divided by a thousand). Ground features, such as buildings and vegetation, are simplified representations of the “real” items, enlarged by the holotank for clarity.

The actual position of the vehicle is considered to be the exact center of the miniature representing it. All measurements are thus taken from this center point (it is often helpful to paint some kind of marker to avoid measuring disputes). The height of the base of the miniature is used to calculate line of sight and cover. When no base is available (for a tank, for example), use a height of 0.5 centimeter. Although it is an approximation, this method is good enough for game purposes.

◆ Skirmish

A true scale battlefield is often best used for urban combat and other restrictive environments (jungle, rocky terrain). In skirmish combat, the time frame is decreased proportionally with the increase in scale, so that the action can fit on a reasonably sized table. Instead of 50-meter hexes and 30-second rounds, skirmish uses 10-meter hexes and 6-second rounds just like the Personal Scale. In 1/100 scale (close enough to H0 and easier to use), the hexes are thus 10 centimeters wide.

The shortened timeframe must affect the way actions are used, obviously. The players have the choice between two methods, both equally valid. One must be chosen by mutual consent before the start of the game. The first method restricts the players to their existing base actions, plus no more than one extra (a standard Gear would thus have one action, with the possibility to gain a second one for an overall -1 modifier). The weapon ranges are counted using the regular 50 meters hexes: a weapon with 1/2/4/8 range bands would thus have range bands equal to 50/100/200/400, in centimeters. With this method, most of the fighting will take place at Point Blank or Short range, making the game extremely deadly unless plenty of cover is available.

The second method is to allow as many extra actions as the player wants, as usual, but keep weapon range bands proportional to the smaller hexes. The above weapon would thus have range bands equal to 10/20/40/80 centimeters. Snap firing at multiple targets is imprecise, hence the shortened range. This simulates the frantic pace of skirmish combat as well as keeping the game manageable on a reasonably sized table.



Movement - 7.12.2

The rules for movement, terrain effects and turning do not change from those given in the tactical battle chapter, page 124. They are merely used in a slightly different way, adapted for use on a map or miniature scenery without guiding hexes. Throughout the following text, "hex equivalent" refers to the distance that would equal one hex in the chosen scale. The hex equivalent in 1/1000 tactical scale is 5 centimeters (50 meters divided by one thousand). The hex equivalent in skirmish is 10 cm (10 meters divided by 100).

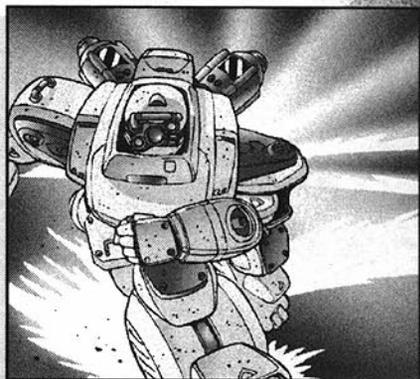
Each Movement Point (MP) buys one hex equivalent of distance in Clear ground (the actual distance will vary according to the scale chosen for the playing surface). Moving on difficult ground will cost more depending on the type of terrain: the distance is multiplied by the normal MP cost for that type of terrain. For example, moving through 1 cm of Rough ground (MP cost of 2) will cost the same as moving through 2 cm of Clear ground (MP cost of 1). The unit is considered to be in the terrain type that its base covers the most.

The attack and defense arcs of the vehicle do not change. Since there are no hexes to determine them, a template is used. The first side of the template serves to determine attack arcs while the second shows the defense arcs. The two patterns below should be reproduced on paper (a 200% enlargement using a photocopier gives them a more practical size) and glued to a piece of stiff cardboard. This will help the template survive the rough and frequent handling it will receive during the game. Since they are the same size, the two templates can be glued back to back to reduce the number of components.

The templates are similar to a phantom hex which travels with the model — all the normal rules are used for turning, attacking and defending, just as if the hex were part of an hexagonal map (see next page for the Ranged Combat and Close Combat rules modifications). The template's arrow must be lined up with the exact front of the miniatures.

Either template can be used to determine the MP cost of any given turn. One of the templates is superimposed above the model: the resulting "phantom hex" determines whether the turn exceeded 120 or 180 degrees. The MP cost is then applied accordingly.

The Battle Templates



Movement Example

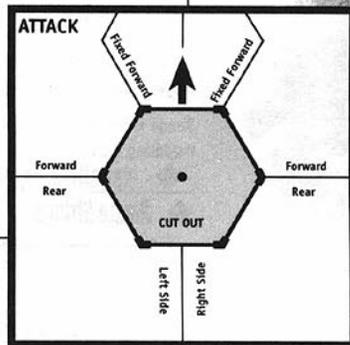
Example 1: A Hunter is moving at Top Walking Speed. In the skirmish game, the scale of the terrain is 1/100, making one "hex" 10 cm across. The Hunter receives (7 MP x 10 cm =) 70 cm for movement purposes. Presently, the Gear is running through a thick jungle. Jungle hexes normally cost 2 Movement Points per hex to go through. Thus, for each centimeter moved, the actual cost is (1 cm x Jungle Cost 2 =) 2 cm. Each centimeter of Jungle terrain will cost the Hunter 2 cm, so it can move only up to 35 cm through jungle terrain.

Attack Arc Template

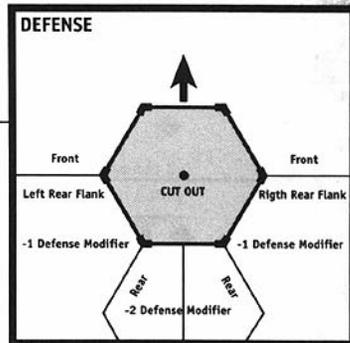
Template 1: This is the template used when attacking. All of the possible attack arcs are listed on the template itself. There is some overlap, obviously — the side arcs (such as the left and right arcs) overlap both the front and the rear arcs. The Fixed Front (FF) arc lies between the two lines at the front (top) of the template — the imaginary extensions of these two lines define the fire arc itself. This attack template can also be used to define whether or not a turn costs some MPs.

Defense Arc Template

Template 2: This is the Defense Arc Template. Just like the other template, it can be used to help determine movement cost. Its primary purpose, however, is to define the defensive arcs of the vehicle. All four arcs are represented on the template itself, along with the arcs' modifiers to the Defense Roll. Just superimpose the template over the miniature with the arrow centered on the front of the model and check to see where the attack comes from.



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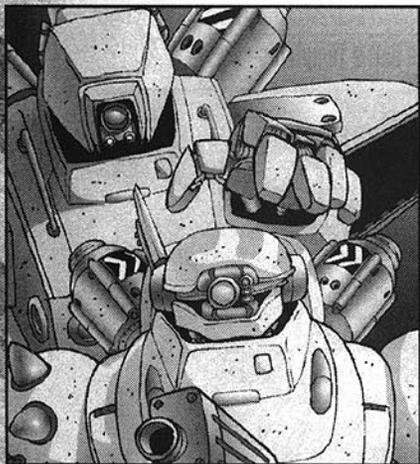
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7.12.3 - Ranged combat

Ranged combat is conducted in the same way as the normal map-bound games (see the Tactical Rules on page 124). There are only a few adaptations required to take into account the peculiarities of the miniature tabletop. These include methods to determine line of sight and range as well as area effects. Range strings are one such method, a useful tool that remove all range calculations and measures. A range string is a pre-measured piece of string that has markers along its length to indicate the various range bands for a given Base Range value. They do require a bit of extra work before the game, but are well worth it (see below).

◆ Line of Sight



There are several simple ways to check line of sight. The string is a common and easy-to-use method. An ordinary string or thread is placed from the sensors of the firing unit to the visible portion of the defender (or the center points of both, if playing the tactical scale). If the string is not hindered in any way, the LOS is clear. If it is, the model is in partial cover, or, if the string is blocked completely, in full cover. Other methods include direct visual sighting (impractical on large playing surfaces) and, for the well equipped, laser pointer sighting.

Concealment and Obscurement is counted as normal, applying the modifier only when a full hex equivalent of obstruction lies between the two units (5 cm in tactical scale and 10 cm in skirmish). If more than half the miniature is not visible, the vehicle is assumed to be in cover. When it receives a hit, a die is rolled: on a result of 1 to 3, the shot hits the cover instead. For the purists, more detailed rules about cover and hull down positions can be found in the **Tactical Field Support** sourcebook and directly transposed to the miniature game.

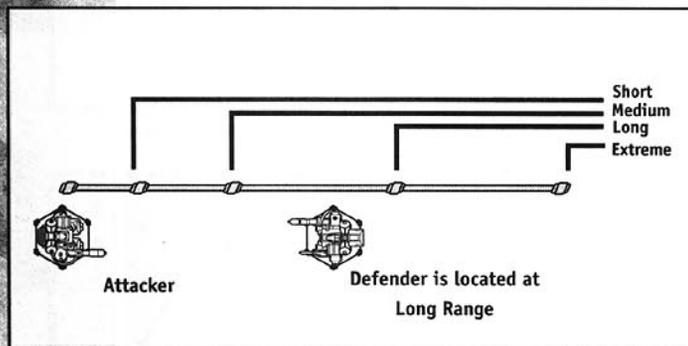
Line of sight and cover may be the source of the great majority of rule-related arguments among the wargaming public. It is thus better to try and prevent as many disagreements as possible before the battle starts. The best solution is to use an impartial umpire who will arbitrate any rule-related dispute). Other solutions include creating a battlefield with as few terrain ambiguities as possible and clearly defined terrain edges. Otherwise, when in doubt simply roll a die to decide.

◆ Range

Range is counted as normal, except that the distance in hexes is multiplied by the hex equivalent to allow proper measurement. For example, a gun with a Base Range of 2 can fire up to 80 centimeters away in tactical scale (Extreme range $16 \times 5 \text{ cm/hex}$). Its range bands will be 10/20/40/80, always in centimeters. The range bands in the skirmish scale will depend on what action methods the players have chosen (see Skirmish Scale, page 160).

Range is measured from the center of the base to the center of the target's base. This prevents problem with long gun barrels and other modeling features.

◆ Range Strings



Range strings are a useful tool that remove all range calculations and measures, but they require a bit of extra work before the game. Each base range should have its own string (i.e. BR1, BR2, BR3, etc.). Use a good string, about a millimeter in diameter. With a tape ruler, the proper distances between each range band are measured and paper markers are attached on the string. Four markers are needed: Short, Medium, Long and Extreme. Wood sticks could also be used, though they are more cumbersome.

To use the range strings, the one corresponding to the Base Range of the weapon used is placed on the playing field from the attacker's mid-point to the defender's mid-point. The position of the target in relation to the string will clearly identify the range band in which it lies.

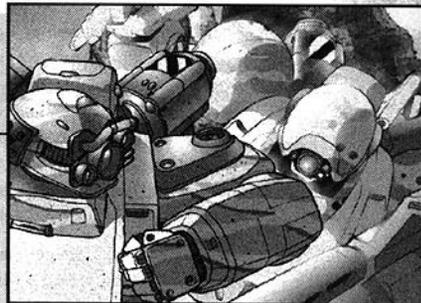
◆ Rate of Fire and Area Effect

The ROF and area effect rules are used as normal, remembering that hexes are replaced by equivalent distances. For example, in a tactical scale game, an AE1 weapon would have a radius of $(1 \times 5 \text{ cm}) = 5 \text{ cm}$. AEO weapons use half a hex; in the tactical scale, that would be $(1/2 \times 5 \text{ cm}) = 2.5 \text{ cm}$ radius.



Physical Combat - 7.12.4

The physical combat rules do not change (see page 140). The miniatures need not touch, but they must not be more than half a hex equivalent away from one another. For example, two units fighting on a tactical scale terrain must not be further away from one another than 2.5 cm (5 cm divided by 2). It is assumed that the attacking unit can charge the rest of the way into close combat.



Close Combat Example

Example: *Gear Alpha wishes to engage Gear Beta in a fist fight. Alpha is currently 15 cm away from Beta, on a skirmish scale battlefield (10 cm per hex). Alpha spends one MP, crossing 10 cm of Clear terrain toward Beta. It is now 5 cm away, just close enough to engage in physical attack.*

Miniatures - 7.12.5

A full line of official Heavy Gear miniatures is already available, and more are in the works. The Gears themselves are between 4 and 5 centimeters high, or around 1/87 (HO) scale, and all other upcoming equipment will be 1/87 scale as well. A wide range of HO scale buildings and accessories are available from the model railroading industry — 1/87 scale is probably the most common scale for miniature trains. With a bit of time and a well-stocked spare parts box, these kits can be made into superb scenery for any scenario.

At this scale, even individuals can be represented, although infantry squads will definitely be cumbersome if the players wish to represent every single trooper — about one in five will do fine (two trooper figures per base). Human miniatures in 1/87 or smaller scale are available from several sources: modelers are advised to check out the railroad models section of the hobby shop or other games' miniature lines.

Players can use models of W.W.II or modern tanks and infantry units: the armor section of the local hobby shop will yield many kits suitable for conversion. Although expensive, the Rocco® line of HO scale (1/87) military vehicles comes preassembled and decorated. Inexpensive vinyl toys could also be used.



The Playing Field - 7.12.6

The playing field can be very detailed or very simple. The choice depends on the preferences and resources of the players. There are three general categories of terrain: simple, moderate and full-blown. Which one is used has no effect on the game mechanics themselves as long as the terrain types (Clear, Rough, Woodland, etc.) are clearly identified and their boundaries delimited.

The Simple Battlefield ◆

This is the bare floor or table top, with maybe a few pieces of furniture or some boxes to represent elevations, cover or obstacles. Each box can have a Damage Point Capacity like a building or it can be considered indestructible. This type of background is well suited for "arena" games or scenarios taking place in the deep deserts of the Badlands.

The Moderate Battlefield ◆

This background is made with a big piece of canvas or a sheet covering books piled to form the elevations, with some simple cardboard cut-outs to represent the buildings and features of the environment. Empty tin cans make wonderful factories and storage tanks.

This type of terrain can also profit from the use of commercially available modular terrain. Many model terrains even have hexes printed on them, allowing the use of the usual rules without any modification.

The Full-Blown Battlefield ◆

This is the summum bonum: a complete miniature map with scale buildings, ruins, vegetation and so on. Water can be represented by plastic sheets or bits of mirror or glass (although players are strongly advised to leave the house's mirrors and windows alone). A wide selection of commercial models are available in many styles, shapes and materials. Many manufacturers make buildings customized for science fiction gaming.

A convenient way to build miniature scenery is the "tile" method: sections of terrain are built on square tiles made of strong cardboard or wood. These tiles are easy to store and can be assembled to form a variety of different playing surfaces. The only limitation is that roads and rivers must be either straight or curved or they will not line up when the tiles are put together.





CAMPAIGNING

This book would not be complete without a chapter on campaigning. As described in Chapter 1, *Heavy Gear* is a two-in-one game. It can be played as a pure roleplaying campaign or as an all-out tactical extravaganza. Also, because of the game's dual nature, it is highly recommended that gamers incorporate both gaming styles in one. More often than not, *Heavy Gear* fans play the game as a roleplaying game with tactical interludes, or as a tactical campaign with roleplaying moments. Both styles are perfectly enjoyable on their own or combined together. The truth is that *Heavy Gear* is neither one nor the other: it is a science fiction universe which finds its applications in one genre or the other depending on the Players' preferences. While most of the *Heavy Gear* campaigns tend to revolve around military life, it should be emphasized that the world of Terra Nova is extremely rich and it is entirely possible to have a roleplaying campaign that never involves a single Gear if everyone agrees to it. This game is a science fiction epic, not a giant robot bash-fest.

For someone who has not played these types of games before, however, the concept of a campaign may be slightly confusing. If such is the case, read on. Otherwise, skip this and move to the campaign style of your choice.

A gaming campaign is very similar to an ongoing television series. Each week (or each night, or each month, depending on your gaming group's meeting schedule), the heroes get together for a new adventure (a gaming session). If the adventures have a common thread (usually, the recurring Player Characters, but it could also be some persistent background element or organization), you have a campaign. The Players cumulate Experience Points and increase their PCs' Skills and Attributes over time, improving their overall performance in the game.

A campaign, unlike a simple night of mindless tactical combat, requires the intervention of a Gamemaster to keep track of the various events and opponents that occur during a game session. The Gamemaster's main task is to build scenarios and Non-Player Characters (NPCs) around the campaign's main storyline, and to run the Players through these adventures through several sessions. Occasionally, just to spice things up, the Gamemaster may throw a wrench into the Player Characters' plans and see how they react to it. Some will even pound consistently on some characters to create true drama. One word of warning, however. Gamemasters must never forget that the Player Characters are the heroes of the campaign (or the TV series), and they must look good in order to enjoy the game. They may despair at some point, but it is their ultimate triumph which will make the campaign interesting for the Players. Never EVER let the NPCs win the game for them.

8.1 - ROLEPLAYING CAMPAIGNS



The hemispheres of Terra Nova are rich with mysteries, conspiracies and intrigues, and offer countless campaign opportunities. To better start adventuring in the world of *Heavy Gear*, however, we feel that the Badlands city-state of Peace River offers the best background. Set in the middle of the desert, not far from the alpha maglev line that connects North and South, are owned by Paxton Arms, Peace River is at the same time lost in the desert sands and at the center of all things. Its intervention at the end of the War of the Alliance gave victory to the Terranovans and made the huge corporation into a planetary savior — for a time, at least. Over the last fifteen cycles, however, Peace River has felt the burden of its responsibilities increase as a disgruntled worker class strives for better living conditions and career opportunities, and as terrorists from the Badlands Revolutionary Front oppose Paxton Arms with fanatical determination. President Gerald Simosa, Head Executive Officer Milani DuBeau-Slovenski and city administrator Helena Hitashi have their plates full.

Together, Gamemaster and Players should decide whether they want to have a military or a civilian campaign. While *Heavy Gear* offers a great deal of military background, it should not be assumed that it is a militaristic game. Especially in a city such as Peace River, it is entirely possible to play a campaign without ever encountering or handling a combat vehicle. Depending on the preferences of the participants, the campaign can be pro- or anti-Paxton Arms, and the PCs get to act as agents of either side. They can also totally ignore the political situation and focus their efforts on self-centered goals (hopefully, goals common to all members of the group).

We provide in the pages that follow a few angles from which a campaign can be approached. Gamemasters and Players are encouraged to create their own when they become more familiar with the game.

8.1.1 - Militia Campaigns

One of the most obvious campaign setup on Terra Nova is to be part of some militia, go on missions and obey orders. This is particularly attractive to beginning Gamemasters who need a quick reason why the Player Characters stick together. As part of a militia unit, they become closely tied, and need to trust and work with each other. They all share something in common (the combat unit), but can have specializations and their own "schticks" that no one else has. (In gaming, a "schtick" is a Skill or a group of Skills that distinguish a character from everybody else.)



Peace Officer Corps ◆

“Join the Peace Officer Corps, they said! Help defend the city, they said! They never talked about the crummy pay, the internal corruption, the bad reputation and the lousy hours. Figures.” In TN 1933, Paxton Arms is a social powder keg and the Peace Officers have more than enough work maintaining the peace without the Badlands Revolutionary Front (BRF, or “BaRF” to their enemies) adding to their problems. The terrorists make sure they’re present at every important event and that they blow up every resource they can given the slightest opportunity. Life in the POC is never boring, that’s for sure. Still, once a cop, always a cop, and most Peace Officers still believe in what they do.

☐ Random Mission Table (roll or select one)

1	Riot Control. A crowd (1d6 * 1d6 * 100 people) from the Prospects has gathered up in the MegaPlaza to protest their squalid living conditions. Only one in ten is armed, and only one in a hundred has a firearm. A clever cop might pick up some professional agitators in strategic areas of the crowd.
2	Bomb Alert. An anonymous call claims that an infiltrator has managed to put a bomb in a Peace Officer Corps precinct building, and that it will blow up in thirty minutes. The POC must evacuate everyone, cordon off the area and search the building for the bomb. When (or if) it blows up, it is discovered that most of the damage was focused on the precinct’s archives.
3	Murder Investigation. One of Marshal Terri Chen’s most trusted and popular lieutenants has been discovered burned and dead in the Prospects. Some overzealous cops are leading a brutal investigation to find out who did it.
4	Vehicle Theft. An armored tactical vehicle has been stolen from Paxton Arms and is heading for the Prospects. The PCs must give chase and capture the thieves alive. Who are they? Who do they work for? What were they planning to do with the vehicle?
5	Armed Robbery. Using a refitted Hunter Gear, a group of well-organized BRF revolutionaries have chosen to attack one of Peace River’s most prestigious hospitals to steal pharmaceutical products. An anonymous tip has warned the POC, however, and they show up at the hospital before the robbers can leave.
6	Smuggling Ring. Following a trail of small-time smugglers, the PCs realize that the “big shots” are always one step ahead of them and always elude them at the last second. This leads the PCs to the conclusion that they must have informers within the POC — which is true. Who can they trust now?

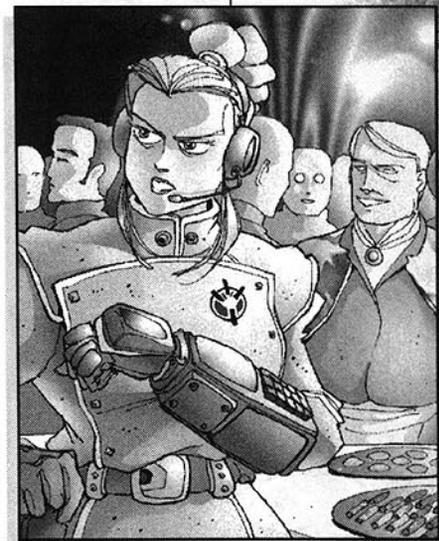


Paxton Security ◆

At best, PaxSec is respected; at worst, it is feared throughout Peace River. Acting as secret state police with the mission of protecting Paxton Arms, PaxSec cares not so much about the city as it does about the manufacturing and administrative installations of the weapons manufacturer. PaxSec has been known to use Gestapo tactics and places itself above the law and ensures no one threatens the company which is the very reason for Peace River’s existence. Members of the dreaded security force benefit from several privileges and take full advantage of the reputation they have. PaxSec and the Peace Officer Corps often find each other at odds over whose jurisdiction has precedence in several cases; PaxSec wins most of them.

☐ Random Mission Table (roll or select one)

1	Espionage. The PC agents are sent to infiltrate and gather information on a BRF cell which has been exceedingly active (and not very discreet) in the Prospects. The leader of the cell, however, is counting on this and is hoping to capture PaxSec agents to learn more details about Paxton’s security procedures.
2	Anti-Terrorism. A BRF cell has been leading increasingly audacious raids against peripheral Paxton installations. As a result, PaxSec has assigned more security forces to those locations, leaving other, more vital areas slightly less protected. The PCs may discover this and try to figure out where the terrorists will strike next.
3	Internal Politics. President Gerald Simosa is not without enemies. Fortunately, HEO Milani DuBeau-Slovenski is hounding them out, using PaxSec to learn who they are and what they are up to. The current focus of her attentions is Chief Financial Director Fidel Jacobi and his protectionist coalition, who are encouraging agitation and sabotage to have Simosa voted out of office.
4	Sabotage. Some processing plants vital to Paxton Arms have been malfunctioning far too much during the last few weeks, and PaxSec must investigate the matter. Behind it all, a presumably deceased Peace Officer now working for Fidel Jacobi is pulling strings with an agenda all his own.
5	Security Breach. An exceedingly discreet branch of PaxSec, Intelligence often performs internal checks to ensure no one infiltrates the security service. Suddenly, vital information is leaking out and a rapid investigation points directly to the Player Characters. Why them? Are they getting too close for comfort to someone with power?
6	Black Ops. A subdivision of Operations working closely with Intelligence, Black Ops employs specially trained agents to perform extremely difficult, discreet or delicate tasks. Members of the squad can be combat vehicle pilots, demolition experts, martial arts masters or infiltrators <i>extraordinaires</i> . Their job: perform the impossible.





8.1.2 - Civilian Campaigns



While being part of the militia offers several adventure possibilities and requires the less work — especially for an episodic campaign — the greatest roleplaying rewards undoubtedly lie with civilian adventuring. This section contains options for characters who want to be part of some kind of formal or recognized organization, but several other possibilities give GMs and Players many opportunities.

For instance, the Player Characters could be simple members of the drug smuggling rings that plague the underground of Peace River. Several adventures could focus on the usual difficulties of smuggling drugs under the nose of the various authorities, or trying to get paid from other smugglers in the chain who are not all that reliable, or to elude thugs sent by a drug lord to collect some missed payment, or any other complication which the Gamemaster deems typical.

Just as the Players think they're settling into a comfortable routine, something goes awfully wrong. They could be set up for a false delivery to a Peace Officer, or they could lay their hands by mistake (or is it truly an accident) on some extremely valuable message or item, or they could stumble upon the scene of a particularly heinous crime and be arrested by the police for interrogation — GM's call. After that, their existence is thrust into chaos and they must use their every resource to ensure their survival. Has someone betrayed them? Was the item delivered into their hands by mistake or was it on purpose? Were they supposed to be the victims of the murder they discovered? Who is behind it all? What does he (or she) want? Is there anyone on their side, or are they simply the pawns of chess players whose face they will never see?

Another interesting possibility is that of the private investigator hired to find a missing person or some stolen item. While this requires a more consistent storyline, it also provides the most satisfaction in the long run. The Players represent a reputable firm which guarantees success, but for a price. The first few cases should be fairly simple and straightforward, just challenging enough to make Players aware of the resources they have at their disposal. Then, they are hired by the wife of a recently deceased executive who believes her husband was murdered. PaxSec has declared the case closed, but a connection in the POC has hinted at some irregularities in the case and she wants the Players to find out the truth. But what if PaxSec had a secret that it didn't want to get out?

◆ Peace River News (PRN)

Peace River News is one of the most prestigious and liberal information network in Peace River. Privately owned by Yahmin DeBraise, the grandson of a Republican politician who left the south to have the freedom of speech, PRN has one and one mission only: to find out the truth and expose it, whatever it is, whatever the consequences. To that effect, the network hires the best and most objective reporters from all over the world. That, hopefully, could include a group of Player Characters.



Random Mission Table (roll or select one) □□

1	Murder Cover Up. In the Prospects, the death of an officer has led to a somewhat brutal investigation. It seems, however, that the Peace Officers constantly refuse to talk to the media about the event or anything related to it. Is this a cover up? Does Marshal Chen know? Why can't anyone find out what happened to the body of the dead officer after it was discovered?
2	Corruption Among the Peace Officers. A reliable source hints to one of the PCs that "Lieutenant Alfonso Pratt, recently deceased, may have been involved in corrupt activities. Proof is available in a highly guarded location, and here's how to get in." Is this true or is it a setup to get rid of reporters who are getting too close to the truth?
3	Conspiracy Theory. An anonymous man claiming to be an archaeologist says he's uncovered proof in the Badlands that Stoneheads serve a purpose which... which he can't discuss over the vidphone. He sets up an appointment at a later time, but never shows up. Instead, PaxSec agents are waiting there to interrogate the reporters at length.
4	Battle Report. There's a terrorist attack in the slums of the Prospects, and the reporters happen to be in the vicinity (investigating something completely unrelated) when the fight breaks out. They decide to stick with the terrorist and tell their side of the story. This is not going to sit well with Paxton Administration, however. Are they ready to face the consequences?
5	City Beat. The reporters go around the city and take the pulse of the citizens. The MegaPlaza is the ideal spot to start because people from all levels come here. When a Prospector gets thrown out of a high class restaurant for not wearing the right clothes, other Prospectors step in and things get ugly. In the middle of it all, the reporters are expected to do their job — and survive the riot.
6	Political Visitor. An ambassador from Port Arthur is visiting Peace River to try and establish more positive relationships with Paxton Arms. At least that's the official version. He is also here to keep in touch with some BRP sympathizers in Peace River and see if Port Arthur can offer some support to help destabilize Paxton Arms. Can the reporters find out about it and expose him?

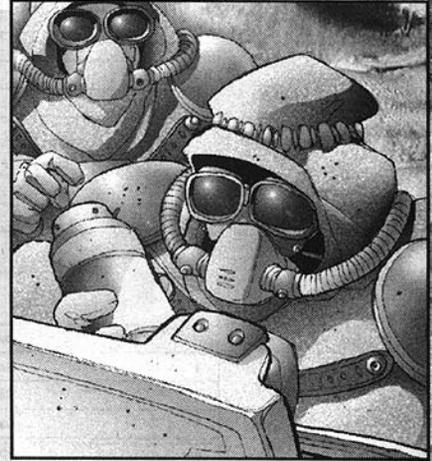


Badlands Revolutionary Front (BRF) ◆

Not everyone wants to play investigators or servants of the law. There are Players and Gamemasters who just prefer the simple joy of blowing up heads and supply depots (not necessarily in that order), and the Badlands Revolutionary Front offers wonderful career opportunities to those people. Guns, bombs and body armor are all part of the standard equipment of BRF members. Brains are optional, but a welcome extra — sometimes. The Player Characters can form their own little cell working under the orders of one of Sundra Gabriel's lieutenants (not her directly). They get their weekly mission, handle it like pros and move on to the next objective. This requires the least amount of preparation from a Gamemaster who is pressed for time. The style can be very episodic, with little continuity linking the adventures, and heavily action oriented.

☐ Random Mission Table (roll or select one)

1	Blow Supply Depot. The objective is simple: there's the supply depot. Bypass security (or kill them), plant the explosives in the determined location, get out (that's optional) and watch the fireworks. If you get captured, we don't know you, you don't know us (which is true). Good luck.
2	Sabotage Plant. This requires discretion. Getting in is difficult, but here are the security codes and the patrol schedules. Sneak in, get to this control panel and cut the blue and green wires (but not the red, it triggers an alarm). Make sure you get out without getting noticed, or else Paxton will know something's up. This should really mess up their production schedule.
3	Acquire Explosives. We need more explosives, but PaxSec and the POC are tagging all our usual suppliers. They're getting too close. We need new contacts. Find some, buy the explosives and call us to set up a meeting point. Oh, and if you get caught, you're on your own.
4	Recruit Sympathizers. We're going to give you a lot more work in the weeks to come, so make sure you have enough people to handle the extra load. Get out there, there are hundreds of dissatisfied customers in the Prospects who'll be glad to give you a hand. And beware of undercover PaxSec agents or cops.
5	Gather Information. We're planning a raid on this Paxton installation, but we're not 100% sure of their security network. Go in discreetly and find out their surveillance routes and schedules. Do not, I repeat do NOT do anything to arouse suspicion, or they'll suspect something and will double security.
6	Steal Vehicle. We're going to need an escape vehicle — more specifically, an APC — for an upcoming hit and run on a Paxton building. Here's where you can find it. If you steal it discreetly, they won't know it's gone before tomorrow, and by then it won't make a difference. If you make too much noise when you steal it, it could compromise our operation. Be careful.



Random Tables - 8.1.3

Using random tables is a quick and easy way to make up a scenario or to at least trigger a cascade of ideas that can eventually become a complete story. The Gamemaster may roll or select any of the options that he feels are appropriate for his story from any of the tables below, or roll and get a totally random result which he can then adapt to his current storyline.

☐ Plot Complication Table (roll or choose one)

	Who*	What	Where	When	How
1	Contact	Informs	Safe House	Soon	Direct Approach
2	Enemy	Steals From	Over Phone	Always	Subterfuge
3	Friend	Helps	Public Area	Yesterday	Bribery
4	Reporter	Arrests	Private Home	Tomorrow	Careful Planning
5	Officer	Investigates	PCs' HQ	Unknown	Dumb Luck
6	Criminal	Betrays	Police Station	Currently	Clever Manipulation

* "Who" should be rolled before and after rolling for "What" whenever appropriate.

☐ Identity Table (roll or select one)

	1-3	4-5	6
1	Bureaucrat	Municipal Advisor	Diplomat
2	Field Scientist	Lab Scientist	Researcher
3	Civilian Pilot	Military Pilot	Test Pilot
4	Badlands Guide	Urban Guide	Exotic Locations Guide
5	Private Eye	Police Investigator	Corporate Security
6	Petty Thief	Criminal	Murderer/Traitor



Personality Table (roll or select one)

	1-2 Positive Traits	3-4 Neutral Traits	5-6 Negative Traits
1	Honorable	Silent	Greedy
2	Pious	Selfish	Treacherous
3	Generous	Materialistic	Brutal
4	Driven	Grim	Flippant
5	Optimistic	Curious	Sadistic
6	Respectful	Loquacious	Manipulative

Mission Table (roll or select one)

	Activity	1-3	4-5	6
1	Investigating...	a missing person	a theft	a crime
2	Pursuing...	a friend	a criminal	an enemy/nemesis
3	Committing...	brutality	theft	murder
4	Smuggling...	drugs	weapons	people/criminals
5	Trading...	common items	luxury goods	information
6	Escorting...	civilian(s)	military personnel	ranking officials

Infiltration Table (roll or select one)

	Outside	Inside	Object	Encounter
1	Garden	Living Room/Lobby	Computer	Worker/Maintenance
2	Backyard	Bedroom/Restroom	Safe	Director/Resident
3	Garage	Corridor (1d6 doors)	Various Furniture	Mobile Personnel*
4	Storage Shed	Study/Meeting Room	Desk	Perimeter Defense*
5	Balcony	Kitchen/Dining Room	Audio/Video Equip.	Locked Door*
6	Gazebo	Work Area	Tools/Weapons	Stranger/Prisoner

* See Security System Table below.

Security System Table (roll or select one)

	1-3 Perimeter Defense	4-5 Locks	6 Mobile Personnel
1	Fence (* vs 3)	Basic Lock († vs 4)	Sentry (‡ vs 5)
2	Barbed Fence (* vs 4)	Lock († vs 5)	Dawg (‡ vs 6)
3	Electrical Fence (* vs 4, § vs 3)	Good Lock († vs 6)	Guard Dawg (‡ vs 7)
4	Electronic Fence (* vs 4, § vs 5)	Complex Lock († vs 7)	Random Patrols (‡ vs 1d6+3)
5	Laser Grid (* vs 5, § vs 6)	Electronic Lock (§ vs 6)	Organized Security (‡ vs 8)
6	Motion Sensors (* vs 7)	Retinal Scan (§ vs 8 w/spec. eq.)	Elite Security (‡ vs 9)

* Athletics, † Mechanics, ‡ Stealth, § Electronics

Prize Table (roll or select one)

1	Technological Bauble
2	Vital Information
3	Piece of Land
4	Weapon
5	Money (1d6 * 1d6 * 1d6 * 100 marks/dinars)
6	Scientific Discovery



TACTICAL SCENARIO GENERATOR - 8.2

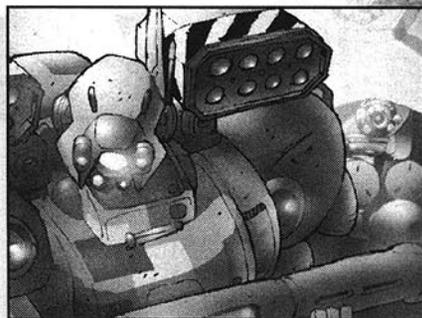
The Scenario Generator is a set of tables and guidelines enabling the rapid creation of scenarios for stand-alone tactical combat. They have been designed so that the participation of a Gamemaster is not required for play. By either selecting the scenario's elements (or rolling them randomly), a large number of tactical scenarios can be easily generated. Some additional work may be required to tie together the various elements, but it is much faster and easier than having to design the whole scenario from scratch.

Both Players receive a number of mission objectives that have to be fulfilled in order to win the battle. The opponent is trying to prevent the other from achieving his mission while at the same time fulfilling his own objectives. Enemy mission objectives normally remain secret, unless resources are allocated to find out what they are.

Step 1: Preparing the Scenario - 8.2.1

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

In order to facilitate the preparation process, it might be useful if both sides (or all sides, if there are more than two) agreed on which vehicles they can use for the scenario and have all the miniatures and record sheets ready. If the scenario involves newcomers to the game, it might be preferable to only use the vehicles included in this rulebook so they can become familiar with the basic machines. Other restrictions could be based on a maximum Threat Value, Pilot Level or Availability Number. Ideally, a Rules Specialist should be designated between all the Players to look up any rule in the book and to make objective judgment calls on the rules in case of dispute.



Suggested Point Total

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

Bidding

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

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

Going for Glory

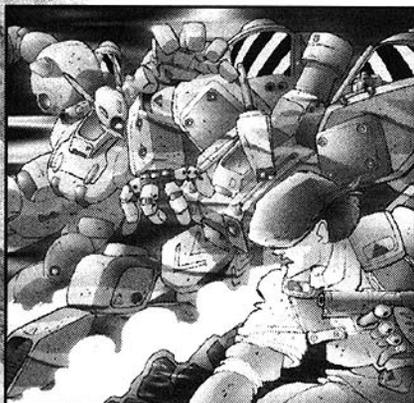
One side may voluntarily chose to lower its available Threat Value total in order to gain more Victory Points. The gain in VPs is directly proportional to the reduction in force: divide the VP total by the fraction. For example, if a Player elects to use a force equal to only 75% of his opponent's Threat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

Subplots Galore

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



8.2.2 - Step 2: Mission Design



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

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

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

Mission Design Table

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

Mission Types



Capture:	The enemy has something you want. It might be a physical object, like a vehicle or a terrain feature, or it might be a more abstract condition (control of the communication airwaves, for example). It must be held (i.e. only friendly vehicle within 200 meters) for at least three rounds or until the end of the game, if a time limit is present.
Defend:	The enemy wants something you have. It might be a physical object, like a vehicle or a terrain feature, or it might be a more abstract condition (control of the communication airwaves, for example). It must be held (i.e. only friendly vehicle within 200 meters) for at least three rounds or until the end of the game, if a time limit is present.
Destroy:	The objective, whatever its actual nature, must be denied to the enemy. It must be destroyed before the end of the game.
Disable:	The objective, whatever its actual nature, must be denied to the enemy. It must be disabled (no movement, no action of any kind) before the end of the game.
Provide:	The objective must be provided to the rest of the armed forces of your side. It might be an actual item, in which case it has to be delivered beyond the enemy line. Or it might be a condition, such as ECM cover. If the latter, it must be provided for at least three rounds or until the end of the game, if a time limit is present.

◆ Mission Objectives

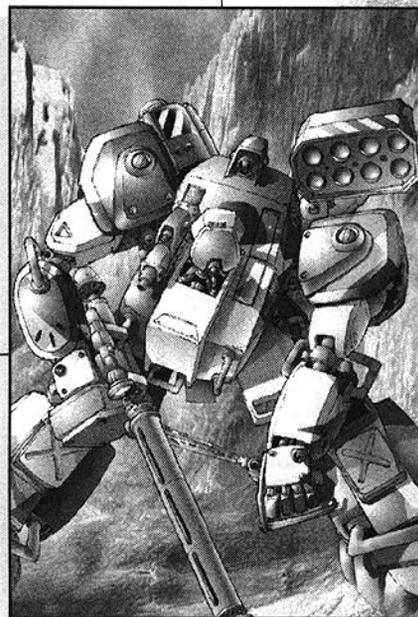
The Mission Objectives have been generalized for simplicity. Each category is meant to suggest a broad number of options that can be selected to fit a particular scenario. While some are fairly straightforward (“All Forces,” for example), others lend themselves to more than one choice. For example, Communications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

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

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

□ Mission Objectives

All forces:	All units present on the table for that side. Regardless of the mission type and the task(s) involved, all units are equally affected.
Communications:	This means that clear communication channels must be available to friendly forces or denied to the enemy. Clear communications are available if at least one vehicle is able to use its Communication system.
ECM:	This means that ECM cover must be available to friendly forces or denied to the enemy. ECM cover is available if at least one vehicle is able to use its ECM system.
Object:	An object is considered vital by headquarters. It is probably something small that can be picked up and carried by a Gear or an infantryman.
Terrain:	A terrain feature (50 by 50 meter zone, or one hex) is considered vital by headquarters. It may be a high ground, or perhaps it is the entrance to a subterranean access tunnel.
Vehicle:	One of the vehicles is considered vital by headquarters. It might be a prototype, or it is piloted by someone important.



□ Time Limits

None:	The game ends when the Players have no more time to play, or one of the forces in presence is completely destroyed (or retire from the field).
Random:	The game proceeds normally for five rounds. A die is then rolled to know the number of rounds remaining before the end of the game.
Random Inc.:	The game proceeds normally for five rounds. A die is then rolled versus a Threshold that starts at 1 but increases by one every round. If the die roll does not exceed the Threshold, only one more round is played before the scenario ends.
Objective:	Once one side has completed its scenario objectives, only one more round is played before the scenario ends.

Location ◆

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

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

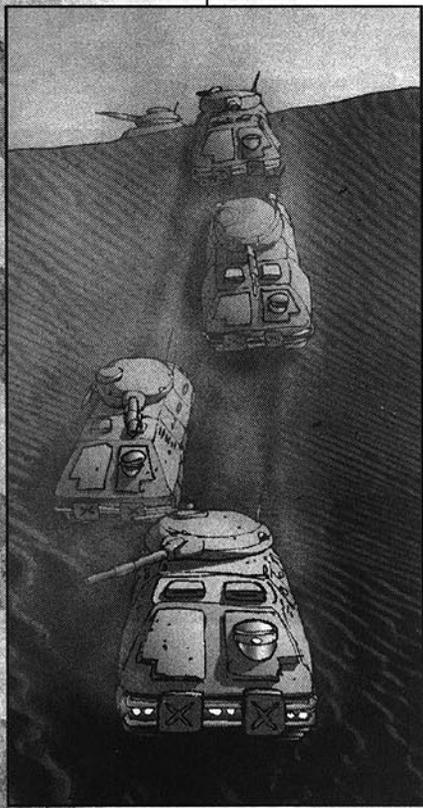
Players should make sure there is plenty of cover and hiding places, even on the flattest of desert. This is especially true of skirmish scale game, where even individual rocks can be modeled. It is important to avoid choking the battlefield with too much obstructing terrain, however — the troops will have to move through it, and any cover may well become the enemy's if the battle takes an unsuspected turn.

□ Location Table

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

□ Terrain Table

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



Terrain Description Table

Desert:	Although they are constituted of a multitude of different terrain types, the Badlands still feature quite a lot of empty and dusty flat deserts. Desert battleground has at least 50% of the playing surface made up of Clear or Sand terrain.
Broken Ground:	In the transition between the flat deserts of the equatorial Badlands and the rocky mountains and steamy jungles of the hemispheres, lie savannahs and hilly terrains that bear resemblances to both. Broken Ground battlefields have at least 50% of the playing surface made up of Rough hexes; many feature at least a one level elevation change.
Mountains:	For a time, Terra Nova was very geologically active — the large mountain ranges that dot the planet are proof of this. Mountain battlefields have at least 75% of the playing surface made up of Rough terrain. Alternatively, it may be composed of any type of terrain provided there are at least three different elevation levels.
Woodland:	Not all Terranovan forests are densely packed steamy jungles. In many places the trees grow far enough from one another to allow the existence of a flourishing vegetation floor. These forests have at least 50% of the playing surface made up of Woodland terrain.
Jungle:	The hot and humid climates of the lower basins of the southern hemisphere have allowed huge rainforests to prosper. The dense vegetation and the high humidity wreck havoc with sensors, making combat a lethal close range affair. The battleground is designated as a Jungle when at least 50% of the playing surface is made up of Jungle terrain. Really dense forests (75% of the surface is made up of Woodland terrain), such as can be found in the North, can also be considered jungles.
Swamp:	In some regions of the planet, water from the MacAllen network seeps to the surface and helps develop a swamp ecology. The battleground is a Swamp when at least 50% of the playing surface is made up of Swamp terrain. Zones with 75% Water hexes also count as a Swamp (the water zones are shallow pools or a river delta).
Polar:	Because of its position in the Helios system, Terra Nova features very few locations that can be truly referred to as polar. They do exist, but combat there is quite unlikely because there is simply nothing to fight over. Polar battleground have at least 50% of the playing surface made up of Snow or Ice terrain.
White Desert:	White sand is one of the most dangerous substances on the planet — few will willingly fight nearby its corrosive influence. White Deserts have at least 25% of their surface covered by White Sand, or 50% by White Sand Rough terrain.
Urban:	Battles rarely occur within the heavily fortified walls of a city-state and are much more likely in the crowded streets of neighboring towns and villages. This type of battleground is composed of at least 50% of Urban or Dense Urban terrain (in any proportion, not including Roads or Bridges).

◆ External Conditions

External Conditions is a catch-all category that cover various weather effects and the time of day, both of which may affect the course of the battle and the performances of the units involved. Only one External Condition is rolled for the entire scenario, and it applies throughout the game for everyone.

The conditions described in the table on the next page are fairly generic and should provide enough complication for the entire scenario. It is possible to have more than one condition in effect at the time (such as a Night battle under Heavy Rain) but the combined bookkeeping and complexity may prove more trouble than it is worth. Some of the conditions are also mutually exclusive — the battle cannot be fought under both Daylight and Night conditions, unless part of the board is considered to be underground. Using more than two conditions at the same time is probably too complex.

Ambitious Players may want to build a complex scenario where the External Conditions are *modified* as the battle moves along. For example, the battle could be fought as the day comes to a close, with conditions changing from Daylight to Dusk in the middle of the fight. Or a tempest could suddenly move across the battlefield, changing one third of the board every round into a Sandstorm environment. This requires a bit more bookkeeping than usual and is more complex to play, but results in very unpredictable (and enjoyable) battles — especially if the changes are triggered randomly!

External Condition Table

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



External Condition Table

Daylight:	The battle occurs under normal conditions.
Dawn/Dusk:	The battle occurs literally between night and day. The scenario is treated as being a normal day scenario, but with all Detection ratings being reduced by one (they cannot go lower than the Night rating, though).
Fog:	The entire battlefield is covered with a rolling fog that makes visual identification nearly impossible. Each full three hexes of fog count as one point of Obscurement for detection purposes (but not weapon fire).
Heavy Rain:	The battle takes place under heavy rain. Each full ten hexes of terrain, regardless of its type, count as one point of Obscurement.
Night:	The battle takes place at night, with all the associated night combat rules being in effect (see page 159).
Sandstorm:	The battle takes place during a violent storm, with all the associated rules being in effect (see page 159).
Rain:	The battle takes place under a light rain. Each full twenty hexes of terrain, regardless of its type, count as one point of Obscurement.
Winds:	Heavy winds blanket the battlefield, lifting dust clouds and making air support very difficult. All energy weapons lose an additional point of Damage Multiplier per Range Band due to the dust. Neither players can count on air support.



Step 3: Assign Priorities - 8.2.3

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

Scouting ◆

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

Scouting Table

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

Troops ◆

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

Support ◆

Support are options that can be bought just before the scenario to help the Player. They are normally written down and concealed from the opponent, unless they manage to learn about them (see Intelligence, further on). The points assigned to Support by each Player are revealed. Each side may buy support up to an amount equal to the Support Points times 10% of the TV total. For example, if Player A assigns 2 points to Support, he will get a number of TV points equal to $(2 \times 10\% =)$ 20% of the battle's agreed-upon Threat Value total.



Support Options Table

Air Support:	<p>Aircraft can be called to provide ground support for beleaguered combat units. They are generally more precise than an artillery barrage but run the chance of being shot down before they can complete their attack. For more detailed air support rules, consult the Tactical Air Support sourcebook.</p> <p>All air support operations take place during Step 4 of the combat round. Because of their great speed, aircraft enter and exit the game surface in the same round, traveling in a straight line along a row of hexes. Any target within two hexes of this trajectory may be attacked by the plane's weapon(s); all attacks are made at Short range. The number in parenthesis indicates how many attacks may be made using the weapon indicated. A level 2 crew is assumed, but Players may buy higher levels of Skill by multiplying the air support cost by the Crew Level Multiplier (see page 127).</p> <p>Air assets may also be used to intercept enemy planes before they can attack: each plane has been assigned a certain number of dice for interception and defense. These are not Skills, merely a gross generalization of the capabilities of each type of plane. The dice are rolled and compared. A Margin of Success between 1 and 3 means the plane has been driven off, but may attempt another attack next round. A Margin of Success of 4 or more means the plane has been destroyed. Aircraft may attempt any number of interceptions, but must fly back to base after a successful one. Likewise, they must return to base after they have expended their weapon stock. Aircraft do not return to the battlefield after going back to base.</p>
Artillery Barrages:	<p>Artillery barrages are massive attacks made by off-board artillery pieces or even space ships in low orbit. The actual nature of the support battery matters little to the immediate battlefield — only the end effect counts. Artillery barrages are bought salvos by salvos, and cannot account for more than a quarter of the available Threat Value. For more detailed fire support rules, consult the Tactical Field Support sourcebook.</p> <p>Artillery barrages are called by a spotter unit (Player's choice), who can call fire missions at any time by spending one action. No other personnel may request artillery support. Only specific hexes, terrain features or buildings can be targeted by artillery fire, never individual combat units. The spotter must have a clear Line-of-Sight to the target.</p> <p>A Leadership Skill roll modified by the Communication system is made against a Threshold of 5. Artillery fire will arrive on the same round if the roll is successful. If the Leadership roll is failed, the request is not heard or simply misunderstood, but the next attempt is at +1, provided it is made the round immediately after.</p> <p>All artillery fire take place during Step 4. The barrages have an area effect to reflect the large number of incoming projectiles. Two dice are rolled versus a Threshold of 6. If the dice roll is equal to or higher than the Threshold, the fire mission lands right in the targeted hex. If the die roll is failed or fumbled, the shot deviates by a number of hexes equal to the Margin of Failure. The attacker rolls one die for direction (assign numbers to hex sides).</p> <p>Damage is per normal weapon fire and is applied immediately. The number rolled on the two dice is used as the Threshold to beat for defense. For defense arc purposes, the attack comes from the firer's home edge. If the attack fails, the weapon still cause damage equal to its basic Damage Multiplier to everything in its area of effect (this is an exception to the standard area effect rules explained on page 144 and applies only to artillery barrages).</p>
Intelligence:	<p>Information gathering is a major part of warfare. By knowing what the opposing forces are up to, countermeasures can be more effectively designed to foil the enemy plans. It is assumed that both sides have access to fairly complete intelligence reports before the start of the scenario. Sometimes, though, the system does not come through and there are differences in the preparedness level of the forces in presence.</p> <p>Intelligence resources can be used to buy dice rerolls, representing the increased level of preparation of the friendly forces. Die rerolls can be used at any time, and cost the equivalent of 1% of the Threat Value total each. When dice are rerolled, however, the second result stands, even if it was worse than the first one.</p> <p>Intelligence assets can also force the other Player to reveal either his mission type, mission objective or time limit. They may also be used to reveal the type of support bought for the game. Every 5% of the total Threat Value assigned to this purpose forces the opponent to reveal one of the above.</p>

Air Support

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

Artillery Barrages

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

Intelligence

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



Step 4: Subplots - 8.2.4

Subplots are what makes a scenario interesting. They are complications that have to be taken into account when formulating battle plans. When purchasing Subplots, beneficial ones are applied to the buyer and the negative ones to the enemy.

Subplot Generator Table

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

Cinematic Subplots

Coordinated:	Link two friendly units. When they attack the same target, they each get a +1 on their attack roll.
Coward:	A random enemy unit falls back as soon as it is damaged. If someone with the Leadership Skill is within Comm range, he may attempt to rally the fleeing unit: the Threshold is 4.
Vendetta:	A random enemy unit hates a random friendly unit. The enemy must match speeds (Combat or Top) and attack it continuously until one of the two is destroyed.
The Hero:	A random friendly unit is piloted by a young hero. He gets one reroll per round. The second roll stands.
Love Shall Prevail:	A random enemy unit is in love with a friendly unit. It will not fire on the object of its affections under any circumstance.
Traitor:	One of the enemy works for your side. At any point during the game, the weakest unit (in TV modified by the pilot's level) is transferred to your control and remains thus for the remainder of the game.



Military Subplots

Bad Intelligence:	Once setup is finished, you may relocate up to a quarter of your forces on the playing surface.
Corrupted Supplies:	One enemy vehicle starts the game with a random Light Damage result from bad maintenance (disregard Crew results).
Leftover Ammo:	One random unit has been supplied with leftover ammunition. One die is rolled every round, immediately after the unit's first attack: on a 4 or more, all attacks that round are duds, including the one just rolled.
Low priority:	The mission objectives are not that important to the enemy commander, and his troopers know it. The opponent applies a -2 penalty to all Leadership rolls.
Malfunctions:	One random enemy vehicle is experiencing weapon malfunctions. One action is required to clear the weapon after each Fumble.
Minefield:	An old forgotten minefield is located somewhere on the board. The Player gets a standard minefield (see page 158) and may place it anywhere in the middle of the playing surface.

Unforeseen Events Subplots

Bystanders:	A group of civilians have unwittingly wandered into the battle zone. Depending where the battle takes place, they can be impoverished nomads, or perhaps even lost tourists. They are treated as an unarmed, unqualified infantry unit, moving in a random direction every round. A penalty of one VP is deducted for every civilian killed.
Friendly Fire:	A plane, back from a mission with spare ammunition, is looking to dump it on anything resembling a target. A fighter-bomber makes an attack run centered on a random enemy unit. Any target within the attack corridor, friend or foe, is at risk.
MacAllen Collapse:	A section of the underground river network has been weakened recently, and the heavy vehicles trampling on it have completed the job. One die's worth of hexes, placed in a line, drop down one level under a random enemy vehicle.
MacAllen Tunnel:	There are tunnels nearby. You can select the entrance at any point (put a token on the opening, which anyone can now use) and move in a straight line underground until you determine an exit point (which also needs a token).
Phantom Echoes:	Depending on where the battle takes place, the phantom echoes can be mirages, swamp gases or even large animals, but they attract their share of attacks. One die is rolled after every attack: on a 5 or more, the attack hits a phantom rather than the intended target.
Tempest:	A sudden change in the atmospheric conditions heralds the formation of a tempest (see page 159 for rules). This subplot may occur only in the Badlands.



8.3 - INTEGRATED CAMPAIGNS



One of the great strengths of the *Silhouette* game system is that the game mechanics for roleplaying and tactical wargaming are based on the same basic principles and thus work together seamlessly. In fact only a change of scale separates the two — a requirement for playability — and even this is easily bridged (see 6.5.2 *Integration with the Tactical System*, p. 118). It is natural for **Heavy Gear** Players to want to use both game scales in their campaigns.

Tactical gaming and roleplaying, however, are two different game forms and some thought needs to be given to a few considerations before creating a fully integrated campaign. In a roleplaying-based integrated campaign, the tactical system is used to run vehicular combats and is an important part of the game experience, but the main focus should remain about telling a story based around the Player Characters. In a tactically based campaign, on the other hand, roleplaying is used to provide a background that links various tactical encounters and expand on the options available to tactical Players. The same background can also be used to generate new scenarios. The focus remains playing tactical battles, however, and achieving a military victory.

8.3.1 - Roleplaying-Based Campaigns

In general, creating an integrated campaign focused on roleplaying is no different than creating a straight roleplaying campaign. Gamemasters should keep a few things in mind, however. Most importantly, the campaign should be action based. If tactical combat is going to be an important part of game play, there should be a good reason for it. The Player Characters should have access to military technology as well, preferably Gears. The archetypal example is a military campaign in which the PCs are Gear pilots. Other possible PC groups include smugglers, rovers, police officers (with specially modified Gears) or rebels. Because combat is an important part of an integrated campaign, it should also advance the story. Use combats to introduce new villains and to accomplish key objectives; do not throw PCs into one pointless battle after the other (unless you mean for them to rebel, of course).

Everyone participating in an integrated campaign should also realize that death is a real possibility. The tactical system is fast and deadly and sooner or later Player Characters are going to die. Encourage the Players to mark these deaths, perhaps by roleplaying a funeral or by centering stories on recovering remains or getting revenge on the killer. Players could also sketch out fall-back character who are used as NPCs until they are needed to replace a fallen soldier at which point their full stats are chosen. This makes the “new recruit” already familiar and helps encourage continuity.

◆ Setting Up Tactical Scenarios

In a roleplaying-based campaign, the story is the thing. Concepts such as Threat Value balance can be bent a little. Almost always, the Player Characters will all be on one side of a combat, with the Gamemaster controlling the opposition. This allows the Gamemaster to create much more complex scenarios with hidden units, changing orders, an overwhelming enemy or other complications. Missions to recover lost plans, find a weak spot in enemy defenses or simply patrol a ruined city can be just as exciting (even more so) than a straight search-and-destroy operation.

Gamemasters should be careful, however, not to go overboard with complications. Players participate in an integrated campaign because they enjoy the tactical system and too many complications may take away the thrill of fighting a tactical battle. Sending PCs into an ambush by vastly superior forces may be dramatic, but unless there's a way for them to get out of it, they'll all likely end up dead and the story will be over.

◆ Characters in Combat

Character Attributes and Skills transfer directly between the roleplaying and tactical systems, so there is very little to worry about in terms of game mechanics when the PCs enter tactical combat. The only added level of complexity is transferring crew injuries (see *Tactical/RPG Crew Injuries*, p. 118 for full guidelines). Gamemasters should remember, however, that roleplayers can and will make use of all their resources in combat, not only traditional combat skills. PCs may taunt the enemy into making an error through the comm system or keep morale high by talking green pilots through combat. The Gamemaster should reward these types of initiatives. Let the villains make mistakes even if the tactical rules don't force them to, and take morale into account (keep in mind WIL and PSY Attributes).

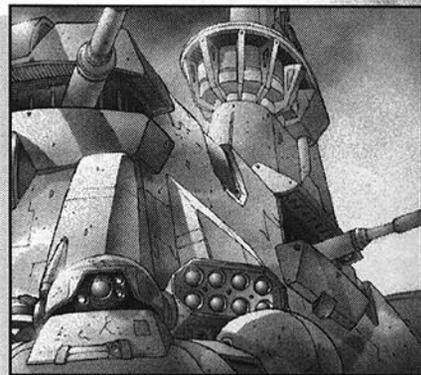
It is perfectly possible to have one or more PCs without a walking tank at their fingertips. In roleplaying situations, this is rarely a problem, but in tactical combat that character may have little to do. The *Silhouette* system is fast, but a tactical encounter of any complexity will still take an hour or more to play. Players will not want to do nothing during this time, so give them roles in the combat. The best solution is to design scenarios where the non-combatants PCs can have a role. If the objective is to recover stolen computer files, the hacker PC may drive to the enemy bunker to download the file while the Gear pilot PCs protect him. Another option is to give the Players other characters to control during the combat. If the PCs are aided by allied forces, allow the non-combatant Players to control them. They could also control some of the enemy forces, taking some of the pressure off the Gamemaster.



Tactically Based Campaigns - 8.3.2

By injecting some of the tools of roleplaying into a tactical campaign, **Heavy Gear** Players can create a much richer strategic experience. While Players alone can create tactical scenarios using the generator (see p. 169), the addition of a Gamemaster and Player Characters allows for greater complexity on and off the battlefield and the creation of a real campaign. The presence of a Gamemaster will also allow situations and scenarios that are not normally possible (or just harder to do), such as ambushes and secret betrayals.

Unlike in a roleplaying-centered campaign, however, the Player Characters do not form a unit *per se*. Rather they are the overall commanders of the forces confronting each other. This helps explain the power the Players themselves wield over the various units that fight under their command, and also ensure that the Player Characters are more likely to survive for the entire length of the campaign. If the PCs are sent into the field regardless, the Players should be ready to spend plenty of Emergency Dice (see page 115). The presence of actual characters on the field generally have beneficial effects on the game play — Players stop thinking of their units as little tin fighters and more in term of actual flesh and blood soldiers in fighting vehicles.



Complex Battlefield ◆

The most obvious advantage to having a Gamemaster in a tactical scenario is that he can control a whole series of factors that will make for a more exciting battle. The Gamemaster will set up the scenario itself, giving objectives and assign guidelines for forces (the Players should actually choose the forces, however). GMs can use the scenario generator for inspiration of various mission profiles and special situations, but they should feel free to introduce more personal complications. The weather can change spontaneously, new forces can arrive on the scene, mission objectives can change. One of the most powerful tools for the Gamemaster is neutral forces. By introducing units under his direct control, the GM can force the tactical Players to change their strategies and adapt to a new battlefield. What happens if both sides are sent to eliminate a nest of rovers? Will they fight it out for who should proceed, or join forces? The Gamemaster can also add hidden units, set up ambushes or minefields and all kinds of dangers without making Players aware of them, (see 6.5.2 *Integration with the Tactical System*, p. 118, for more details on these systems).

Command Decisions ◆

The addition of true roleplaying will further enrich the tactical campaign. Each tactical Player should create a full character who will be the overall commander of the forces clashing. Generally, this will be a Colonel (North) or Commandant (South) in command of a regiment, but other ranks and positions are possible based on the campaign premise. Between tactical scenarios, the Gamemaster can run quick roleplaying sessions in which each Player can set out his strategy and goals. At its most basic level this involves taking each Player aside and presenting him with the strategic situation and the resources available and ask for his next move. Levels of complexity can be added by allowing them to gather intelligence from spies or satellite imagery, gain resources from high command (new units, air strikes, etc.). The relationship with high command and other units should be roleplayed, and Tactics, Bureaucracy and Leadership rolls should be made to obtain resources. Make opposed rolls between competing Player Characters when they try to guess each other's tactics or in other similar situations.

Gamemasters can also create subplots for each PC, such as a morale problem in a specific unit, or political opponents in high command. These should not be crippling problems (unless they are equally crippling to both sides) but they should add to the tactical situation. In a scenario, the troublesome unit could balk at commands or be targeted by the enemy, for example.

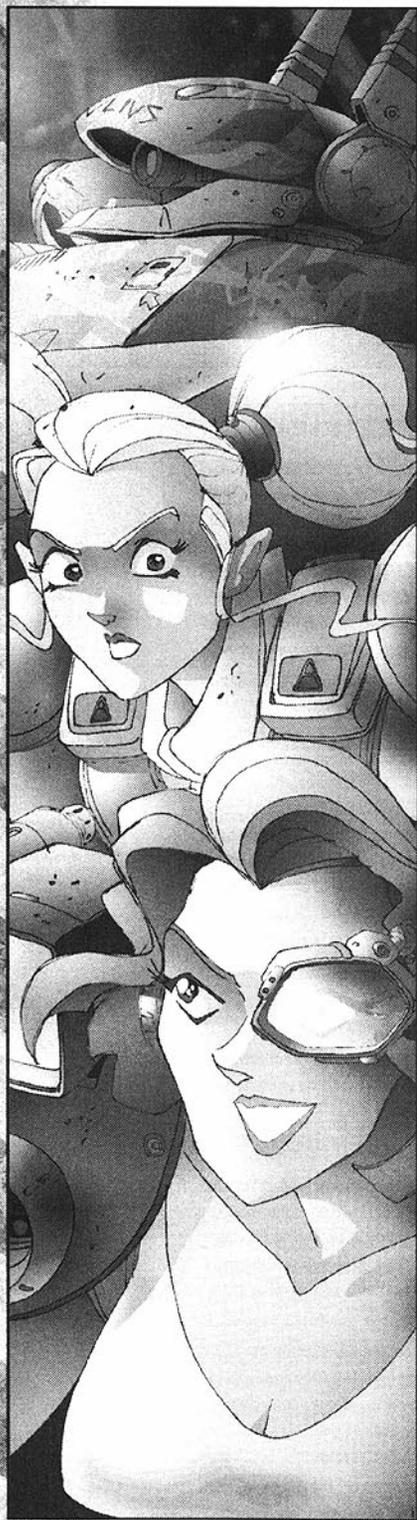
Dynamic Scenario Linkage ◆

Because a Gamemaster can take into account battlefield results and command decisions, he can create a truly dynamic and dramatic campaign. Instead of agreeing on a series of linked scenarios as in a Player-only campaign, in this case Players can portray commanders in a series of battles that evolve with events. The Gamemaster becomes responsible for creating (often in cooperation with the Players) the overall battle conditions (is it a long assault into enemy territory, a battle over a key Badlands resource, a duel between mighty landships?) and then establishes how the battle will evolve. The GM needs only to define what resources are available to the PCs overall and the opening situation, and then create scenarios as things progress.

The first scenario should set the pace and the following scenarios should evolve from its outcome and the command decisions of the two Players. If the first scenario is a Southern raid on a Northern outpost and ends with the attackers being repelled, the GM should have a roleplaying session to see what the commanders' reactions will be. The Northern commander might decide to send out scout parties to find enemy positions, while the Southern Player decides to call for an air strike on the Northern base to weaken the defenses. The next two scenarios might then be a Northern recon of a Southern encampment, and a second Southern attack in the ruins of a Northern base. The Gamemaster can add other events to further guide the campaign, such as rovers raiding the ruined base for supplies or a spy bringing secret files to the Northern commander.



RUMOR MILL



"So how was your date with Lussian?" Katja Sez asked as she removed the omnicamera covering off of Miranda Petite's Spitting Cobra fire support Gear.

"It was not a date!" The young pilot was standing on the tech bay's ferroconcrete floor, looking up at Katja while she worked on a mobile lift platform. "I don't date fellow soldiers. Ever."

"Of course not." Katja smiled to herself. Miranda's crush on fellow ace Lussian Salban was so obvious that everyone on base knew about it — except for Miranda and Lussian, of course. She was so cute.

Katja changed a circuit inside the omnicamera system that had been damaged by a stray autocannon shot and replaced the lens. She patted the armored casing of the sensor head where Miranda had scrawled "Julius" — her nickname for the machine. Unlike most other pilots in the MILICIA's Special Intervention Unit, Miranda actually cared about her Gear. Maybe that's why Katja liked her so much.

"So," she called down as she worked, "I hear tell he took you out for a romantic dinner. Roasted hopper was it?"

Miranda and Lussian had spent two days and nights in the Badlands hunting a bandit ring. They had lived off military rations — less than appealing food.

"What? Listen Katja I don't care what you heard, nothing happened. How could you even think that I would do anything with that guy?"

Katja lowered the lift down to the level of the Spit's torso and popped the cockpit hatch. "I don't know, Miranda. Maybe it was Lyle telling me he found you two snuggled up in a tent when he came to pick you out of the desert." Katja almost suppressed a laugh; almost. "He said you looked adorable."

"What? I'm going to kill him, for Gropius' sake!" Miranda was really fuming now. "We were conserving body heat. It's not my fault the heater in my Gear failed. Don't you know anything about desert survival?"

Katja checked the diagnostic readout in the cockpit before answering. "Not as much as you, bunny."

"That's it, Sez!" Miranda's girlish face was flush with consternation and locked in a serious grimace, but her bright green pig-tails made her less than intimidating. "Just because you're older than I am doesn't mean you can treat me like this. Everyone on base knows you're looking for an officer to hitch up with, so don't go displacing your little immature notions on me. I'm here because it's my duty, not to meet guys. Unlike some people. Do you understand me, Sous-Caporal?"

"Yes, Sergeant." Katja struggled to keep a straight face. "Julius is all fixed. But—"

"What is it now?"

"The heater is working just fine and the NNet log doesn't show any malfunction. Are you sure you two really *needed* to share a tent?"

Miranda just stood there for a second, blinking in stupefaction. She tried to answer but all she could manage was a hesitant mumble. Before she made matters worse, she turned and left. Her pig-tails bopped up and down with every angry, embarrassed step.

Katja sat down and laughed to her heart's content; the bay resonated with her hysterics. She had to fight to regain her composure when she heard the main door open again. It was Lussian coming in to look at his Iguana. She caught him smiling toward Miranda's Gear before he noticed her. This was going to be a *lot* of fun.



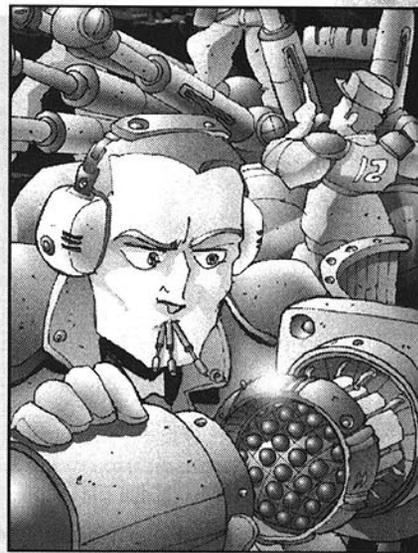
TECHNOLOGY AND TACTICS - 9.1

The first centuries of the third millennium brought forth incredible advances in all of the major scientific fields. Computers were faster, material sturdier, weapons deadlier. However, the numerous armed conflicts of the third and fourth millenniums demonstrated that although high tech equipment often turned the tide of war, victory lay with the side that could afford to exhaust its enemy's capacity to fight and hold onto conquered territories. This caused a general stabilization of the level of technology used in wars, with new developments made horizontally, in already known fields instead of emerging new ones.

If one side could afford to field ten tanks for the price of one of their enemy's design, it did not matter if the tanks were slightly inferior: they would overwhelm the enemy by sheer numbers as long as they were reasonably well designed and, most of all, well used. Another consideration was the ease of building cheap weapons able to defeat multi-million dollar vehicles in one shot, such as the infamous infantry hand-held "tank-killer" missile launchers.

With the advent of interplanetary conflicts, logistics became a supply officer's nightmare. More than once, military forces had to use whatever was available to them instead of the advanced tools and equipment designed and produced in faraway locations.

One last important factor in the stabilization of the technology of war was a vehicle's ease of maintenance. A point was reached where a multi-million dollar weapon could fail because of a grain of dust in one critical circuit. Designs gradually reverted to simplified, modular forms that could withstand a lot of punishment, required minimal maintenance and could be used continuously without breaking down all the time.



Weapon Technology ◆

Vehicle-mounted weaponry is predominantly projectile based. Not only is it efficient and simple to build and maintain, it can take an enormous amount of punishment before breaking down thanks to the advanced materials used in its construction. High tech weapons such as lasers, electromagnetic railguns and particle accelerators are not considered advanced anymore, but the denomination has stuck. These weapons are rarely carried by ground units because their large energy and maintenance requirements prevent their efficient use by field units. Space-borne units are a different matter altogether — advanced weaponry being far more effective in space.

Modern weapons can use a variety of sophisticated ammunition ranging from guided shells to self-propelled rockets. They are also capable of firing simpler ammunition to facilitate resupply in the field.

Defensive Technology ◆

Over the centuries, a variety of material has been used to protect a soldier and his equipment from enemy fire. With the power of today's weapons, nothing less than an advanced composite layered armor material will do. Composite armor, however, while very advanced, is also costly and hard to repair. That is why many noncombatant vehicles such as supply trucks are armored with simple rolled armor-grade molecular steel, which, while not as strong, is far easier to manufacture and repair.

Most vehicles are completely without armor; any weapon hit will most likely directly affect their structure and cause damage. The next step is armor-grade steel, a high quality steel alloy rolled and tempered for maximum resistance. This is the basic material used in weapon penetration tests. Front-line combat units are most likely to be equipped with the best armor composite material. The density and weight of these composites vary immensely, as do their capacities. Some are treated for resilience, others add ceramic layers for heat resistance. Modern vehicular armor is only a few centimeters thick and is very light considering the protection it can offer.

Aerial Warfare ◆

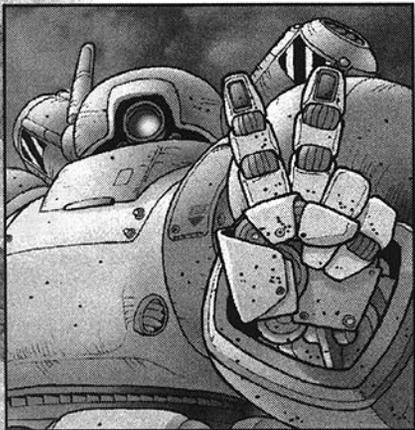
Aircraft are relatively uncommon on Terra Nova, simply because the weather is unpredictable and dangerous. Short flights between polar locations are fine, but voyages across the Badlands pit aircraft against strong heat-generated convection winds, not to mention the occasional tempest which is sure to bring down a plane. Ground and sub-orbital travel is safer and more efficient. The vehicles most often seen by grunts on the ground are the support and transport vehicles. Choppers and hoppers (vectored thrust aerodynes) are used for close support and anti-vehicular duties.

Naval Warfare ◆

Naval warfare is practically nonexistent on Terra Nova. All water bodies are small and landlocked, which means that boats are practically useless for attacking the enemy. Both the CNCS and the AST maintain a small fleet of naval hovercraft, but they exist mostly for civil patrol duty.



9.2 - HEAVY GEARS



Heavy Gears are one of the most significant advances in the field of military technology in the past millennium. Although combat walkers were used as far back as the early third millennium, they were always cumbersome and too easily targeted enough to survive the high tech battlefield, relegating them to support and engineering duties. This changed with the development of the Heavy Gear.

The Battle of Pioneer of TN 1669, during which the Northern Lights Confederacy and Western Frontier Protectorate tried to put an end to expansionism on the part of the United Mercantile Federation, saw the birth of the combat walker on Terra Nova. Heavy Gears (often called Gears or HGs for short) have participated in every major conflict on the planet since then. They played an especially critical role in the War of the Alliance, when combined Terranovan forces defeated the invading Colonial Expeditionary Force from Earth. Tacticians point out, however, that Gears still depend on support from infantry, heavy armor, artillery and air support — they are not invincible super-weapons.

The Gear is actually a compromise between an infantryman's flexibility and an armored vehicle's resilience and firepower. It is, in effect, a one-man IFV (Infantry Fighting Vehicle) which protects the soldier and allows him to carry far more payload and armor than an ordinary soldier. Mass-produced, Gears are cheap enough to form a major part of the modern army. They are extensively covered in the first volumes of the **Vehicle Compendiums** series (**North 1** and **South 1**) and in the **Technical Manual**.

◆ Cockpit and Controls

All Gears can carry one man in a cockpit located in the torso. Because of the space required by the machine's internal mechanisms, all Gear cockpits are renowned for their cramped conditions, some even putting limitations on the size of the pilot. A sturdy seat, reminiscent of the ones found in airplanes, occupies the center of the chest cavity. The space under and behind the seat is used for electronic systems, which leaves no room for an ejection mechanism.

The configuration of the instruments depends on the designers of the machine. All are equipped with two joysticks and two foot pedals, but buttons and readouts vary immensely, even between variants of the same model. The joysticks are fairly complex, sporting several thumb switches as well as finger-activated triggers. Combinations of switch, trigger and stick movements are converted into body motion routines called Macromoves (or simply "Macros") by the CPU, much like a combat video game. Depending on the complexity of the Gear model and its agility, the joystick can be laden with gadgets and additional controls of all sort.

Early Gear designs had holographic screens and HUD to display battle information. Newer models use Virtual Reality technology instead. With special laser-crystal screens mounted inside a slightly enlarged helmet, the VR system relays information treated by the CPU and its visual sub-processor to the pilot. For all intents and purposes, the trooper can see as if the cockpit were open to the outside. Relevant tactical and battle readouts are superimposed over the landscape by order of priority. Small movement indicators and ID tags enable the pilot to keep track of many targets and can even identify mission objectives. Ranges are indicated beside items, although this option can be modified or deactivated to reduce the visual clutter.

◆ Central Processing Unit

The "brain" of the Gear is the Central Processing Unit, or CPU for short. It is a small, semi-transparent cube (15 cm³) filled with an intricate molecule-sized neural network. This network is so complex it cannot be repaired if damaged and must be replaced by a new unit. It is encased in a special shockproof polymer or composite case which is normally installed under the pilot seat. It can be easily removed by reaching under the seat and releasing the connections and is always the first piece of equipment salvaged when a Gear is destroyed or damaged beyond repair.

The CPU's neural network is able to learn and establish new connections within itself. This allows non-linear logic processing, as new parallel paths are created to handle computing tasks. This ability for "fuzzy," or open-ended, logic makes the CPU much better at handling the complex body motions of the humanoid Gear it controls than other "standard" neural network/computers. A standard Gear CPU is not self-aware, although it often gives the illusion that it is.

◆ Sensor System

Gears carry a variety of sensor systems to allow the CPU to relate to its environment and help the pilot in battle. Since Gears are supposed to be inexpensive and easy to maintain, most designs have only a minimal sensor package. The primary sensor system is a small cluster of digital omnicaeras, often placed together in what could pass as the Gear's head. Most models use only one main camera, relying on laser rangefinders and "dumb" stereoscopic cameras for range and depth measurements.

The information so gathered is first processed by the CPU's visual sub-processor, colloquially called "ViSup," "Eyebrian," "Vision Chip" or a multitude of other slang terms depending on the technician in charge. The CPU then combines this information with that from the other sensory systems and uses it all to maintain the Gear's balance and perform the action required by the pilot.



Powerplant ◆

Most Gears use an advanced, very compact, internal combustion engine called a V-engine. Based on designs created at the University of Colorado in the late years of the twentieth century, the V-engine (so named because of its shape) is a twin drive, air-cooled, highly efficient powerplant with minimal moving parts.

The core of the V-engine is a support axle made out of high-strength alloy steel. It is truly only a bent bar of metal and is the strongest part of the engine. Two combustion chambers are slipped over this support axle. These chambers, thanks to their peculiar internal shape, serve as piston housing, distributor cap, lubrication system, and cooling fan — all in one. The engine configuration thus provides two drive shafts, each delivering equal horsepower. The end result is a fairly compact engine which is rugged, easy to manufacture, and easy to repair. The V-engine's ability to run on a variety of fuels (as long as the fuel employed is gaseous or liquid and is reasonably combustible) and its small number of moving parts make it perfectly suited for Gears.

A few rare Gears models are powered by electrical engines fed by a bank of ambient-temperature superconductive coils. However, the high cost of such a system and its inherent limitations makes it unpopular except in specialized stealth units or as a backup system. The short operation range is also a problem which has yet to be solved.

Transmission ◆

Transmission is a catch-all term covering the various pistons and motors that move the machine around. All Gears use a combination of hydraulic and electrical power to move their limbs. Hydraulic systems can generate linear movement through the use of pistons and torsion movement through a modified circular piston called a rotor. Rotors can have a finite or infinite angular travel and can reverse the movement simply by inverting the fluid supply. Gears use both types of actuators.

The hydraulic system is fed by one main pump connected to the engine through a computer-controlled gearbox to maximize efficiency. The second drive shaft of the engine is used for an electrical generator that powers booster pumps placed in the lower body. Since the pump and the generator extend above the shoulders of the Gear, they are heavily armored. Valves, overflow reservoirs and heat exchangers are also part of the circuit and are attached to the basic frame of the Gear. The fluid used to transmit the motive power is a highly advanced polymer compound which is much better than oil for transmitting load. It is distributed throughout the Gear's body by feed lines made of duraplast, a composite plastic that can contain high pressures.

Secondary Movement System ◆

Many Gears have more than one transmission system. This Secondary Movement System, or SMS for short, usually takes the form of wheels or treads placed under the feet of the machine. Although the basic concept may sound ridiculous, one cannot deny the immense increase in speed and efficiency, not to mention versatility, this brings to the Heavy Gear weapon system.

Most often, the wheels (or treads) use small electric motors powered by a generator attached to one of the V-engine's drive shafts. Special software built into the CPU changes the equilibrium equations to handle high speed "skating" motions. This function can be retrofitted, but is usually less efficient than a built-in software. Because of the low ground clearance of the wheels, the SMS is only useful on flat, hard ground like packed sand or concrete. Some SMS have larger wheels which can be used over broken terrain, but the price of this increased versatility is a bigger, thus more vulnerable, movement system.

Weapons ◆

Gears are rarely designed with built-in weaponry. Its humanoid shape, complete with grasping manipulators, makes the Gear a very versatile tool which can support a variety of offensive systems. Nonetheless, it is an accepted practice to standardize a Gear's armament for ease of maintenance, going as far as altering the unit's identification code to reflect its current payload.

The typical Gear armament consists of one main weapon, usually hand-held in a rifle or pistol-like form. Rapid-firing, self-loading projectile weapons are preferred. All Gears possess hardpoints on various parts of their body to accept additional equipment and armament. This often takes the form of either support items (smoke launchers, ECM generators, etc.) or a limited use, hard hitting weapon for a one-shot-kill capacity such as an unguided rocket pack. This equipment can be simply bolted on, with control and power wiring being routed either through the armor or alongside it.

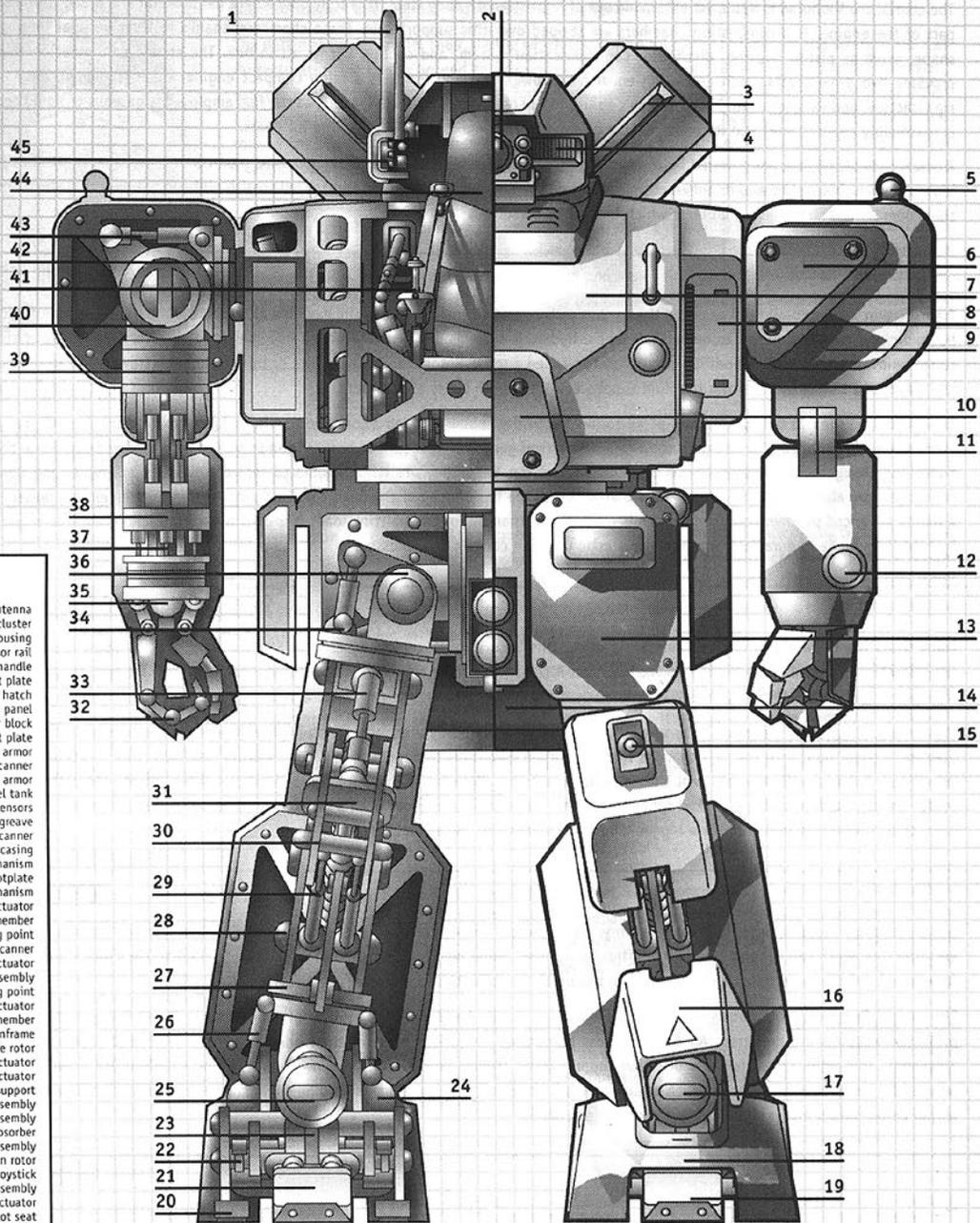
Armor ◆

The average Gear carries several centimeters of composite armor. This affords them the same general level of protection as an armored infantry fighting vehicle, which is more or less what the Gear is: a one-man Infantry Fighting Vehicle.

Gears use the same composite armor as all other war vehicles in the 62nd Century. Unfortunately, their humanoid shape, so versatile and maneuverable, here plays against them. Because the limbs of the Gear must have flexibility, mobile armor plates are unavoidable. Some clearance is necessary, meaning that one cannot just heap on plates or simply add on thickness. All this reduces the potential stopping power of the material used for the armor, leaving weak points which can be exploited by a skilled gunner.



Hunter Cutaway



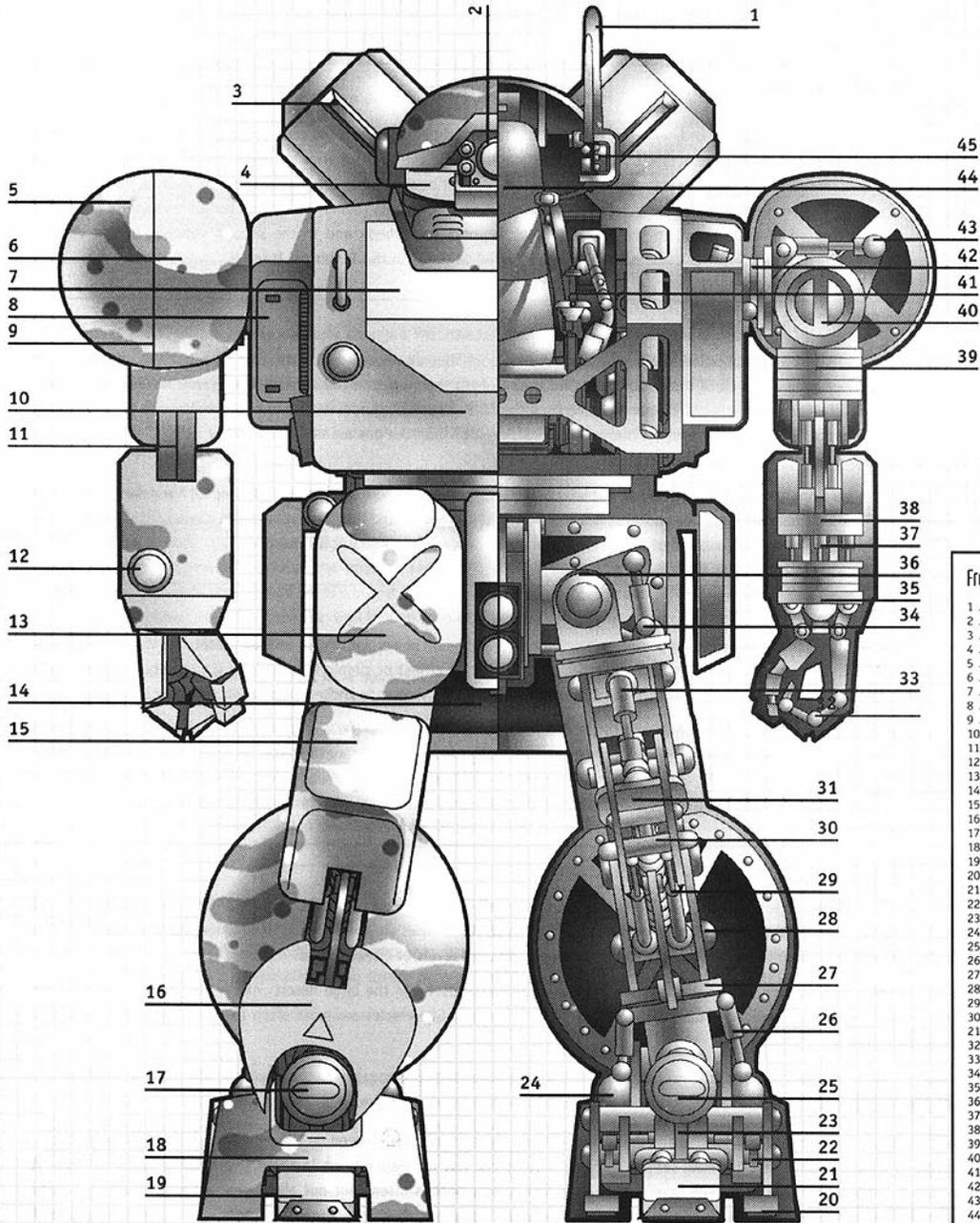
Front View

- 1 Communication antenna
- 2 Main sensor cluster
- 3 Generator/pump housing
- 4 Sensor rail
- 5 Shoulder handle
- 6 ... Shoulder block reinforcement plate
- 7 Main access hatch
- 8 Maintenance access panel
- 9 Shoulder block
- 10 Torso reinforcement plate
- 11 Elbow armor
- 12 Short range scanner
- 13 Front skirt armor
- 14 Armored fuel tank
- 15 Lower body sensors
- 16 Armored greave
- 17 Short range ground scanner
- 18 Armored foot casing
- 19 ... Support and balancing mechanism
- 20 Footplate
- 21 ... Support and balancing mechanism
- 22 SMS wheel lowering actuator
- 23 Foot structural member
- 24 Ankle actuator mounting point
- 25 Short range ground scanner
- 26 Ankle actuator
- 27 Foot rotation assembly
- 28 Knee actuator mounting point
- 29 Lower knee actuator
- 30 Knee block structural member
- 31 Knee block mainframe
- 32 Knuckle rotor
- 33 Upper knee actuator
- 34 Leg elevation actuator
- 35 Main wrist support
- 36 Hip rotor assembly
- 37 Wrist rotation assembly
- 38 Forearm actuator/shock absorber
- 39 Lower arm rotation assembly
- 40 Arm elevation rotor
- 41 Joystick
- 42 Shoulder rotation assembly
- 43 Arm elevation actuator
- 44 Pilot seat
- 45 Communication equipment

Note: wiring and access hatch actuators omitted for clarity



Jäger Cutaway



Front View

- 1 Communication antenna
- 2 Main sensor cluster
- 3 Generator/pump housing
- 4 Sensor rail
- 5 External shoulder armor plating
- 6 Internal shoulder armor plating
- 7 Main access hatch
- 8 Maintenance access panel
- 9 Shoulder armor joint
- 10 Torso reinforcement plate
- 11 Elbow armor
- 12 Short range scanner
- 13 Front skirt armor
- 14 Armored fuel tank
- 15 Lower body sensors
- 16 Armored groove
- 17 Short range ground scanner
- 18 Armored foot casing
- 19... Support and balancing mechanism
- 20 Footplate
- 21... Support and balancing mechanism
- 22 SMS wheel lowering actuator
- 23 Foot structural member
- 24 Ankle actuator mounting point
- 25 Short range ground scanner
- 26 Ankle actuator
- 27 Foot rotation assembly
- 28 Knee actuator mounting point
- 29 Lower knee actuator
- 30 Knee block structural member
- 31 Knee block mainframe
- 32 Knuckle rotor
- 33 Upper knee actuator
- 34 Leg elevation actuator
- 35 Main wrist support
- 36 Hip rotor assembly
- 37 Wrist rotation assembly
- 38... Forearm actuator/shock absorber
- 39 Lower arm rotation assembly
- 40 Arm elevation rotor
- 41 Joystick
- 42 Shoulder rotation assembly
- 43 Arm elevation actuator
- 44 Pilot seat
- 45 Communication equipment

Note: wiring and access hatch actuators omitted for clarity



9.3 - CONVENTIONAL VEHICLES

The vehicles used by the Terranovans range from extremely primitive internal combustion buggies for farm transport right up to slick computer-driven polymer-skinned interceptors. Despite the ready availability of highly advanced vehicle types such as walkers (both Gears and striders) and fusion-powered spacecraft, it is often simpler (and cheaper) to rely on conventional vehicles for more mundane tasks. Certain functions are also simply better fulfilled by systems that have been known and used for millennia, such as the armored tread system of battle tanks.

9.3.1 - Ground Vehicles

Conventional ground vehicles, either tracked, wheeled, or hover, are still widely used in the 62nd century. They are cheaper, sturdier and easier to maintain than the complex walker mechanisms. Unfortunately, while they are superior on open terrain, they fare poorly on broken or difficult ground. This has led to a specialization of sorts: conventional vehicles are widely used for assault, transport and support duty while the walkers are used either as powerful, highly mobile infantry units (Gears), or broken terrain transports (striders). Ground vehicles are covered in more detail in the **Tactical Field Support** sourcebook and in the second volumes of the **Vehicle Compendium** series (North 2 and South 2). There are also a few technical notes in the **Technical Manual**.

◆ Cockpits and Sensors

Most vehicles do not feature the sophisticated VR setup of Gears because they do not need it. Either the crew has the means to look directly outside or they have a complete computer generated HUD to help them operate the vehicle. Most tanks have a holographic display which is actually easier to use and less cumbersome than the Gear-mounted equipment. Sensory information is acquired using small sensor pods mounted on the turret or main body. In general, even civilian designs are equipped with a least of minimal sensor suite for safety purposes (night driving, for example).

The internal design vary enormously from vehicle to vehicle. Some are spacious, others are extremely cramped. Unless the vehicle is open-topped, the combat chamber of all Terranovan vehicles is airtight to prevent the intrusion of harmful gases and other airborne particles. Most vehicles make do with a basic overpressure system, not bothering to add full life support.

◆ Powerplant

Vehicles are powered by a variety of means depending on their function. Common powerplant types include diesel, gas turbine, V-engine and electric. Most civilian vehicles are powered by electric motors (in large cities) or simple fuel engines (in the countryside) while military ones rely most often on advanced ceramic gas turbines and V-engines similar to those mounted on Gears and striders.

Hybrid setups are also in use. Two or more powerplants of different types are mounted in the vehicle in order to gain the advantages of both. For example, a gas turbine may be used to generate the electricity required by the motors that actually drive the wheels. This allows the turbine to run at the most efficient regime at all time for the best possible fuel consumption, while the electrical banks can be recharged for a variety of means. The end result is a vehicle that can run on almost any power source or fuel available.

◆ Transmission

The great majority of fighting vehicles on Terra Nova are mounted on all-terrain wheels or treads. Though an extensive system of road is in place, Terra Nova is still very much an untamed planet, and off-road capabilities are not a luxury. In addition, many tracked vehicles are also capable of running on their road wheels alone, though at reduced levels of effectiveness.

Ground effect vehicles (GEV) are also in use, but are more rare. Although useful in the large deserts of the Badlands, they have the unfortunate tendency to kick up lots of dust and thus are hard to conceal. GE vehicles are most often used for quick transportation between border towns.

◆ Weapons and Armor

Vehicles can carry a large variety of offensive and defensive systems. The systems used depend on the vehicle's origin and intended role. For example, a scout car will boast powerful sensors but very little in the way of weaponry, while a MBT (Main Battle Tank) will almost always have a large caliber gun or missile launcher. The weapon complement is often (but not always) based around a single large weapon system (the "primary") and back-up armament for unexpected situations. Most front-line combat units also carry some type of light laser armament (or other high accuracy weapon) for anti-aircraft defense, reducing the reliance on dedicated AA assets and the importance of air superiority.

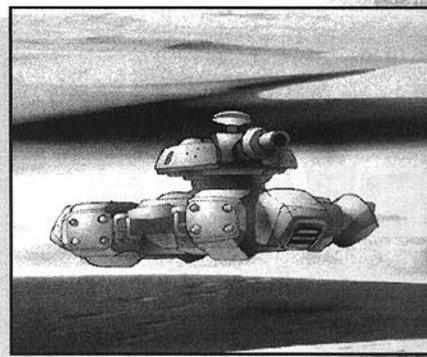
Ground vehicles generally rely more on armor than any other type of defense. Armor configurations may vary from simple plates of steel bolted onto the sides to a layered composite shell with ablative panels. Only a few vehicles carry active defensive measures, such as anti-missile systems.



Hovertanks ◆

Hovertanks are a special breed: a hybrid between a conventional tank, a ground effect vehicle and a VTOL. When Earth attempted to invade Terra Nova in TN 1913, the military forces of Terra Nova were confronted to them for the first time. Early reports from scouts led Terranovan generals to think that Earth had mastered the science of anti-gravity during the many years of separation. The confusion was easy to understand since they saw tanks without treads dropping out of aircraft and shuttles and floating to the ground. Fortunately for the defenders, this was not the case.

The hovertanks were Earth's answer to the unknown conditions they would face on the colony planets. A standard tank chassis is mounted on powerful turbofans, similar to those used in VTOL vehicles. The thrust produced is channeled through articulated nozzles, allowing a maneuverability not found on normal ground effect vehicles. Although the engines are powerful enough to physically lift the tank, the machine usually rides on a cushion of air created underneath its body by ground effect, using the extra power only to "jump" obstacles. Highly mobile and powerfully armed, they proved a dangerous (if outnumbered) adversary to the Terranovan defenders.

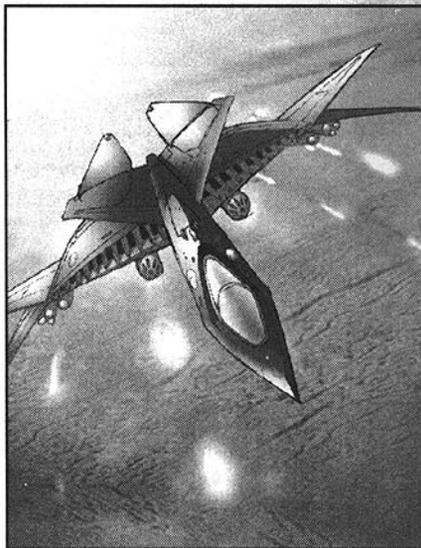


Aircraft - 9.3.2

The development of aircraft completely changed the rules previously acquired over millennia of ground warfare. Armies no longer had to smash through enemy fortifications, they could simply land troops behind the front. Likewise, cities were now a preferred target as bombers flew high above defensive positions to rain death upon the civilian population. Air superiority was of paramount importance, and new types of aircraft were constantly being designed to meet the technological advances of neighboring countries.

The advent of powerful yet practical energy weapons, such as the battlefield laser, brought an effective end to the concept of "air superiority." If a target could be seen, it could be hit at the speed of light, and no aircraft could carry enough armor to be able to survive long enough to be effective. Although stealth systems alleviated the problem somewhat, the concept of air superiority rapidly declined over the centuries, to the point where it would be called simply "air support." Most military flyers are now slow, yet agile, vehicles, well hidden from enemy sensors by flying low to the ground or using complex stealth devices.

Long-range aircraft are uncommon on Terra Nova, simply because the weather is often unpredictable and dangerous. Short flights between cities in close proximity are common, but long voyages, especially across the Badlands, pit aircraft against strong heat-generated convection winds, not to mention the occasional tempest. In general, ground travel is safer and much more efficient, and is thus preferred. Support and transport aircraft are those most often seen by grunts on the ground. Choppers and hoppers (vectored thrust aerodynes) are used for close support and anti-vehicular duties. Aircraft are covered in more detail in the **Tactical Air Support** sourcebook.



Cockpits and Sensors ◆

Aircraft crew generally have the means to look directly outside or they have a complete computer generated HUD to help them operate the vehicle. Most combat aircraft have a holographic display that superimposes the flight information on the pilot's field of vision. Sensory information is acquired using small sensor pods mounted on the wings and main body.

Powerplant and Transmission ◆

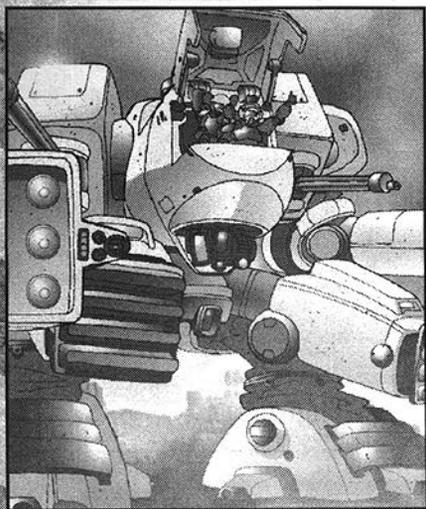
Aircraft are powered by a variety of means depending on their type and intended function. The high efficiency ceramic turbines and jet engines used by military flyers burn a potent fuel generated by complex chemical synthesis. These sophisticated engines are also capable of burning more conventional fuel such as petroleum derivatives, though at reduced efficiency and with smoke emissions. Some rare civilian aircraft use electric powerplants to drive large propellers.

Weapons and Armor ◆

Aircraft can carry a large variety of offensive and defensive systems, the nature of which depends entirely on the vehicle's origin and intended role. Most military flyers carry a complement of versatile missiles that can be used both against ground and air targets. Many aircraft also have centerline-mounted rapid-fire cannons or lasers as backup weaponry, and additional direct fire weapons can also be mounted in modular pods. Aircraft rarely rely on armor for protection, though reinforced composite plates are often added to ground support flyers. Speed and maneuverability are much more efficient from a mass standpoint.



9.4 - Striders



“Strider” is the catch-all term used to designate non-humanoid weapon platforms that use legs for locomotion. The term is, of course, derived from the striding motion of the machine’s legs. While related to them both in form and technology, striders are more specialized units than Gears and lack their versatility. They carry more payload since they are usually bigger, but this has the unfortunate side-effect of making them easier to spot. Their size also precludes any kind of advanced maneuvering.

Striders have two to six legs and are equipped with large foot plates. This enables them to carry a heavier payload since there is more surface area to ensure stability and to distribute the weight onto the ground. A few smaller models have only two legs, but the enlarged feet are retained, often with articulated claws. Arms and manipulators are rarely used, and weapons are generally mounted on hull hardpoints and turrets.

Striders come into their own on rough terrain because their walker systems allow them to go where many traditional tanks and armored vehicles cannot. During the War of the Alliance, this allowed the Terranovian defenders to bring artillery support into the mountains of the Badlands. In the South, amphibious striders are used in jungles and swamps. Some striders, like the Southern Naga, feature a secondary wheeled movement system, but this is a rare feature.

Striders are covered in more detail in the **Tactical Field Support** sourcebook and in the first volumes of the **Vehicle Compendium** series (**North 1** and **South 1**). A few technical notes and sketches can also be found in the **Technical Manual**.

◆ Cockpits and Sensors

Smaller striders have helicopter-type cockpits, with the crewmen placed one behind the other. Larger models are closer to tanks with a central crew compartment and several hatches for access. Otherwise, the rest of the equipment is very similar to that found in the cockpit of Gears. Often, large screens are used instead of the expensive VR helmet apparatus.

As might be expected, the sensor system is slightly more sophisticated, with better radar and long-range communication capabilities available than for the average Gear. Striders are sometimes used as battle coordinators or artillery vehicles, and the electronics carried varies with the design and the intended mission profile.

◆ Powerplant

A larger version of the V-engine has been developed for bigger vehicles, and it is used for striders as well. Sometimes, several V-engines are hooked together to provide increased power and redundancy. Diesel engines are also a viable alternative, as are high capacity batteries (though this greatly limits the deployment range). Some striders use gas turbines to drive turbo-alternators that provide energy to the various pumps and drive systems distributed throughout the strider’s frame.

Secondary engines are often used in the lower body or limbs to provide additional power to the booster pumps located there. These secondary engines are generally electrical and powered by banks of superconducting batteries which are recharged from the vehicle’s main powerplant during lulls in the fighting.

◆ Transmission

Striders use the same general transmission system as their smaller walker brethren. The internal layout of the actuators is slightly different because the ranges of movement are not quite the same. The moment arms are slightly longer and multi-jointed articulations are often a necessity. The structure itself is thicker and more massive in order to handle the stress caused by the weight of the machine and the significant impact of each footstep.

Actuators are larger and more powerful versions of the ones used in construction machinery. They are a clever compromise between raw power and operating speed, providing just the right mix for optimal movement.

◆ Weapons and Armor

Because they are inherently more stable platforms than Gears, striders are able to carry heavier weapons and armor. Striders are commonly used as artillery carriers in densely wooded or broken regions where a tracked or wheeled carrier would quickly bog down. Long range missiles, mortars and other ballistic weapons jut from shoulder, arm and back hardpoints.

Antipersonnel weaponry is a must on any strider. Their bulk and slow speed make them ideal targets for marauding infantry units. Likewise, most of their weapons are long-range in order to avoid close range confrontations with other units. Assault striders are an exception to this: these specialized units feature awesome armor and short range weapons and are used for close environment fighting.



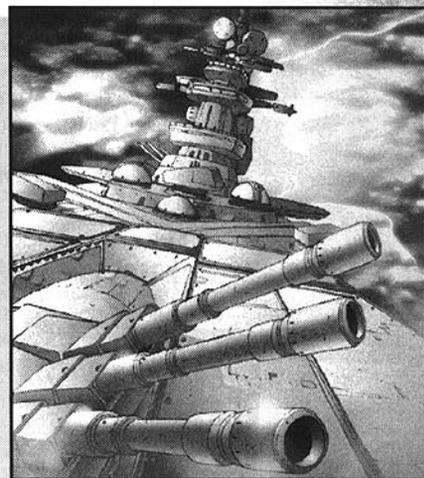
LANDSHIPS - 9.5

Terranovan landships are quite a sight to behold. They form the planet's wet navy equivalent, because they are best described as land-going ships, bristling with weapons. Using a combination of magnetic repulsion and ground effect technologies, these behemoths glide above the sandy surface of the Badlands, patrolling them as they would oceans. Whereas rapid troop movements and raids are normally made via sub-orbital transports, landships provide not only long range transport capabilities but a support base right at the front line for more extended operations.

Landships are extremely costly to build and each league can field only a limited number of ships. Several were lost to orbital bombardment during the early days of the War of the Alliance. Moreover, their maintenance costs, sheer bulk and slow speed prevent them from being used in any military operation but border defense and full frontal war.

During a conflict (be it a war of a major punitive campaign), landships are deployed in fleets. These group together one or more capital ships (carriers or heavy cruisers) along with a variety of escort vessels (destroyers, corvettes, escort carriers, etc.). These fleets are a sight to behold and can usually punch through almost any defense.

Landships will be covered in more details in a future sourcebook. The **New Breed: Battle Before the Storm** campaign sourcebook also offers much information on life aboard landships as well as stats and deck plans for two of them.



Cockpits and Sensors ◆

Landships do not have cockpits, but bridges. The internal layout is very similar to the naval surface vessels of Earth's past, with navigation, sensor, weapon and command crew stations all grouped together in an armored conning tower. Many landships also feature an observation deck equipped with long range sensors and telescopes. It is usually located high in the conning tower, just underneath the tree-like structure of the main antenna array.

Each crew station is equipped with holographic array and customizable control panels for maximum operational efficiency. With the proper command code authorization, one crew station can take over any of the others for improved redundancy. The commanding officer sits on a raised chair overlooking the bridge. From this position, he can override any of the crew stations or transfer key functions to other stations.

Powerplant ◆

Most large landships are built around one or more fusion generators, as their magnetic repulsor coils and immense turbines require an enormous amount of power to move them about. While they require a lot of maintenance, fusion plants more than make up for it in raw power for speed and energy weaponry.

Smaller landships, however, sometimes must rely on conventional engines as their size may preclude installing a bulky, complex fusion plant. Landcorvettes gulp down large amounts of fuel just to stay aloft, and cannot reach the same operational altitude as larger fusion-powered vessels. This greatly reduces their operating range as they are often tied to a fixed supply base.

Transmission ◆

Landships have large hoverfans and ground effect vortex generators hidden under their armored hull. These only provide extra power for motion and suspension, however, as most of the lifting is accomplished by "repulsor" arrays (nicknamed "skis" by the crew) which use the planet's magnetic properties to raise the vessel off the ground. These repulsors, which are largely based on the particle accelerators and field generators of the Tannhauser FTL drive, are heavily shielded and computer-controlled to prevent them from interfering with the ship's internal systems and crew. Huge turbines and air ducts serve as directional thrusters and are used to steer the ship.

Weapons and Armor ◆

Most of a landship's armament is made up of large projectile weapons and missile racks. Weapons capable of indirect fire are preferred as they allow the landship to support its ground unit without itself coming under fire. Only the smaller corvettes, which typically go into the thick of the fighting, are equipped with powerful direct fire armament such as railguns and particle accelerators. Almost all landship weapons are mounted in armored turrets to ensure a maximum field of fire.

Landships are massively armored, especially along their lower hull. This is done to protect the fans and lift generators underneath. The destruction of these systems would not be critical, as the ship is normally barely floating above the ground, but it would completely immobilize it — not a good thing in modern warfare.



9.6 - THE VEHICLE RECORD SHEET

Each vehicle has an appropriate record sheet that details the necessary statistics for game play. These sheets allow clear tally of performance levels and other important information. The information directly related to the game breaks into six major parts. General Specifications shows the Threat Value, Size and Cost. Threat Value subscores are listed in the vehicle description itself. Crew Data shows the number of crew required to run the vehicle and the action(s) they provide. System Data shows movement-related information (such as movement type(s), speed(s), maneuverability and general endurance), electronic systems and armor. The Weapons section lists the offensive systems available to the crew. The Perks section shows the various specialized systems carried by the vehicle, such as manipulator arms or ECM devices. The section immediately following, Flaws, likewise list any shortcomings in the vehicle's construction (intended or otherwise).

This book contains pre-filled vehicle sheets for the most common Gears and striders on Terra Nova. The **Tactical Air Support**, **Tactical Field Support** and the **Vehicle Compendiums** series all contain statistics for many more vehicles, along with the explanations required to use their new weapons, Perks and Flaws on the battlefield.



Record Sheet Components

- *The large space at left normally shows a picture of the vehicle.*
- *The column next to the picture is used to mark off lost Armor. Light Damage results destroy one box and Heavy Damage results, two> See page 145.*
- *The personal information, relevant Skills and Attribute bonuses for the vehicle's crew can be written in the right-hand, topmost section for easy reference. See page 126.*
- *If a vehicle with multiple crewmen loses some crew, the new crew total and new number of bonus actions can be written just underneath. See page 120.*
- *This long series of boxes under the Crew boxes is used to mark adjusted totals and other damage results after a vehicle is hit. Adjusted movement speeds, Maneuverability, Fire Control, electronic ratings and damage Thresholds can be written here. Destroyed Perks and weapons can also be checked in this column.*
- *The Light Damage, Heavy Damage and Overkill Thresholds of the vehicle are inscribed just under the System box for easy reference. See page 145.*
- *The mid-sheet table lists all the weapons that can be used by the vehicle. CODE shows what the weapon is. FIRE ARC shows the direction in which the weapon can fire; S/M/L/E are the Range bands; ACC is the Accuracy; DAM is the Damage Multiplier; QTY is the number of weapons carried; ROF is the Rate of Fire. SPECIAL shows any special characteristic the weapon might have. See page 127.*
- *The column just right of the weapon list shows the full ammo load of each of the vehicle's weapons and provides a box to note how much ammunition is left.*
- *The table under the weapon list shows the special features present on the vehicle. When possible, a short description of the game effects is listed as well. A check in the AUX column means the feature is an Auxiliary System. See page 189.*
- *This box lists all the disadvantages of the vehicle along with their ratings (if appropriate) and a brief explanation of their game effects (if possible). See page 195.*
- *This box lists any unintentional design flaws that made their way into a model, along with their ratings and game effects.*

9.6.1 - Using the Record Sheet

The Vehicle Record Sheet was designed to be easy to use during play and provides boxes to mark off damage and changes to various systems. Each vehicle in play should have its own sheet.

In a roleplaying game in which the Players have their own vehicles, they should all have their own record sheet that will serve as a companion to the character sheet. Relevant Skills and Attribute bonuses should be transferred to the appropriate boxes on the vehicle sheet to save time during vehicle combat. If a character has a Specialization in one of the Skills, the extra +1 should be factored in to the bonus on the vehicle sheet to avoid flipping from one sheet to the next in combat.



PERKS AND FLAWS - 9.7

Many vehicles have special features or unfortunate defects, such as additional armor plates, ejection systems or cargo bays, that are not covered by the vehicle's primary tactical and strategic statistics. These extra features are represented by Perks and Flaws.

Perks - 9.7.1

Many Perks are primarily intended for background and roleplaying purposes and do not have significant tactical effects on the vehicle's overall combat performance. Perks with the designation (AUX) are defined as auxiliary systems for damage purposes. Perks with the designation (R) have a rating. This rating is listed next to the Perk on the data sheet.

ADVANCED CONTROLS ◀

The vehicle has a very advanced, user-friendly control interface. It automatically categorizes and prioritizes the information provided by the sensors and can also suggest alternative courses of action. Its great ease of use allows the vehicle crew to react faster to the situation around them. Advanced Controls allow the vehicle one extra action each combat round, as long as there is at least one crewmember aboard.

AIRDROPPABLE ◀

The vehicle can be equipped with a parachute or an equivalent device that allows it to be dropped from high or low altitude onto a battlefield. This has limited application in a pure tactical scenario, but it allows for some interesting roleplaying and integrated game opportunities, such as units dropping in unannounced. The **Tactical Air Support** manual contains detailed parachuting rules.

AMMO/FUEL CONTAINMENT SYSTEM ◀

The vehicle's ammunition and fuel bays are reinforced and equipped with blast-control panels and foamed self-sealing internal surfaces. The Perk completely absorbs the effects of the first hit when an "Ammo/Fuel Hit" result is obtained on the Fire Control Damage Table. The Perk is then destroyed and is checked off the vehicle sheet. The Perk's effect can be restored by a normal repair if a technician works on the vehicle after combat.

AMMO STORAGE ◀

The vehicle is equipped to store some or all of its spare ammunition clips in an armored compartment to protect them against damage. If there is no Manipulator Arm or ammo-reloading Tool Arm mounted on the vehicle, the crew must reload the weapon manually, at a rate of one shot per action. The clips are not counted as an AUX systems and can only be destroyed when actually in the weapon.

AMPHIBIOUS ◀

The vehicle is adapted for occasional water travel such as river crossings and amphibious assaults. The lower hull is made water-proof, and inflatable skirts are sometimes added along with an underwater propulsion system. In the tactical game, the vehicle may travel across Water and Deep Water hexes, paying MP according to its normal movement type (not as a naval vessel). In the roleplaying game, the vehicle is amphibious, but is not intended for extended aquatic activity. This Perk does not grant the vehicle Submarine movement and is only found on Walkers and Ground vehicles.

AUX

AQUATIC SENSORS ◀

The vehicle is equipped with various underwater sensors such as sonars, magnetic anomaly detectors and specialized cameras. These allow the vehicle to use its sensors effectively underwater. Vehicles with this Perk do not suffer Obscurement effects from Water and Deep Water terrain. A vehicle may be equipped with aquatic sensors in addition to its normal sensors, or it may be equipped exclusively with aquatic sensors. Vehicles with only aquatic sensors use the sensor range that would have been used by their "normal sensors," if they had any. Vehicles with both specify the range of both types of sensors.

Aquatic sensors must normally be immersed in water to function. In tactical terms, the vehicle only ignores the Obscurement effects of water while in water itself. Some vehicles, often aircraft, have aquatic sensors that do not need to be immersed in water to function. However, they must be within a minimum distance (specified in the stats) from the body of water they wish to scan.

R

ARTIFICIAL INTELLIGENCE ◀

The vehicle is capable of independent action and decision making. The Perk counts as one crewmember. No live crew is required. The rating of the AI is used as the Skill level of the "crew." AIs are not truly intelligent; they lack personality and flexibility. They also lack the rapid learning ability of more advanced neural nets, but are better at independent action because of their extensive data banks and expert systems. Artificial Intelligence is not affected by "Crew" hits.



▶ AUDIO SYSTEM

AUX

The vehicle has an audio system, similar in function to a car stereo. The audio system can serve as a radio receiver or play back standard data disks. It also includes large speakers capable of high decibel output. This system has no tactical game effect, but offers numerous roleplaying opportunities.

▶ AUTOMATION

R

This Perk substitutes mechanical and electronic systems for real crewmembers. The rating of the system is equal to the number of crewmembers the Perk simulates. The vehicle must have at least one live crewmember or the Artificial Intelligence Perk.

▶ AUTOPILOT

AUX

Autopilots are devices that can take over piloting tasks. They can keep the vehicle going in a straight line, avoid large obstacles and steer the vehicle towards a pre-specified location. In tactical terms, an Autopilot is very limited. It can be used to keep a vehicle moving in a straight line or performing 60° (one hex-facing) turns. Autopilots cannot fire any weapons or dodge attacks. They can, however, be used to ram large targets as a level 1 pilot without endangering the crew (they just exit the vehicle beforehand).

▶ BACKUP COMMUNICATIONS SYSTEM

The vehicle may ignore communications system damage effects of the first "Auxiliary System Hit" on the Systems Damage Table. All non-communication Auxiliary systems take normal damage effects. The Perk's effect can be restored by a normal repair if a technician works on the vehicle after combat.

▶ BACKUP FIRE CONTROL

The vehicle may ignore the first "Fire Control Destroyed" result on the Fire Control Damage Table. The Perk's effect can be restored by a normal repair if a technician works on the vehicle after combat.

▶ BACKUP LIFE SUPPORT

The vehicle has backup life support systems that allow the vehicle to continue providing life support functions long after the primary system has been disabled. In game terms, the vehicle continues to have life support even if the vehicle has all of its auxiliary systems destroyed. The vehicle must already have a life support system (see Life Support, p. 192) to take this Perk.

▶ BACKUP SENSORS

The vehicle may ignore the sensor damage effects of the first "Auxiliary System Hit" on the Systems Damage Table. All non-sensor Auxiliary systems take normal damage effects. The Perk's effect can be restored by a normal repair if a technician works on the vehicle.

▶ BATTLE ARM

R

The vehicle has a rudimentary arm to carry and orient weapons or other pieces of equipment. While battle arms are not nimble at all, they can lift an object (provided it has been attached to the arm) whose Size score is equal to or lower than the arm's rating. No matter the rating of a battle arm, a vehicle cannot lift an item whose size is greater than twice its own size. If a vehicle has multiple arms, it can use these together to increase its lifting ability. Half the ratings of the weaker arms is added to the full rating of the strongest arm to determine the lifting strength of multiple arms.

Battle arms can be designed to punch opponents: they then end in a reinforced battering ram or other brawling weapon. This attack type has a Damage Multiplier equal to the rating of the arm.

▶ CARGO BAY

A cargo bay is a large hollow place within the vehicle to put miscellaneous material. They are rated in terms of their volume in cubic meters. The intended type of content of each cargo bay is always specified: solid, liquid or gaseous. Cargo bays are enclosed within the vehicle. Open-topped bays are also possible, but material carried in such a bay is counted as an AUX system for damage purposes.

It is important to note that the cargo space bought represents only the actual space dedicated inside or on the hull of the vehicle, not an increase in the power of the engine. Thus, the cargo's weight counts as "towed" material for game purposes. Stored vehicles are assumed to occupy a volume roughly equal to $(\text{Size}/2 + 1)$ cubed, rounded up.

▶ CREW ACCOMMODATIONS

The vehicle has proper sleeping quarters for its crew. Two quality levels of crew accommodations are available. Military grade crew accommodations are spartan in design and provide little privacy or comfort. Luxury accommodations, on the other hand, include private sleeping quarters and personal hygiene facilities. A vehicle with numerous crew accommodations of either type also includes a few common rooms such as galleys and lounges. Luxury common rooms are obviously more numerous and more elegant.



EASY TO MODIFY ◀

The vehicle is designed to be easily modified or repaired (standardized parts, modular aspects). Add +2 to all technical Skill rolls to modify and repair the vehicle.

AUX

EJECTION SYSTEM ◀

The vehicle is equipped with an ejection system to give the crew a chance to escape if the vehicle suffers an Overkill damage result. See the Ejection rules (page 148) for more details. This Perk also covers survival equipment such as lifeboats on marine vehicles.

AUX R

ECM ◀

Electronic CounterMeasures (ECM) are devices used to jam sensors and communication systems: low-energy lasers to blind optical sensors, electronic noisemakers, radar pulse emitters to disrupt the readings of other units, etc. Using ECM to jam requires one action per roll. An Electronic Warfare Skill test is rolled, adding the ECM's rating as a modifier. Unless the roll fumbles, the result of this roll is the Threshold of all enemy Communication or Sensor tests (both use the EW Skill) within the vehicle's ECM range. The jammed Sensors and Communications must pass this test each round just to be functional. ECM range is identical to the vehicle's base Sensor Range.

AUX R

ECCM ◀

Electronic Counter-CounterMeasures (ECCM) are devices used to block jamming systems or punch through their effects. They include direct link systems, laser reflectors, signal correctors and many other systems. Using ECCM to prevent jamming requires one action. Roll an Electronics Warfare Skill test, adding the ECCM rating as a modifier. Unless the roll Fumbles, the result of this roll is the Threshold of ECM action tests (uses EW Skill) within the vehicle's ECCM range. The blocked jammers must pass this test each round just to be functional. ECCM range is identical to the vehicle's Sensor Range.

EMERGENCY MEDICAL ◀

A vehicle with this Perk includes features like instant casts for broken limbs and stimulant/pain-killer injections to prevent loss of consciousness. This Perk prevents the first "Crew Stunned" result on the Systems Damage table. In roleplaying terms, the vehicle will prevent the character from losing consciousness. In addition, the equipment will prevent wound degeneration for up to one full day.

FIRE RESISTANT ◀

The vehicle is made of fire-resistant materials and provides adequate heat protection for the crew. In game terms, the Intensity of any flame attacks against the vehicle is halved.

AUX

GEOLOGICAL SENSOR ◀

The vehicle's sensors are specially designed to perform geological surveys. This has no tactical application, but it is useful in roleplaying scenarios. Geological sensors are common features on many of the vehicles used in the Badlands.

HAYWIRE RESISTANT ◀

The vehicle is specially designed to shrug off massive electrical discharges through isolated, redundant circuitry and a grounded structure. On Light Damage results, the second damage roll produced by Haywire effect weapons (particle accelerators and haywire grenades, for example) is ignored. On Heavy Damage results, the second damage roll is treated as a Light Damage roll.

R

HEAT-RESISTANT ARMOR ◀

The vehicle's armor is designed to deflect and dissipate the intense energy delivered by High Energy Anti-Tank weapons like shaped-charge warheads or lasers. Its special ceramic coating and the layers of material within the structure either disrupt the shape-charge effect or vaporize to diffuse and reflect a beam striking it. The HEAT resistance rating is added to the vehicle's Base Armor when the vehicle is attacked by HEAT-based weapons (see listing below). This Perk has no effect versus weapons that are not HEAT-based.

HEAT Effect

HEAT-based	Not HEAT-based
Bazooka	Cannon
Mortar	Railgun
Rockets/Grenade	Rifle (infantry)
Missile	Punch and Kick
Laser	Ramming
Particle Beam	Melee Weapon



► HIGH TOWING CAPABILITY

The vehicle is equipped with a high torque, heavy duty powerplant and a rugged transmission. Its towing capacity is doubled or tripled, depending on the design (see *Towing*, page 159).

► IMPROVED OFF-ROAD ABILITY

The vehicle is designed to handle rough or rugged terrain even better than standard military grade vehicles. Ground vehicles have large wheels/treads with a very flexible suspension, walkers have large or clawed feet, hovercraft have flexible armored airskirts, etc. In tactical game terms, the vehicle pays one less MP for any terrain type that requires more than one MP to cross. For instance, a ground vehicle with Improved Off-Road Ability would pay 3 MPs instead of 4 MPs when crossing Swamp hexes, but would still pay 1 MP (the minimum movement cost) per Clear or Sand hex.

► IMPROVED REAR DEFENSE

The vehicle has a well-defended rear arc. It either has a superior armor design which protects the normally weak rear areas (note that this does not mean armor has been added in this location, merely that it is better used), or additional sensor systems to warn against rear attacks. In game terms, this reduces the defense roll penalties from rear and rear flank attack by 1. In other words, the rear flank arc of defense has no negative modifier and the rear arc of defense modifier is -1.

► HOSTILE ENVIRONMENT PROTECTION

The vehicle is specially designed for prolonged exposure to some hostile environmental conditions without detrimental effects. The following Perks also protect the crew. Pick one or more of the following options:

Desert: the vehicle can withstand extended exposure to desert conditions without needing special maintenance to avoid sand build-up. This Perk includes air filters, modified heat exchangers and cloth coverings on delicate mechanisms. It also includes a tiny air conditioning unit in the cockpit.

Extreme Heat: the vehicle is designed to withstand exposure to scorching temperatures, often well into the hundreds of degrees Celsius, without taking severe damage to its systems or crew. If combined with the Fire Resistance Perk, the vehicle is effectively immune to incendiary attack.

Extreme Cold: the vehicle is designed to endure freezing cold temperatures, such as those found at arctic and antarctic poles, without freezing up or otherwise breaking down. This Perk also protects the crew.

High Pressure: the vehicle is designed to endure the great pressures of locations like ocean depths and the upper layers of gas giants without being crushed like an egg. A variant of this Perk (Extreme Pressure) allows the vehicle to endure even the most extreme pressures, such as those found in the deepest of oceans or deep within gas giants.

Underwater: the vehicle can withstand full submersion in water and other fluids. The hull is entirely water-proof down to about 50 meters, and hatches and other crew accommodations reflect this. Note that Life Support is not included in this Perk. The High Pressure Perk is required to dive any deeper than 50 meters. Submarines automatically possess the Underwater Perk at no cost.

► JUMP JETS

AUX R

The vehicle is equipped with short-burn jump rockets, often liquid-fuel thrusters or solid cartridge boosters. These jets allow the vehicle to "leap" over a short distance, but they do not allow true flight. The maximum distance of the jump must be specified. Jumping vehicles may clear obstacles whose elevation does not surpass one-half its total jumping distance. Jumping requires one action and replaces the vehicle's normal movement. Jumping occurs during the vehicle's movement phase, despite requiring an action.

► LABORATORIES

R

Some large vehicles are equipped with proper laboratories. Each Laboratory is dedicated towards one particular Skill or Specialization. Laboratories are rated on their quality (minimum of 0). This quality rating is added as a modifier to any tests using the Lab's Skill.

► LIFE SUPPORT

AUX

Life Support systems provide the vehicle's crew with a sealed and controlled milieu, protecting them from hostile environments such as vacuum, underwater and poisonous atmospheres. If this system is destroyed while the vehicle is in a hostile environment, all crew members immediately become casualties, eliminating the vehicle from combat.

The limited form of life support includes contingencies for breathing and limited nutritional and excretory needs for up to a week. The full version of life support includes complete air recycling, proper waste disposal, hygiene and nutritional facilities.

► LOUDSPEAKERS

AUX

The vehicle is equipped with external loudspeakers. These can be used for sirens, audio systems, communication gear, or other audio equipment. Loudspeakers are only useful in the roleplaying game.

**MICROLABS** ◀

Microlabs are elaborate workbenches equipped with devices and sensors that are specialized for one task, such as toxin detection or electronic repairs. Microlabs have no tactical application, but they can be invaluable in roleplaying games.

R**MANIPULATOR ARM** ◀

The vehicle has an arm that can pick up and manipulate objects. For example, hand-held weapons can be dropped and picked up at will. The arm can lift an object whose Size score is equal to the arm's rating. No matter what the rating of a manipulator arm, a vehicle cannot lift an item whose size is greater than twice its own size. If a vehicle has multiple arms, it can use these together to increase its lifting ability. Half the ratings of the weaker arms is added to the full rating of the strongest arm to determine the lifting strength of multiple arms.

Manipulator arms can be reinforced to punch opponents. This attack type has a Damage Multiplier equal to the rating of the arm.

RUX**MINING EQUIPMENT** ◀

The vehicle is adapted to perform mining functions. Light duty Mining Equipment is designed for survey and prospecting work, while heavy duty equipment is intended for commercial mining operations. Some mining equipment can attack opponents in melee combat. This attack type has a Damage Multiplier equal to x3 for light Mining Equipment, x10 for the heavy. Light duty equipment has poor Accuracy (-1) and heavy duty equipment has very poor Accuracy (-2).

PASSENGER ACCOMMODATIONS ◀

The vehicle is equipped to carry passengers for extended periods, i.e. it has proper sleeping quarters for its passengers. Military grade Passenger Accommodations (intended for marines and other ship troops) are spartan in design and provide little privacy or comfort. Luxury accommodations include private sleeping quarters, a small private lounge, and personal hygiene facilities. A vehicle with numerous Passenger Accommodations of either type also includes a few common rooms such as galleys and lounges. Luxury accommodations provide more common rooms and are often rich to the point of decadence.

PASSENGER SEATING ◀

The vehicle has extra seats for passengers. The passengers do not confer any extra actions to the vehicle, nor can they control it. Passengers cannot use the vehicle crew's ejection system (if any); they normally have their own.

R**REINFORCED ARMOR** ◀

The vehicle has one or more facings (arcs of attack) with better armor than the rest of the vehicle. Four possible arcs can be reinforced: front, rear, right rear flank and left rear flank. When the vehicle is hit on a reinforced facing, the Perk's rating is added to the Base Armor of the vehicle.

REINFORCED CHASSIS ◀

The frame of the vehicle is designed to absorb considerable punishment. The vehicle may ignore the first "Structure Hit" on the Systems Damage Table, but then loses this Perk. The Perk's effect can be restored by a normal repair if a technician works on the vehicle.

REINFORCED CREW COMPARTMENT ◀

The crew compartment is layered with additional armor and fitted with crash-absorbing material. The vehicle may ignore the first "Crew Hit" on the Systems Damage Table, but then loses this Perk. The Perk's effect can be restored by a normal repair if a technician works on the vehicle after combat.

R**REINFORCED LOCATION ARMOR** ◀

One of the vehicle's locations has better armor than the rest of the vehicle. When the vehicle is hit in the reinforced location (a specific result on the System Damage Table), the rating of this Perk is added to the Base Armor before determining the final level of damage.

RUX**SEARCHLIGHT** ◀

The vehicle has a powerful front-mounted lighting system, such as banks of headlights or a large spotlight. At night, treat the vehicle's FF firing arc as if it were in daylight, up to the searchlight's maximum range.

RUGGED MOVEMENT SYSTEMS ◀

The vehicle may ignore the first "Movement Hit" on the Systems Damage Table, but then loses this Perk. This protection is due to the inherent strength of the drive system's design or to built-in redundancy. This Perk's effect can be restored by a normal repair if a technician works on the vehicle after combat.



▶ SATELLITE UPLINK

AUX

The vehicle has a specialized add-on to its communication system that allows it to patch into man-made satellites when the vehicle is on a planet, in atmosphere, or in orbit around a planet. Most often, this equipment includes a collapsible dish antenna.

▶ SHIELDED WEAPONS

The vehicle's weaponry is sheathed in plates of armor. The first "-1 to a Single Weapon," or "-2 to a Single Weapon," or "-1 to All Weapons," or "Single Weapon Destroyed" result on the Fire Control Damage Table may be ignored. The Perk is then destroyed. Its effect can be restored by a normal repair if a technician works on the vehicle.

▶ SICK BAY

Some large vehicles have an infirmary or sick bay. These facilities have no value in the tactical game, but in the roleplaying game they are considered to be constant medical aid for healing purposes. Sick Bays are rated by their maximum number of patients.

▶ SNIPER SYSTEMS

Sniper systems are additional targeting systems that make weapons more accurate at long range. In game terms, Sniper Systems add a +1 modifier to the attack roll at Long and Extreme ranges.

▶ STEALTH

AUX R

Stealth systems are features that make a vehicle difficult to detect with sensors: heat baffles, radar-absorbing skin, silent systems, etc. In tactical game terms, Stealth systems add their rating to the vehicle's Concealment when opponents try to use sensors to detect it. Stealth systems have no effect on visual detection. See Stealth, page 136.

▶ TARGET DESIGNATOR

AUX

Target Designators are used to lock-on Guided weapons. To do so, the vehicle "attacks" using the designator as the weapon. Its Base Range is equal to its rating (doubled for each successive range band, as normal). It has +0 Accuracy — not modified by Fire Control — and does no damage. A successful attack "paints" the target for incoming Guided munitions. The target remains designated until the end of the round. Designators are not affected by ECM.

▶ TOOL ARM

R

The vehicle has an arm with a specialized tool attachment, such as an earthmoving scoop or a cargo handling claw. While a tool arm is not as nimble as a manipulator arm, it can lift an object whose Size score is equal to the arm's rating. No matter what the rating of a tool arm, a vehicle cannot lift an item whose size is greater than twice its own size. If a vehicle has multiple arms, it can use these together to increase its lifting ability. Half the ratings of the weaker arms is added to the full rating of the strongest arm to determine the lifting strength of multiple arms. Some tool arms can punch opponents. This attack type has a DM equal to the rating of the arm.

▶ VEHICLE BAY

The vehicle has a vehicle bay for storing another, smaller vehicle. There are also facilities to maintain and refuel such vehicles (the main difference between a cargo bay and a vehicle bay). Carried vehicles spend one entire round disembarking from the carrier, during which time they may fire but not move.

Vehicle Bays are rated in terms of the type of vehicle carried and the maximum weight they can hold. Each vehicle is considered as massing the maximum weight of its Size category. For example, a Size 10 bay holds up to 30 tons of vehicles: that can be 375 Size 1 vehicles, three Size 7 vehicles or one Size 9 and one Size 6 vehicles, and so on. The type of vehicle must be specified during construction, i.e. a bay designed to house assault boats cannot house tanks or jet fighters.

▶ WEAPON LINK

This Perk allows multiple weapons to be linked to one fire control mechanism. Only one action is required to fire the linked weapons. The link's Accuracy and Base Range are equal to the worst Accuracy and Range among the link's weapons. Each weapon attacks separately, but as soon as one weapon misses all the other weapons not yet rolled for automatically miss (but still use their ammunition).

When a link is fired, all of the weapons in the link fire. However, the individual weapons that make up the link may still be fired individually. Weapons sometimes are part of more than one link.

▶ WIDE ANGLE SEARCHLIGHT

AUX

The vehicle has a high-power, Wide Angle Searchlight. These are often mounted on the sides or rear of a vehicle. At night, the vehicle's F (or Rt, L, or Rr, depending on where the searchlight is mounted) firing arc is treated as if it were in daylight, up to the searchlight's maximum range.



Flaws - 9.7.2

Flaws are the opposite of Perks. Flaws represent defects in the vehicle. Sometimes these defects are planned into the vehicle as a cost cutting measure, at other times the defects are the result of design or production errors.

ANNOYANCE ◀

Annoyance includes weird noises, bad smells, false alarm signals, a cramped cockpit, etc. This Flaw has no tactical effect, but is interesting for roleplaying purposes. It also serves to individualize the various vehicle designs.

R**DEFECTIVE ACTIVE SENSORS** ◀

The vehicle's active Sensor system has a tendency to go on the blink in a random manner. Defective Active Sensors are rated from 1 to 5. In combat, one die is rolled just before attempting to obtain an active sensor line of sight. If the roll is equal to or less than the Defective Active Sensor rating, the Flaw's rating is applied as a negative modifier to the sensor test.

R**DEFECTIVE FIRE CONTROL** ◀

The vehicle's Fire Control system has a tendency to go on the blink in a random manner. Defective Fire Control is rated from 1 to 5. In combat, one die is rolled just before firing. If the roll is equal to or less than the Defective Fire Control rating, then apply the Flaw's rating as a negative modifier to the attack.

EXPOSED AUXILIARY SYSTEMS ◀

The vehicle's Auxiliary Systems have little protection from combat damage. Whenever an Auxiliary Systems effect is rolled on the Systems Damage Table, the damage becomes one stage worse (i.e. no damage as Light Damage, Light as Heavy, Heavy Damage as Overkill on Auxiliary Systems only — destroys all Auxiliary Systems).

EXPOSED FIRE CONTROL SYSTEMS ◀

The vehicle's Fire Control mechanisms (gun sights, sensors, actuators) are inadequately protected. A +1 modifier is applied when rolling for damage on the Fire Control Damage Table.

EXPOSED CREW COMPARTMENT ◀

The vehicle's crew compartment offers little or no protection. Whenever a Crew effect is rolled on the Systems Damage Table, treat it as if the damage was one stage worse (i.e. no damage as Light Damage, Light as Heavy, Heavy Damage as Overkill on crew only — all crew instantly killed).

EXPOSED MOVEMENT SYSTEM ◀

The vehicle's movement systems have little protection from combat damage. Whenever a movement-related effect is rolled on the Systems Damage Table, treat it as if the damage were one stage worse (i.e. no damage as Light Damage, Light as Heavy, Heavy Damage as Overkill on Movement only, disabling all movement modes).

EXTREME OVERHEATING ◀

The vehicle is prone to overheating in a highly dangerous manner. The vehicle will automatically suffer a Light Damage effect if it does any of the following for two combat rounds in a row: move and fire a weapon, fire three or more weapons, use jump jets. If it does any of these actions for three combat rounds in a row, the vehicle will suffer a Heavy Damage effect.

FRAGILE CHASSIS ◀

The vehicle's chassis is overly fragile and is prone to damage. This might be planned as part of a crash protection system, or the weight of the vehicle is too great for the frame, weakening it, or it might just be a bad design. A +1 modifier is applied when rolling on the Structural Damage Table.

HAZARDOUS AMMO/FUEL STORAGE ◀

The vehicle's fuel tanks and/or ammunition bays are poorly designed. They are either placed in a prominent place, lightly armored, or both. The vehicle adds +2 to Ammo/Fuel hit rolls when the "Ammo/Fuel Hit" result is obtained on the Fire Control Damage Table.

HIGHLY FLAMMABLE ◀

The vehicle incorporates or is built with flammable materials, or is extremely susceptible to excessive heat. Treat all incendiary attacks against the vehicle as if their Intensity were doubled.

**► INEFFICIENT CONTROLS**

The vehicle's control mechanisms are poorly organized, causing the crew to waste precious time in high stress situations. Reduce the number of crew actions by one. If, because of casualties, the crew drops to one man, disregard this Flaw.

► LARGE SENSOR PROFILE

A design feature makes the vehicle highly visible to sensors: a tall structure, a high infrared signature, noisy machinery or a significant radar trace. The Flaw's rating is subtracted from the vehicle's Concealment versus sensors.

► NO COMMUNICATION

The vehicle is not equipped with any form of communication system. It cannot stay in contact with teammates and cannot act as a forward observer for indirect fire. It may not benefit from Command Points.

► NO SENSORS

The vehicle has no built-in electronic sensors of any kind and may only detect opponents visually. The vehicle is likely to have a clear canopy or an exposed crew compartment. This Flaw requires the presence of at least one human crewmember for the vehicle to function.

► OVERHEATING

The vehicle is prone to overheating in a dangerous manner. The vehicle will automatically suffer a Light Damage effect if it does any of the following for three combat rounds in a row: move and fire a weapon, fire three or more weapons, or use jump jets.

► POOR OFF-ROAD ABILITY

All ground vehicles are given a certain amount of innate off-road ability in the rules but some lack the rugged suspension required for proper all terrain performance. Whenever entering terrain that costs two or more MP (not including elevation changes), the MP cost of the hex is increased by one. The vehicle may ignore this penalty and move at the normal MP cost, but the crew must make a Piloting roll for each hex against a Threshold equal to 4 + the hex's MP cost. If failed, the vehicle suffers Light Movement damage or is stuck for 1d6 rounds. If the Piloting roll is Fumbled, the vehicle suffers Heavy Movement damage or is stuck permanently and must be towed out.

► POOR TOWING CAPABILITY

The vehicle's powerplant is too small for the vehicle's size, or its transmission system is not up to the task of towing and overheats all the time. The vehicle's towing capacity is halved.

► RANDOM SHUTDOWN

Whenever strained (each round of combat where it moved or every 15 minutes of moving at Top Speed), the vehicle must roll two dice to avoid shutting down (no movement or action) for a number of combat rounds equal to the roll of one die. The Threshold is equal to one plus the rating of this Flaw.

► SENSOR DEPENDENT

The vehicle does not allow the pilot a clear visual image of his vehicle's surroundings. In tactical game terms, the vehicle must use passive sensors or active sensors to detect anything. If they are destroyed, the vehicle is running completely blind.

► UNSTABLE

The vehicle is somewhat hard to control at high speed, either because it is badly designed or just top heavy. A -1 modifier is applied to all Piloting Skill rolls at Top Speed or in terrain with a MP cost greater than one.

► VULNERABLE TO HAYWIRE EFFECTS

The vehicle is highly vulnerable to electrical attacks. Fragile circuitry and ungrounded systems are prone to excessive damage. Haywire weapons get three damage rolls instead of their normal two.

► WEAK FACING

The vehicle has a weak facing (arc of defense). This may be due to incomplete armor coverage, shoddy design, or plain bad material. When the vehicle is attacked on that side, its effective Base Armor is halved.

► WEAK POINT

The vehicle has a weak point in the armor covering one of its locations. When this specific system/location is aimed for and successfully hit, the Base Armor is reduced by the rating of this Flaw before applying damage.



☐ Heavy Gear Vehicle Weapon List

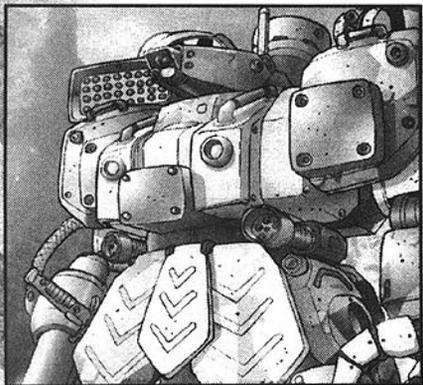
Name	Code	Range	Dam.	Acc.	RoF	Min. Size	Special
AP Grenade Launcher	APGL	1/2/4/8	x3	-1	0	2	Anti-Inf., Indirect Fire, AE=0
Anti-Personnel Mortar	APM	2/4/8/16	x4	0	0	3	Anti-Inf., Ind. Fire, AE=0, Min Rg 2
Deployable Pack Gun	DPG	2/4/8/16	x8	-1	+2	3	Disposable
Fragmentation Cannon	FGC	1/2/4/8	x14	0	0	5	Anti-Inf., Frag Ammo
Heavy Autocannon	HAC	3/6/12/24	x12	0	+1	5	-
Heavy Field Gun	HFG	8/16/32/64	x28	0	0	10	Indirect Fire
Heavy Grenade Launcher	HGL	2/4/8/16	x20	-1	+1	5	Indirect Fire
Heavy Guided Mortar	HGM	5/10/20/40	x20	-1	0	5	Guided, Ind. Fire, Min Range 5
Heavy Machine Gun	HMG	1/2/4/8	x4	0	+3	3	Anti-Inf.
Light Autocannon	LAC	2/4/8/16	x8	0	+2	4	-
Light Field Gun	LFG	5/10/20/40	x22	0	0	8	Indirect Fire
Light Grenade Launcher	LGL	1/2/4/8	x15	-1	+2	0	Indirect Fire
Light Guided Mortar	LGM	3/6/12/24	x15	-1	0	4	Guided, Ind. Fire, Min Range 3
Light Machine Gun	LMG	1/2/4/8	x3	0	+4	3	Anti-Inf.
Medium Autocannon	MAC	3/6/12/24	x10	0	+1	4	-
Snub Cannon	SC	1/2/4/8	x28	-1	0	6	-
Anti-Tank Missile	ATM	3/6/12/24	x25	+1	0	6	Guided, Indirect Fire
Heavy AT Missile	HATM	5/10/20/40	x30	+1	0	9	Guided, Indirect Fire
Heavy Rocket Pack/24	HRP/24	3/6/12/24	x20	-1	+3	5	Indirect Fire
Heavy Rocket Pack/48	HRP/48	3/6/12/24	x20	-1	+4	5	Indirect Fire
Inc. Rocket Pack/10	IRP/10	1/2/4/8	x13	-1	+1	4	Indirect Fire, Slow Burn Incendiary
Inc. Rocket Pack/20	IRP/20	1/2/4/8	x13	-1	+2	4	Indirect Fire, Slow Burn Incendiary
Inc. Rocket Pack/30	IRP/30	1/2/4/8	x13	-1	+3	4	Indirect Fire, Slow Burn Incendiary
Light Rocket Pack/8	LRP/8	1/2/4/8	x12	-1	+1	3	Indirect Fire
Light Rocket Pack/16	LRP/16	1/2/4/8	x12	-1	+2	3	Indirect Fire
Light Rocket Pack/24	LRP/24	1/2/4/8	x12	-1	+3	3	Indirect Fire
Light Rocket Pack/32	LRP/32	1/2/4/8	x12	-1	+4	3	Indirect Fire
Med. Rocket Pack/9	MRP/9	2/4/8/16	x18	-1	+1	4	Indirect Fire
Med. Rocket Pack/18	MRP/18	2/4/8/16	x18	-1	+3	4	Indirect Fire
Med. Rocket Pack/36	MRP/36	2/4/8/16	x18	-1	+4	4	Indirect Fire
Chassis Reinforcement	CR	0/0/0/0	+1	0	0	n/a	Physical Attack Only
Hand Grenade (1)	HG	0/0/0/0	x15	-1	0	2	Anti-Infantry
Heavy Bazooka	HBZK	2/4/8/16	x25	0	0	5	-
Heavy Laser Cannon	HLC	5/10/20/40	x20	+1	0	5	-3 Dam. per RB.
Heavy Particle Accelerator	HPA	3/6/12/24	x15	+1	0	8	-1 Dam. per RB., Haywire
Heavy Railgun	HRG	10/20/40/80	x35	0	0	12	-
Light Bazooka	LBZK	2/4/8/16	x15	0	0	4	-
Light Laser Cannon	LLC	5/10/20/40	x16	+1	0	5	-2 Dam. per RB.
Light Particle Accelerator	LPA	2/4/8/16	x10	+1	0	6	-1 Dam. per RB., Haywire
Light Railgun	LRG	5/10/20/40	x14	0	+2	7	-
Medium Bazooka	MBZK	2/4/8/16	x20	0	0	4	-
Rapid-Fire Bazooka	RFB	1/2/4/8	x14	0	+2	4	-
Sniper Laser Cannon	SLC	5/10/20/40	x12	+1	0	14	-1 Dam. per RB
Vibroblade	VB	0/0/0/0	x8	0	0	3	Physical Attack Only

Specific vs. Generic Weapons ◆

The vehicular weapons listed in the table above and described in the following pages are not specific weapon brands, but general classes of weapons. Each class has countless models in the field, all with comparable battlefield performance. This simplification is intentional and helps streamline the tactical game — Players will quickly learn the characteristics of the major weapons in play and not need to constantly consult the weapons chart. This standardization also reflects a real process on Terra Nova. The dominant role of Paxton Arms in weapons manufacturing has led to a high degree of standardization among its clients: including the armies of the North and South.



9.8 - VEHICULAR WEAPONS



The following is a survey of several common vehicle-mounted weapon systems. This list provides a fairly significant selection, but not a complete catalog of every weapon in existence. The weapons listed are simply those commonly found amongst the armies of Terra Nova.

These weapons are quite diverse and fulfill a variety of battlefield functions. The most common are cannons, tried and true weapons that throw one or more projectiles at a target. Perhaps the most common cannon is the autocannon, used by almost all Gears in the same way an infantry trooper uses an assault rifle. Unguided rockets are also in wide usage on Gears and other vehicles to provide anti-armor power. More sophisticated weapons are also present on the battlefield, although in far smaller numbers. Guided missiles and mortars deliver high-explosive warheads with frightening accuracy, while laser weapons can hit small targets at a great distance.

Some vehicles use even more sophisticated weapons. Particle Accelerators fire beams of atomic particles along ionized trails, burning out electronic systems with great efficiency. Railguns fire projectiles with great speed and accuracy, making them effective armor-killers. Close combat weapons exist on the opposite technological scale.

9.8.1 - Weapon Terms

The basic capabilities of a weapon system are expressed in five terms: Damage Multiplier, Effective Range, Rate of Fire, Accuracy, and Minimum Size. These values apply to virtually all weapons (those with an ROF of 0 do not have an ROF listed on the Vehicle Record Sheet) and define the general performance of the weapon. These basic attributes can be modified by the weapon's Characteristics (see below), but provide all the information necessary to define simple weapons like a rifle or autocannon.

◆ Damage Multiplier

The damage code of the weapon. It must be noted that the effectiveness of Damage Multipliers increases exponentially: a x2 weapon is four times as efficient as a x1 weapon, not just twice as efficient. Relative penetration of armor-grade steel alloy, in millimeters, is also listed in each weapon's description.

◆ Effective Range

This is the limit of the weapon's effective combat range. All weapons can shoot further (out to as much as five times their listed maximum range, depending on the weapon type), but modern battlefield conditions prevent any effective hit at more than Extreme range. Weapons with range 0 are considered to be melee weapons and are only useful in close combat (Point Blank range only).

◆ Rate of Fire (ROF)

The weapon's rate of fire. Weapons with a Rate of Fire of +1 or better can deliver a large volume of fire in a short time, improving coverage and/or accuracy. Ammo consumption increases dramatically in weapons capable of burst fire.

◆ Accuracy

A weapon with normal accuracy has a score of 0. High quality systems have positive values while inaccurate systems have negative scores. The Accuracy rating reflects the quality of the targeting system, the length of the barrel, the nature of the weapon and many other characteristics.

◆ Minimum Size

This is the minimum Size score a vehicle must be to carry the weapon. The weapon's mass, recoil and/or energy requirement are all factored into this. This may increase depending on the amount of ammunition carried.

9.8.2 - Special Characteristics

The following Special Characteristics help to further define the use and function of a weapon. They are what make a guided missile different from a laser or a flamer (in game terms). In most cases, these Characteristics provide extra abilities or bonuses (such as a Guided weapon's ability to hit targets painted with a Target Designator), but some Characteristics provide limitations on the weapon's performance. These characteristics are listed (in abbreviated form) in the "Special" column of the Vehicle Sheet and Weapons Table.

**Anti-Infantry** ◆

The weapon or warhead is specially designed to attack infantry or other man-sized targets. Anti-infantry weapons can be swung around very fast and their tracking system can register fainter readings than normal weapons. These weapons do not suffer the normal -2 modifier incurred when attacking infantry.

Area Effect ◆

The weapon explodes or otherwise causes damage to a widespread area (see Area Effect Weapons in the Tactical Combat section). The number is the radius in hexes (AEO means the weapon affects only one complete hex). Like all tactical weapon ranges, Area of Effect radiuses should be multiplied by 50 to get the radius in meters for integration in a roleplaying game.

Fragmentation ◆

Fragmentation ammunition, often known as shotgun rounds, fires multiple small projectiles (most often flechettes) instead of a single large warhead. The Frag Cannon is currently the only weapon that can use such ammunition. If the ammunition is used, the attacker adds a +1 modifier to his attack roll, halves the Damage Multiplier, and adds +2 to the weapon's effective ROF. However, the weapon cannot walk its fire or saturate an area unless it has +1 or better ROF without the fragmentation ammunition.

Guided ◆

Guided weapons have the ability to seek a target and correct their course in mid-attack. Lasers and other beam weapons cannot be from this category because it is impossible for them to adjust their attack after they have fired. Missiles, rockets and bombs are often such weapons. Some cannons, mortars and railguns also fire guided projectiles.

Guided weapons have all the benefits of indirect fire weapons. In addition, they gain a +2 modifier on their attack roll versus targets that have been "tagged" by an allied target designator (see *Perks and Flaws*, page 179) within communication range. Indirect guided attacks versus targets marked by a target designator do not need additional forward observers — they only need to successfully mark the target.

Haywire ◆

The weapon's attack causes an electrical discharge. This discharge courses through its target, often causing multiple systems to fail. In tactical terms, the weapon gets two rolls on the Systems Damage Table when it scores Light or Heavy Damage on an opponent. In roleplaying terms (if one of the damage locations is Crew, for example), the weapon causes an electrical attack with an Intensity equal to its Damage Multiplier plus its Margin of Success.

Incendiary ◆

Incendiary weapons are intended to ignite and burn their targets. Incendiary weapons do not do damage normally. Instead, they cause a fire whose Intensity rating is equal to the weapon's Damage Multiplier plus the attack's Margin of Success. Incendiary weapons come in two types: quick-burn and slow-burn. The effects of quick-burn weapons are only felt during the combat round in which they are used. On the other hand, slow-burn weapons cause the target to suffer the same fire effects for a number of combat rounds equal to the Margin of Success of their attack.

Indirect Fire ◆

The weapon has the ability to perform indirect fire, that is, fire in a high arcing trajectory above obscuring material. Indirect fire rules are described in the Tactical Combat section (see *Indirect Fire*, p. 142).

Minimum Range ◆

The weapon is unable to fire at a target that is too near to it. This often happens with mortars and long-range artillery pieces which have an arcing trajectory or warheads that have to arm themselves. In game terms, the weapon cannot be used to attack targets whose range is less than the weapon's minimum range.

Minus Damage per Range Band ◆

The weapon loses power over distance due to atmospheric interactions. This phenomenon is negligible for projectile weapons at combat ranges but both lasers and particle accelerators are very susceptible to it. The listed damage is valid for Point Blank and Short ranges only; the Damage Multiplier drops by the specified amount for each range band after this.

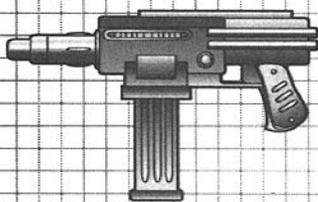


9.8.3 - Cannons, Rockets and Missiles

Cannons, rockets and missiles have now been around for millennia, and are the most common Terranovan weapons because they are rugged and simple. Rockets consist of a high-explosive, shaped charge propelled by a rocket motor. Missiles are rockets equipped with guidance systems that allow them to hit a target identified by laser designation or other means. Because of their guidance systems, missiles are more expensive than most other weapons of these classes.

Cannons include any weapon that can accelerate one or more projectiles using a chemical explosion. They are rugged, adaptable and effective, and for these reasons have been used by the military for the past few millennium. Their basic design has not changed much over the centuries, but they are lighter and more efficient than before.

Cannons can take a variety of forms, from single barrel guns to rotating multi-barrel "gatling-type" weapons. Most modern cannons include an autoloader and/or a belt-feeder mechanism, or are clip-fed for easy reloading.

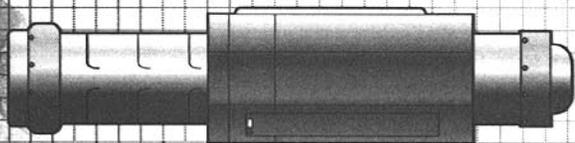


Light Machinegun

Purpose:	Anti-Infantry
Effective Range:	400 m
Penetration:	15 mm
Accuracy:	average
Mode of Fire:	burst
Usual Ammo Load:	800-5000 shells

The Light Machinegun is a small caliber, rapid-fire cannon used mostly for anti-personnel purposes. It has a lower damage potential than other vehicle-mounted weapons, but has a vastly increased rate of fire. This makes Light Machineguns expensive to field (rapid wear of the barrel(s), high ammo cost, etc.).

The 7.7mm Territorial Arms MGU-77 Minigun is a typical Light Machinegun used by the Spitting Cobra Gear. Infantrymen have learned to fear this gun as "the Death Buzzer" because of the high pitched sound it makes when fired.



Heavy Machinegun

Purpose:	Anti-Infantry
Effective Range:	400 m
Penetration:	18 mm
Accuracy:	average
Mode of Fire:	burst
Usual Ammo Load:	400-3000 shells

The Heavy Machinegun is a bigger machinegun with a larger caliber. This allows it to cause more damage, but at the cost of a slightly lower rate of fire. HMGs are also sturdier than LMG.

A typical HMG is the 10mm NORTHCO GU-10 Gatling Unit, the main anti-personnel weapon of the Grizzly Gear. It is a rare design in that it is fixed on the left side of the Gear's body, just under its ammo bin.



Light Autocannon

Purpose:	Anti-Gear/Anti-Infantry
Effective Range:	800 m
Penetration:	65 mm
Accuracy:	average
Mode of Fire:	burst
Usual Ammo Load:	60 shells

Light Autocannons are popular weapons because they are rugged, simple to design and inexpensive to field. Most come in the form of a Gear-sized rifle which uses clip or belt-fed ammunition. They are mounted in the turret and hull of several armored vehicles as secondary weapons.

The 25mm Riley M222 Autocannon is one of the most reliable vehicular weapons ever produced. It is used by almost all Hunter-class Gears and has been the basis for several Gear weapon designs. The southern Jäger trooper Gear uses a practically identical weapon made by Paxton Arms.



Medium Autocannon

Purpose:	Anti-Gear
Effective Range:	1200 m
Penetration:	105 mm
Accuracy:	average
Mode of Fire:	burst
Usual Ammo Load:	50 shells

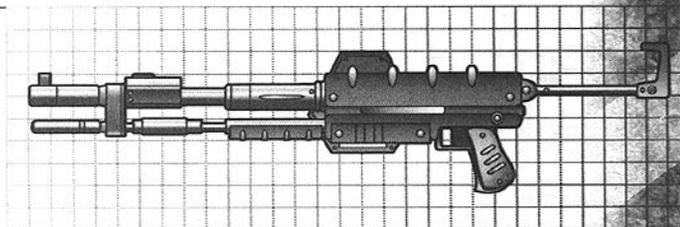


Medium Autocannons are the next most popular Gear weapons. Caliber and barrel length are both increased at the cost of the high rate of fire, resulting in a higher damage and range.

The 30mm Paxton MR25 Machinecannon is standard issue for the Black Mamba Gear. The Jaguar's main weapon, formerly a smaller autocannon, has been upgraded to a similar weapon.

Heavy Autocannon

Purpose:	Anti-Gear
Effective Range:	1200 m
Penetration:	150 mm
Accuracy:	average
Mode of Fire:	burst
Usual Ammo Load:	30 shells

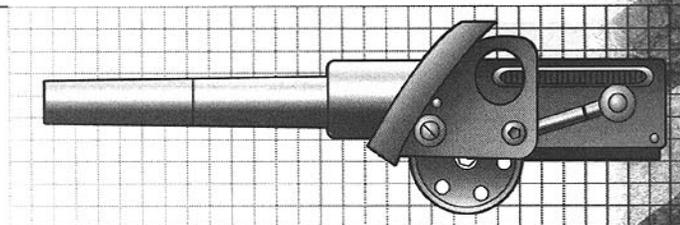


A large rapid-loading automatic cannon, the Heavy Autocannon is often the main armament of light tanks and the heavier Gear models. Most of the weapon's mass is taken up by the barrel (or barrels, as many heavy autocannons follow a gatling-like setup) and the large autoloading system. Although most of the handheld Gear versions are clip fed, heavy autocannons are generally belt fed.

The 40mm Riley M225 and its counterpart, the Paxton MR60 Autocannon, are heavy autocannon rifles designed to be carried as main armament by the large Gear models such as the Grizzly or the Spitting Cobra.

Light Field Gun

Purpose:	Anti-Armor
Effective Range:	2000 m
Penetration:	490 mm
Accuracy:	average
Mode of Fire:	single shot
Usual Ammo Load:	50 shells

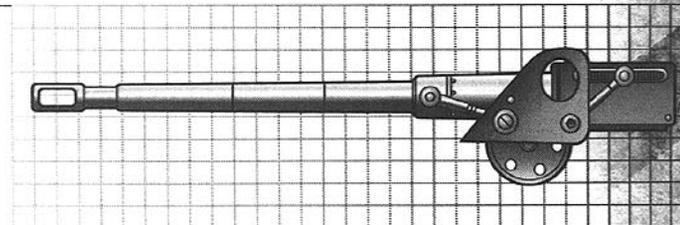


Unlike autocannons, field guns do not have any rapid-fire capacity. They make up for it with a longer range and higher hitting power. Most use Advanced Hyper-Kinetic Penetrator (AHKP) technology, with a secondary burn stage and molecular-aligned shaped alloy tips.

The 90mm Rucker Group LAU-44 is a self-loading cannon mounted in the turret of some of the Hun light tank variants. The gun has good penetration and accuracy considering the short length of its barrel.

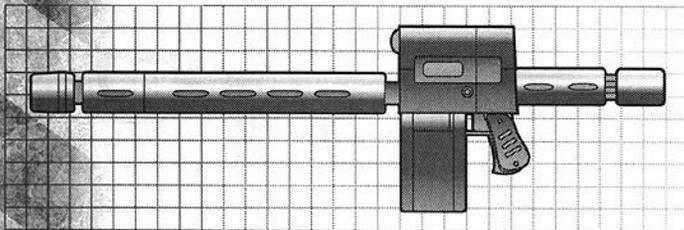
Heavy Field Gun

Purpose:	Anti-Armor
Effective Range:	3200 m
Penetration:	800 mm
Accuracy:	average
Mode of Fire:	single shot
Usual Ammo Load:	40 shells



The Heavy Field Gun is a large gun capable of crippling or destroying an armored target in one shot. It is much too heavy to be carried by Gears and often constitutes the main armament of battle tanks. Heavy Field Guns use some of the most powerful types of gel propellants, sometimes relying on binary liquid compound injection for primary projectile acceleration.

The 140mm Eburis Co. MAGISTER II Cannon is the main weapon of the main battle tanks used by the forces of the Southern Republic. It is a rugged, reliable cannon with good performance.

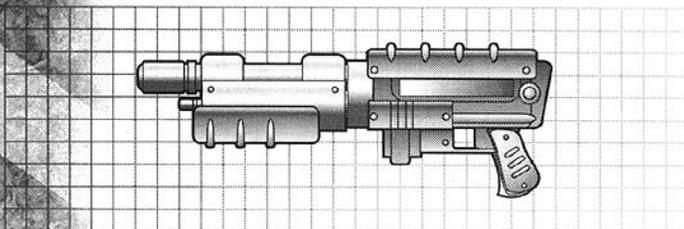


Snub Cannon

Purpose:	Anti-Armor/Anti-Infantry
Effective Range:	400 m
Penetration:	1000 mm
Accuracy:	poor
Mode of Fire:	single shot
Usual Ammo Load:	3 shells

The Snub Cannon is a heavy auto-loading cannon with a smooth bore and a short or medium barrel. It is mostly used for demolition and tank-hunting purposes. Its stubby ammo can transfer massive amounts of kinetic energy at short range, but with little accuracy.

The 106mm Paxton LGPC "Little Joe" Snub Cannon is commonly assigned to one Gear in a squad. This gunner Gear provides the team with hard hitting, if slightly inaccurate, firepower.

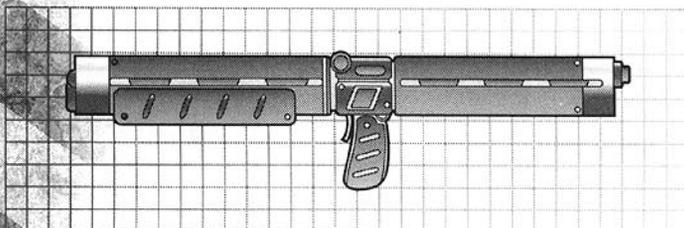


Fragmentation Cannon

Purpose:	Anti-Infantry/Anti-Gear
Effective Range:	400 m
Penetration:	50 mm
Accuracy:	good
Mode of Fire:	single shot
Usual Ammo Load:	16 shells

The Fragmentation Cannon is a cousin of the Snub Cannon. Its main function is to provide highly accurate firepower at close quarters; the gun usually fires fragmentation ammunition to increase the chance of a solid hit.

The 45mm Territorial Arms SG20 Fragmentation Cannon is a Gear-sized shotgun which was first designed for the Water Viper Gear. The weapon is well designed and deadly. It fires a special ceramic "Buckshot" ammunition which is very effective.

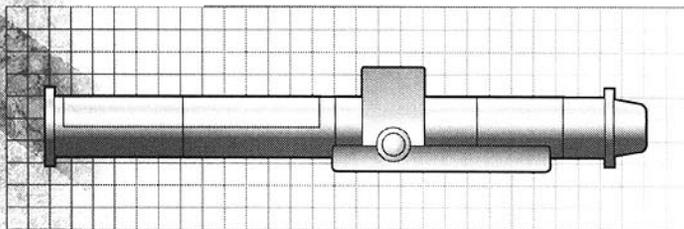


Disposable Pack Gun

Purpose:	Anti-Gear
Effective Range:	800 m
Penetration:	65 mm
Accuracy:	poor
Mode of Fire:	burst
Usual Ammo Load:	30 shells

A Disposable Pack Gun is a polymer auto-loading weapon that can be stored on the hip plates or the backpack of the Gear. It is similar to a light autocannon in its general performance profile, but with a lower accuracy due to its shortened barrel. In its folded ("packed") position, it takes very little space. Once empty, the gun is generally discarded and a new one used.

The 25mm Riley M25 "Pack Gun" Disposable Rifle is a standard scout Gear weapon. However, it is so versatile that many other units carry one for backup firepower. Several versions of the Grizzly carry one folded under their left arm or on their left hip armor plate.



Anti-Personnel Mortar

Purpose:	Anti-Infantry
Effective Range:	800 m
Penetration:	15 mm
Accuracy:	average
Mode of Fire:	single shot
Usual Ammo Load:	9 shells

The Anti-Personnel Mortar is a small caliber mortar for use against opposing infantry units. Its indirect fire capability and explosive charge are very effective for this task, allowing a vehicle to clear a path without endangering itself too much. The blast usually covers a radius of nearly 25 meters.

The 50mm NORTHCO MR-3 Mortar is a simple mortar unit which was specifically designed to get rid of enemy infantry units in cover. It is cheap and easily made. Each mortar is factory loaded and discarded once empty.

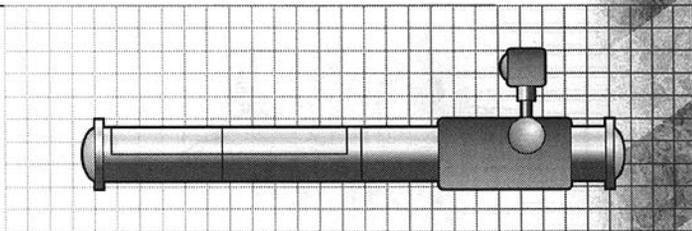


☐ Light Guided Mortar

Purpose:	Anti-Armor
Effective Range:	1200 m
Penetration:	225 mm
Accuracy:	average
Mode of Fire:	single shot
Usual Ammo Load:	12 shells

The Light Guided Mortar is a low-velocity cannon that lobs its warheads in an arcing overhead trajectory. The warheads have some limited control over their flight path through small fins that extend from the back of the shell once it clears the barrel. Using the laser seeker sensor in their tip, the projectiles can be directed to a target illuminated by a friendly spotting unit with a target designator.

The 60mm Riley GM-60L Mortar is a rugged, dependable weapon which is used on many support vehicles. Although its accuracy is poor if the shells are not laser guided to the target, its high penetration makes the Light Guided Mortar a favorite weapon of many pilots.

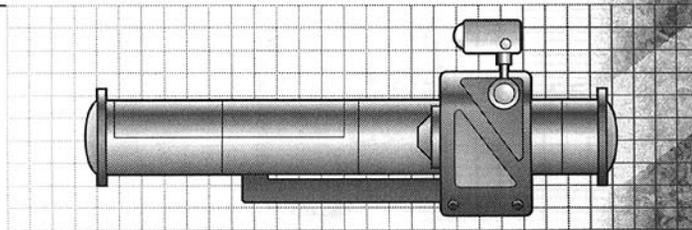


☐ Heavy Guided Mortar

Purpose:	Anti-Armor
Effective Range:	2000 m
Penetration:	400 mm
Accuracy:	average
Mode of Fire:	single shot
Usual Ammo Load:	6 shells

The HGM is a heavy vehicle-mounted mortar designed for range and offensive power. Its shells are guided to their target by an allied target designator, vastly increasing the probability of a hit.

The 102mm NORTHCO FSGM has been designed specifically to be mounted on the back of the Grizzly. The mortar fires shells which are small missiles guided by a tight beam laser transmission to their target. The FSGM is very useful for attacking well-defended positions.

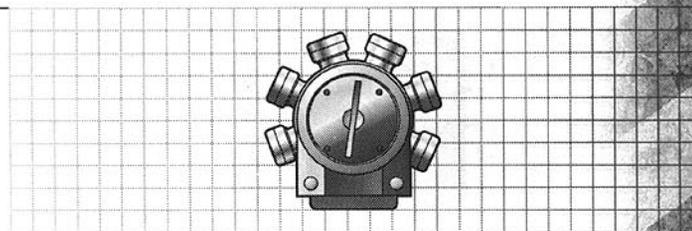


☐ Anti-Personnel Grenade Launcher

Purpose:	Anti-Infantry
Effective Range:	400 m
Penetration:	9 mm
Accuracy:	poor
Mode of Fire:	single shot
Usual Ammo Load:	6 grenades

Also translated as All Purpose Grenade Launcher, the APGL is a generic code for short range, small payload, low-velocity cannons. They are mostly used to launch anti-personnel grenades (hence the designation), but can be loaded with any of the small grenade types (smoke, gas, etc.). Their standard anti-personnel load covers an area nearly 25 meters in radius with deadly shrapnel.

The 44mm Dimaeon MK IV is a small grenade launcher built in a barrel-like configuration. Each grenade has its own launch tube and propellant cartridge which spin the unit when fired to place a new barrel in firing position.

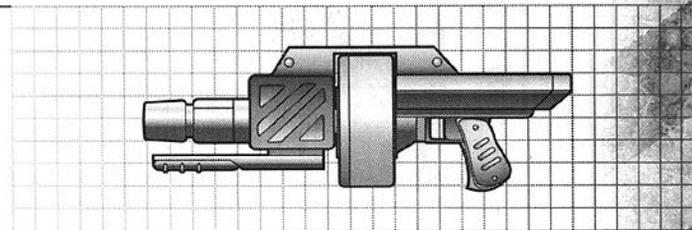


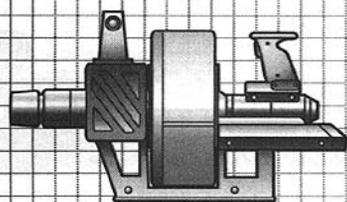
☐ Light Grenade Launcher

Purpose:	Anti-Infantry/Anti-Vehicle
Effective Range:	400 m
Penetration:	225 mm
Accuracy:	poor
Mode of Fire:	burst
Usual Ammo Load:	20 grenades

The Light Grenade Launcher fills the battlefield gap between the direct-fire autocannons and field guns and the indirect fire guided mortars. Although not very accurate, the weapon offers good firepower. It is also very versatile since it can fire a variety of grenades.

The 60mm direct-fire Grenade Launcher made by Ankersen Works (a subsidiary of Northco) is a fully automatic grenade rifle designed to be handheld by most Heavy Gears. It stores the grenades in a drum-shaped ammo clip which is quick to replace and reload.



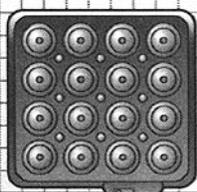


Heavy Grenade Launcher

Purpose:	Anti-Vehicle
Effective Range:	800 m
Penetration:	400 mm
Accuracy:	poor
Mode of Fire:	burst
Usual Ammo Load:	12 grenades

A larger version of the Light Grenade Launcher, this weapon packs a considerable punch and a good rate of fire at the cost of accuracy. The Heavy Grenade Launcher can also propel its grenades much further than its smaller brother. The grenades used can be of several different types. Unfortunately, because of the grenades' large size, the ammunition capacity is often quite small.

A large weapon, the 70mm LK-70 Heavy Grenade Launcher offers the triple advantage of good rate of fire, long range and high firepower. The autofire capacity is very effective in laying down a curtain of fire. As with other grenade launchers, ammunition capacity is low.

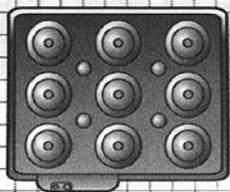


Light Rocket Packs

Purpose:	Anti-Vehicle
Effective Range:	400 m
Penetration:	140 mm
Accuracy:	poor
Mode of Fire:	burst
Usual Ammo Load:	8, 16, 24 or 32 rockets

Light Rocket Packs are loaded with little more than explosive charges sitting on top of a rocket motor. A small chip controls the fins, allowing minimal flight control. They are not very accurate, but make up for it by saturating the target area.

The 52mm Paxton RP-109 "Pepperbox" is standard equipment on many front line and scout Gear models. It is not very accurate or powerful, but the large number of rockets in the pack allows for rapid covering fire.

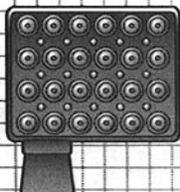


Medium Rocket Packs

Purpose:	Anti-Armor
Effective Range:	400 m
Penetration:	325 mm
Accuracy:	poor
Mode of Fire:	burst
Usual Ammo Load:	9, 18 or 36 rockets

Medium Rocket Packs are very similar to LR packs. They simply use larger rockets, which allows each projectile to carry a bigger warhead and more fuel for as longer range.

The 71mm Territorial Arms Vesper-A MRP is commonly seen as a secondary weapon on the shoulder hardpoints of many Gears. It is cheap and rugged and provides extra firepower at crucial moments.



Heavy Rocket Packs

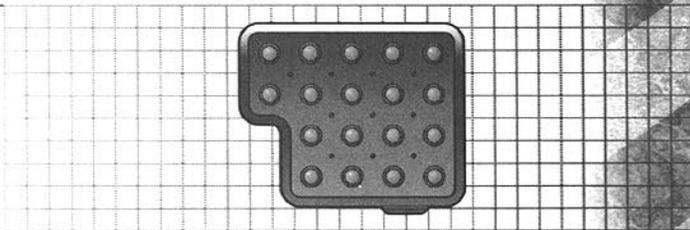
Purpose:	Anti-Armor
Effective Range:	1200 m
Penetration:	400 mm
Accuracy:	poor
Mode of Fire:	burst
Usual Ammo Load:	24 or 48 rockets

Heavy Rocket Packs use some of the largest unguided rockets on the battlefield. They are most often used for fire support and area saturation. The weapon occupies most of the back of the vehicle on which it is mounted and is fired overhead in an arcing trajectory.

The 82mm Territorial Arms SCRPs Heavy Rocket Pack is a common support weapon. Its simple design and high rate of fire have made it extremely popular with commanders and pilots alike. Because of the SCRPs abbreviation and the weapon's massive damage potential, enemy troops often call this weapon the "Scrapper."

☐ Incendiary Rocket Packs

Purpose:	Anti-Gear/Scorched Earth
Effective Range:	400 m
Penetration:	170 mm
Accuracy:	poor
Mode of Fire:	burst
Usual Ammo Load:	10, 20 or 30 rockets

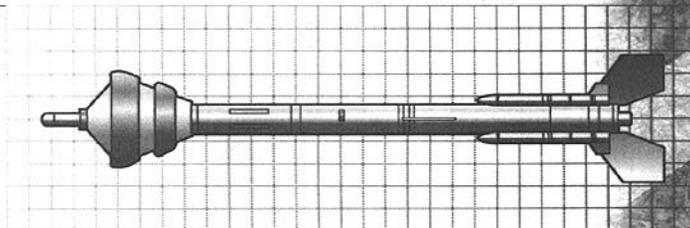


The Incendiary Rockets are similar to the Light Rockets but carry an incendiary warhead (most often a white phosphorous/napalm type chemical gel). They are mostly used for mass destruction.

The 59mm Paxton RP-114 "Chilibox" is a nasty weapon. Its rockets are equipped with chemical warheads that spray the target with a burning compound that sticks and keeps on burning for several minutes.

☐ Anti-Tank Missile

Purpose:	Anti-Armor
Effective Range:	1200 to 2000 m
Penetration:	625 to 900 mm
Accuracy:	good
Mode of Fire:	single
Usual Ammo Load:	1 missile



The name Anti-Tank Missile covers a variety of anti-vehicular guided missiles. The majority of ATM designs are wire-guided through a very thin optic fiber, but a few are laser or radio guided. The ATM comes in many shapes. If a launcher can accommodate more than one missile, the notation is ATM/# where # is the number of missiles in the launcher. One missile can be launched per action. A heavier, larger version of the missile also exists. It has a similar flight performance but carries a more destructive warhead and has more fuel.

The DiMaeen RAVEN Missile System is the main armament of the Klemm light tank used by the Northern Lights Confederacy. The RAVENS are mounted in a turret-like housing, three per side.

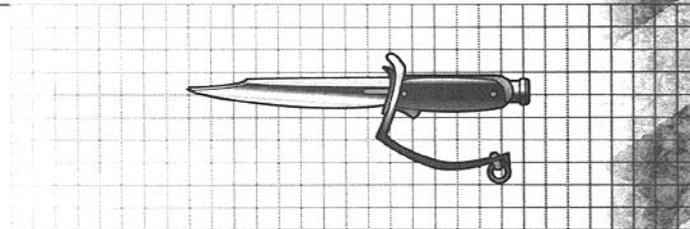
Close Combat Weapons - 9.8.4

The development of humanoid fighting vehicles has led to the creation of several new weapons designed for use in close combat between vehicles. In most cases these are simple adaptations of infantry weapons to a larger scale, be it melee weapons like the vibroknife of hand-grenades.

These weapons are almost entirely reserved for Gears because they depend on the presence of manipulator arms to handle and a humanoid structure to actually participate in close combat. Some tanks and other vehicles do feature specially adapted versions of these weapons, however. A logging tractor might have a powerful vibroblade appendage to cut through foliage, although it would not resemble the large knife of a Gear vibroblade.

☐ Vibroblade

Purpose:	Close-Combat Anti-Vehicle
Effective Range:	point blank
Penetration:	65 mm
Accuracy:	average
Mode of Fire:	N/A
Usual Ammo Load:	N/A



The vibroblade is a hard alloy or ceramite Gear-sized knife equipped with a small sonic generator in the hilt. The high frequency vibrations cause the blade to vibrate at high speed for improved damage. The energy pack for the generator is switched on only about 5 seconds before use, increasing the endurance of the built-in power pack. Many Gears carry such weapons in a multitude of forms and styles such as hatchets and machetes.

The Rucker Group VU-11 Vibromachete is the standard close-combat weapon for the Southern Black Mamba Gear. Although slightly longer than the standard vibroknife carried by other Gears, it has similar battlefield capabilities. Its added length only comes into play when the Gear uses it to cut through dense jungle foliage, hence the machete appellation.

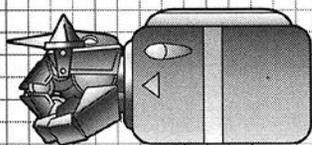


Hand Grenade

Purpose:	Demolition, Anti-Infantry
Effective Range:	20 to 50 m
Penetration:	225 mm
Accuracy:	poor
Mode of Fire:	single shot
Usual Ammo Load:	1 grenade (often carried in 3- or 6-packs)

This is quite simply a Gear-sized hand grenade. Many Gears carry a few of them in case they run into unexpected trouble or to use as flexible demolition charges. The warhead is powerful enough to actually damage armored targets, and can be useful in a variety of combat situations. Some grenades are fin stabilized for additional throwing accuracy.

The Paxton M-2A hand grenade is a standard-issue weapon for most Northern Gears, including the Cheetah scout model and Hunter and Jaguar troopers. Like most Gear grenades, the M-2A consists of a shaped charge designed to punch through an armored target, surrounded by shrapnel to take out infantry in the immediate area.



Chassis Reinforcement

Purpose:	Close-Combat Anti-Vehicle
Effective Range:	point blank
Penetration:	varies
Accuracy:	average
Mode of Fire:	n/a
Usual Ammo Load:	n/a

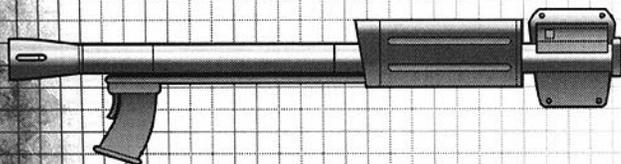
The Chassis Reinforcement is a simple welded plate of alloy designed to cause additional damage in physical combat. Gears are the vehicle type that use them the most, since their humanoid form enables them to deliver particularly effective physical blows, but other vehicles use them as well in the form of bumper plates and the like. They add +1 to the DM of a successful physical attack.

There are no standard models for chassis reinforcement, but most field technicians use a combination of forearm spikes and additional armor plating to increase a Gear's ability to punch or kick. This is a common modification made in the field, usually requested by pilots who got into close combat with enemy machines. Duelists and other hotshot pilots often have custom reinforcements, with characteristic spike arrangements.

9.8.5 - Bazookas

Bazookas are heavy rocket cannons. They are used for hard-hitting firepower and one-shot-one-kill capability in combat situations. The main drawback of bazookas is their poor ammunition capacity.

Bazookas are generally used by Gears on heavy assault missions, because they can be used to punch through tanks and striders with decent accuracy. They do have relatively short ranges, however, which explains why most tanks use guided missiles or field guns as their main anti-armor weapons. Mounted on a fast Gear, however, a bazooka can be deadly.



Light Bazooka

Purpose:	Anti-Armor/Anti-Gear
Effective Range:	800 m
Penetration:	250 mm
Accuracy:	average
Mode of Fire:	single shot
Usual Ammo Load:	5 rockets

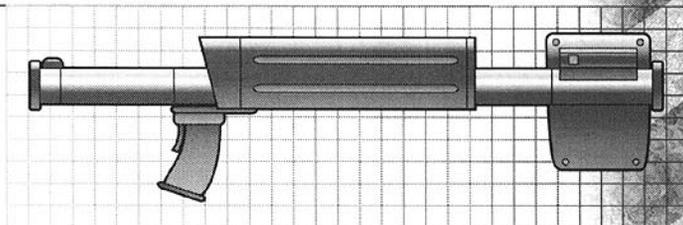
The Light Bazooka is a recoilless rocket cannon which is commonly used by Gears for dependable, hard striking firepower. Although a bit large, the Light Bazooka is a good compromise between weight and firepower. The rockets are usually loaded in clips that can be rapidly exchanged for reloading. The projectiles are typically short, the primary ejection charge being stored separately within the main body of the bazooka itself.

The SureFire-60 Recoilless Cannon is a sturdy weapon which was designed especially for Gears. It fires tiny dart-shaped rockets which are propelled by a two-stage solid propellant motor. A small charge ejects the rocket out of the barrel, and the rocket ignites its propellant 50 meters downrange to boost it for another 150 meters.



Medium Bazooka

Purpose:	Anti-Armor/Anti-Gear
Effective Range:	800 m
Penetration:	450 mm
Accuracy:	average
Mode of Fire:	single shot
Usual Ammo Load:	3 rockets

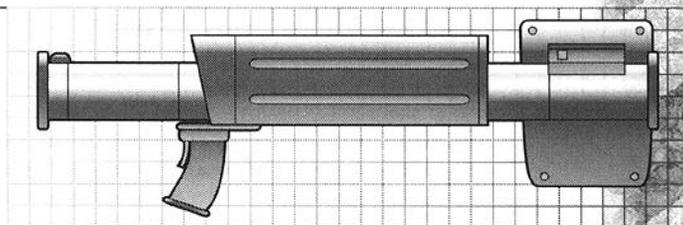


The Medium Bazooka is a larger model of recoilless cannon which can cause great amounts of damage to a target. The rockets are contained within a detachable magazine which can be quickly replaced by a fresh one; Gears often carry several additional ammo packs for this weapon. Like the Light Bazooka, a separate charge ejects the rocket from the barrel, the motor igniting nearly 60 meters from the muzzle to prevent any damage to the firing unit.

The Riley B-300 and Territorial Arms LRB-17 are two classic examples of a medium-sized bazooka which can be carried as the main weapon of a Gear on a strike mission. Both rely on clipped ammunition for ease of reloading and a steady rate of fire. Most experienced Gear pilots can change a clip in under ten seconds.

Heavy Bazooka

Purpose:	Anti-Armor/Anti-Gear
Effective Range:	800 m
Penetration:	625 mm
Accuracy:	average
Mode of Fire:	single shot
Usual Ammo Load:	3 rockets

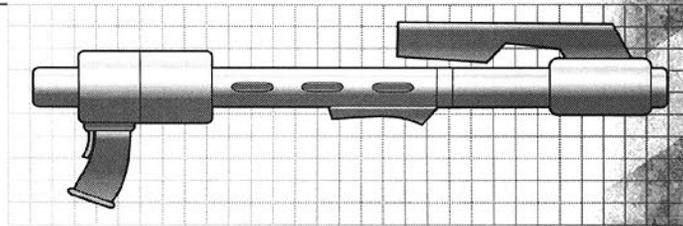


The largest recoilless cannon available on the battlefield, the Heavy Bazooka is so large and unwieldy that only assault Gears and front-line combat vehicles can carry it. Although it has a shorter range, the bazooka's damage is comparable to an ATM's.

The Territorial Arms LRB-30 has been described as "one darn big gun" by the soldiers using it. The LRB-30 uses rockets which are practically anti-tank missiles with the guidance system removed, making ammunition cheap and easy to come by.

Rapid-Fire Bazooka

Purpose:	Anti-Gear
Effective Range:	400 m
Penetration:	200 mm
Accuracy:	average
Mode of Fire:	burst
Usual Ammo Load:	30 rockets



Take a standard infantry rocket launcher; make it bigger, tougher, and fully automatic; give it a good-sized clip, and you get a good description of the Rapid-Fire Bazooka. This rocket cannon is especially deadly when used in burst fire mode.

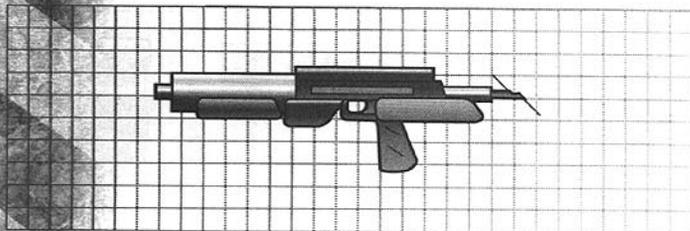
The Paxton RFL-2 "Soothsayer" Rapid-Fire Bazooka uses the same ammo as the common Paxton infantryman's rocket launcher, so ammunition is easy to come by. It is light and compact and thus often carried by light Gear designs.

Laser Weaponry - 9.8.6

Laser is an acronym for Light Amplification by Stimulated Emission of Radiation. This type of weapon fires a beam of coherent energy, generally light, in the near-visible frequency range using millennia-old High Energy Laser (HEL) techniques.

Almost all battlefield lasers are cumbersome, specialized weapons whose efficiency is impaired by the presence of atmospheric dust and water vapor. Their main advantage is their high accuracy: there is no lead time, and an acquired target is quite simply a dead target. This makes lasers preferred anti-aircraft weapon.

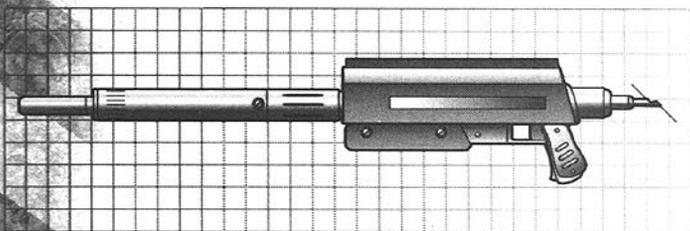
Because of its limitations and expense, laser weaponry is generally only employed in two capacities: for commando operations and as anti-aircraft weapons. In the former situation, lasers provide stealth Gears with sniper capabilities that make them extremely deadly. In the latter function, lasers provide effective AA coverage for most main battle tanks and some light tanks.



Sniper Laser Cannon

Purpose:	Anti-Vehicle Sniper
Effective Range:	2000 m
Penetration:	145mm (up to 250 m range)
Accuracy:	good
Mode of Fire:	single
Usual Energy Charge:	20 shots

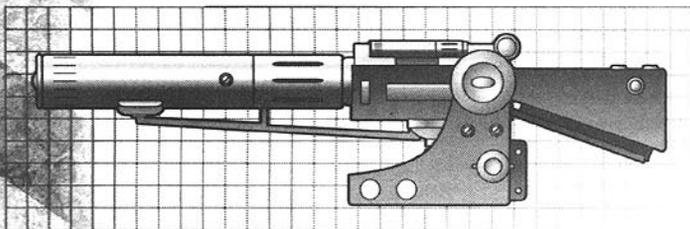
The Sniper Laser is an energy cannon which is designed for long range performance: efficient power converter, slow beam dispersion, superior focusing lenses. Although the weapon is an energy hog — each superconducting loop powering it can only hold enough juice for a few shots — it is extremely efficient for sniper operations because of its range and high penetration.



Light Laser Cannon

Purpose:	Anti-Vehicle
Effective Range:	2000 m
Penetration:	196 mm (up to 250 m range)
Accuracy:	good
Mode of Fire:	single
Usual Energy Charge:	15 shots

A larger version of the common Sniper Laser, the Light Laser Cannon delivers more raw energy to the target. Atmospheric attenuation and beam dispersion drops the damage fairly rapidly over distance, but the gun's high accuracy and (almost) line of sight range makes it useful for a variety of tasks. It shares a laser's tendency for high energy consumption.



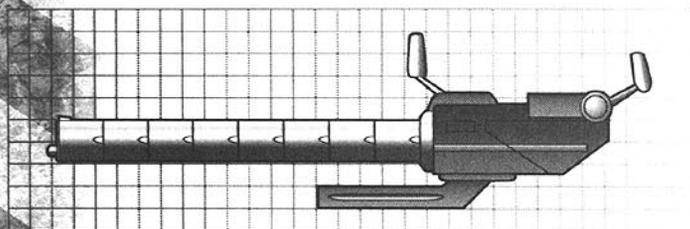
Heavy Laser Cannon

Purpose:	Anti-Vehicle
Effective Range:	2000 m
Penetration:	400 mm (up to 250 m range)
Accuracy:	good
Mode of Fire:	single
Usual Energy Charge:	10 shots

The largest vehicle-mounted battlefield laser, the Heavy Laser Cannon is popular for its high punch and lack of recoil. Although powerful, the HLC is nonetheless greatly limited by beam attenuation, which diminishes the damage over long distances.

9.8.7 - Magnetic Acceleration Cannons

This class of weapon uses a system of electromagnets to launch projectiles at an extremely high velocity. This reduces lead time and flattens trajectories, improving accuracy. The shells are small chunks of shaped composite or plastic with a metal "skirt" to grip the magnetic field. Railguns and mass-drivers are power-hungry and include dedicated capacitor banks to feed them; even then, the number of shots is limited by the energy they contain. The actual ammunition is not a problem since the individual shells are so small.



Light Railgun

Purpose:	Anti-Tank
Effective Range:	2000 m
Penetration:	200 mm
Accuracy:	average
Mode of Fire:	burst
Usual Energy Charge:	60 shots

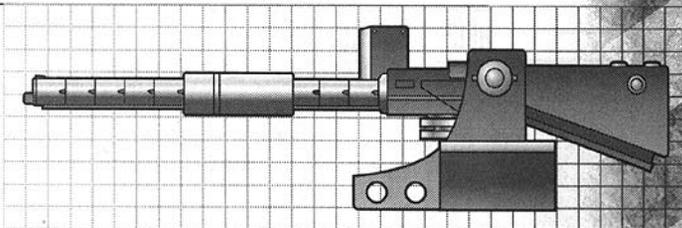
The Light Railgun uses magnetic accelerator technology to propel one or more lightweight projectiles to fantastic speed, causing an awesome amount of damage to the target. The Light Railgun's open bore and rapid capacitor recycling allow a machinegun-like rate of fire.

The 3mm Westfellow Technologies LOKI is a standard Light Railgun. It is found on some light tank designs and in the hands of some of the largest "Strike" type Gears. Westfellow's engineers managed to reduce the weapon's length while keeping performance intact.



☐☐ Heavy Railgun

Purpose:	Anti-Armor
Effective Range:	4000 m
Penetration:	1225 mm
Accuracy:	average
Mode of Fire:	single shot
Usual Energy Charge:	24 shots



The Heavy Railgun is one of the most monstrous weapons available on the modern battlefield. Magnetic acceleration sends a hypersonic slug straight through any armored target, most often killing it. The large energy requirement of the gun limits its rate of fire as well as its ammunition capacity, ammunition in this case being the capacitor energy banks.

The 10mm Westfellow Technologies THOR is one of the rare advanced weapons seen on the battlefield. It is the main weapon of the Northern Lights Confederacy's Aller main battle tank. The gun has a separate engine to recharge its super-conducting capacitors.

Particle Accelerators - 9.8.8

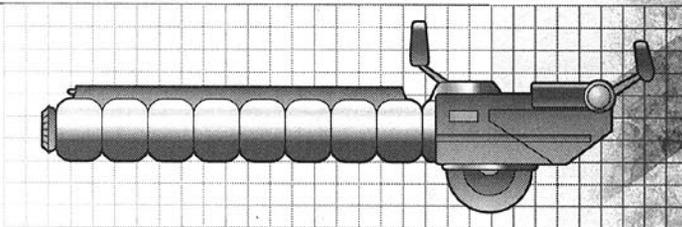
This class of weapon emits beams of atomic particles at velocities near the speed of light. Particle accelerators require large amounts of energy in order to function and are not very efficient in an atmosphere.

Particle accelerators cause damage through both impact and electronic disruption. Most are equipped with an integral "leading" laser system to "burn" an ionized path to the target, but they still lose energy and hitting power over long distances through beam diffusion and atmospheric interactions.

Particle accelerators have become infamous on Terra Nova as the weapons of choice of the Colonial Expeditionary Force. The CEF's deadly hovertanks used these weapons as their main armament with devastating effect in the early days of the war. It was only Terranovan tenacity and the sheer number of defending troops that bogged down the relentless invasion before it was too late.

☐☐ Light Particle Accelerator

Purpose:	Anti-Vehicle
Effective Range:	400 m
Penetration:	100 mm (+ electrical damage)
Accuracy:	good
Mode of Fire:	single shot
Usual Energy Charge:	20 shots

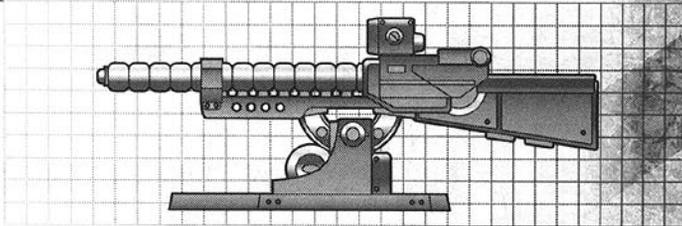


The Light Particle Accelerator is small enough to be carried by the largest Gear models. It is thus the most common weapon of this type seen on the battlefield. Although the weapon itself is heavy and cumbersome and does not cause much damage when compared to a conventional weapon, its electronic disruption effects are a boon to salvage-minded commanders.

The experimental Northco XPA-001 particle accelerator is the main weapon of the Kodiak, the CNCS' largest and most impressive Gear. The XPA-001 remains a limited production item today and was very much a prototype during the War of the Alliance. Northco hopes to market it as a mass-produced weapon at some point in the future.

☐☐ Heavy Particle Accelerator

Purpose:	Anti-Vehicle
Effective Range:	800 m
Penetration:	225 mm (+ electrical damage)
Accuracy:	good
Mode of Fire:	single shot
Usual Energy Charge:	15 shots



The Heavy Particle Accelerator is the largest particle weapon carried by land vehicles. It has a range comparable to many projectile weapons and its massive electrical discharge can sometimes burn out everything aboard an enemy vehicle in one shot — including the crew. Most current models of HPA are based upon the energy weapons salvaged from wrecked Earth hovertanks.

The particle accelerator carried by the CEF's HT-68 heavy assault hovertanks were frightening effective weapons and Terranovan engineers have yet to fully reproduce their capabilities. Only the Korps of Port Arthur have authentic CEF HPA technology, and even they are rumored to now be using downgraded models because of maintenance problems.



HACS-01LG-SCT CHEETAH

The Cheetah scout Gear was the first machine to announce the technological superiority of the North in the early part of the twentieth century. Designed to surpass the speed and maneuverability of previous scout and reconnaissance Gears such as the Bobcat and Ferret, the Cheetah used cutting edge technology on a frame similar to the Northco Hunter. The new machine's almost fully humanoid design allowed it to be used in a variety of specialized combat roles, including assaults that were previously off limits to the combat-shy Bobcat and Ferret. The Cheetah is nonetheless lightly armored, but it relies on outstanding speed and superb maneuverability to give it a defensive edge. Speed is not always an appropriate defense, however, and the scout Gear is still often deployed with heavier Gears when undertaking combat missions. Attempts to increase armor strength have thus far been largely unsuccessful. The Gear is equipped with a variety of hardpoints including a series of waist-level attachments for deployable pack-guns to supplement any shoulder-mounted weaponry. The standard armament consists of a single pack gun, a RP-109 Pepperbox missile pod, grenades and a vibroknife.

◆ Service Record

The attempted invasion of Terra Nova by the Colonial Expeditionary Force in TN 1913 provided the Cheetah with ample opportunity to prove its worth in battle. Although few combat vehicles could match the combination of speed and firepower presented by the CEF's deadly hoverscans, the Cheetah was able to hold its own. Combat-capable scout units gave many Northern forces a critical edge when facing the initial drive of the Earth forces into the United Mercantile Federation and the border territories of the Western Frontier Protectorate. As the command of all Northern forces was centralized, the Cheetah came into much wider distribution and many units were transferred to the Mercantile and Western theaters. The war also saw the development of a many variants. Since the end of the war, the Cheetah has secured its place as the premier scout unit among almost all Northern forces, but is most widely used by the Northern Guard forces stationed in the Badlands. The Guard's elite 7th Gear Regiment — the Cat's Paws — use a great number of Cheetahs and swear by its strengths. The Paws' prestige ensures that Cheetah orders remain high.

Game Statistics

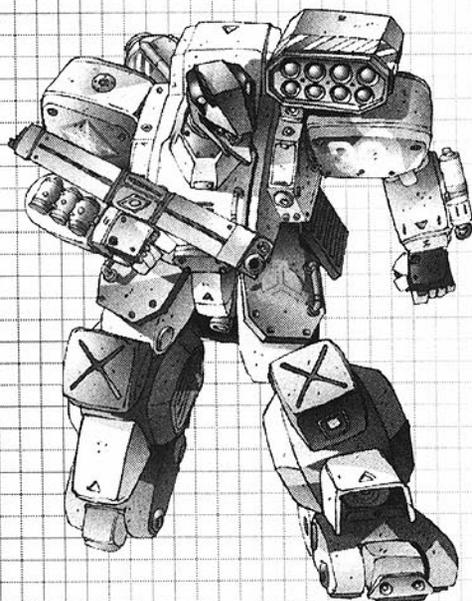
Threat Value:	625	Offensive:	380	Defensive:	800	Miscellaneous:	696	Lemon Dice:	3
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Vehicle Specifications

Code name:	Cheetah
Production code:	HACS-01LG-SCT
Production Type:	Mass Production
Cost:	468,750 marks
Manufacturer:	Shaian Mechanics
Use:	scout/recon Gear
Height:	4.1 meters
Width:	3.3 meters
Average armor thickness:	20 mm
Armor material:	durasheet w/alloy
Standard operational weight:	5230 kg
Primary Movement Mode:	Walk (65 kph)
Secondary Movement Mode:	Ground (91.6 kph)
Deployment Range:	600 km
Sensor Range:	100 hexes/5 km
Communication Range:	500 hexes/25 km
Powerplant:	S-V820S V-Engine
Horsepower:	425 hp

Weapon Payload

Name	Ammunition Payload
M25 Pack Gun	30 shells
RP-109 Pepperbox	24 rockets
M-2A Hand Grenade	4 grenades
HW-VB-1 Vibroknife	-





HACS-01MG-MP HUNTER

The Hunter was the first exclusively military walker machine on Terra Nova and remains among the most commonly seen Gear designs in active military service. Its greatest strength has always been its versatility and simplicity of design. Created when there were no scout/recon or fire-support Gears, the Hunter had to manage all by itself or in conjunction with more traditional armored or infantry forces. Although a great challenge to create, the Hunter was designed to be relatively easy to maintain and upgrade, allowing it to remain in service for decades without being refit. The simplicity of design has also meant a proliferation of specialized variants designed to excel at specific combat tasks. The standard Hunter (actually the Mark II, introduced in TN 1852) remain in wide usage, however, even in the face of more advanced machines. The standard armament of the Hunter reflects its generalized military duty. A Riley M222 autocannon rifle and a RP-109 Pepperbox act as the primary weapons, providing a good combination of firepower, range and limited indirect fire capabilities. A Mark IV anti-personnel grenade launcher provides additional defense against infantry, while several Gear-scale M-2A hand grenades and a vibroknife allow the Hunter to enter close combat.

◆ Service Record

The Hunter has seen more action than any other Northern combat Gear. First deployed during border conflicts between the expansionist United Mercantile Federation and the other major Northern leagues, the Hunter encountered its Southern counterpart (the Jäger) during the Merchant War of TN 1686 to 1688. The devastating battles of St. Vincent's War were also fought by the Hunter and the wide-scale warfare saw the machine begin to spread into the Badlands. The Gear was modernized and renamed the Hunter Mark II in the TN 1850s during another period of intense North-South conflict. The hard times of the War of the Alliance proved the endurance of the Hunter, because expensive spare parts and complex repair procedures limited the availability and service of more sophisticated machines. Northco is currently examining the possibility of creating a Hunter Mark III.

Game Statistics

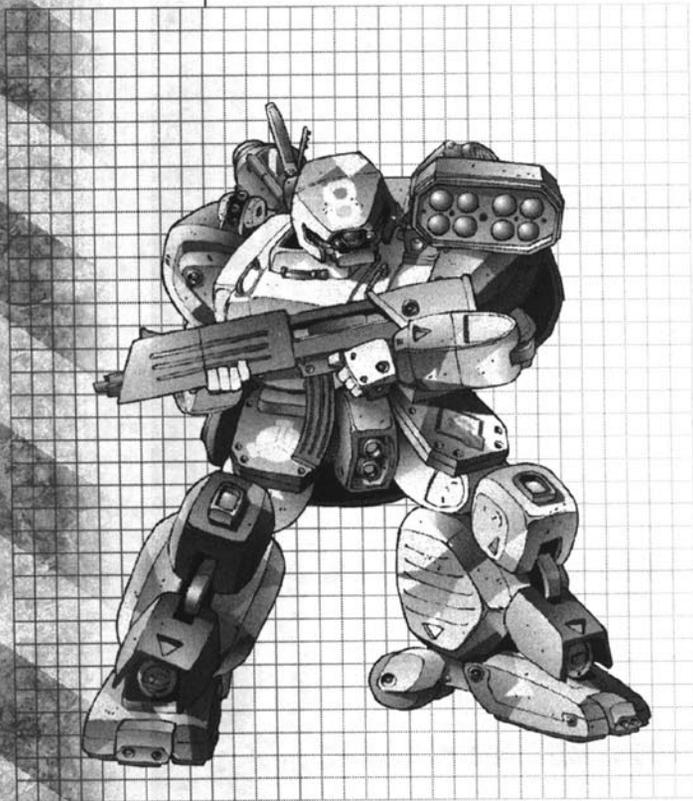
Threat Value:	380	Offensive Score:	450	Defensive Score:	298	Miscellaneous Score:	392	Lemon Dice:	3
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Vehicle Specifications

Code Name:	Hunter (Mark II)
Production Code:	HACS-01MG-MP
Production Type:	Mass Production
Cost:	221,590 marks
Manufacturer:	Northco
Use:	trooper Gear
Height:	4.3 meters
Width:	3.0 meters
Average Armor Thickness:	45 mm
Armor Material:	durasheet w/alloy
Standard Operational Weight:	6627 kg
Primary Movement Mode:	Walk (42 kph)
Secondary Movement Mode:	Ground (72 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	S-V950A V-Engine
Horsepower:	450 Hp

Weapon Payload

Name	Ammunition Payload
M222 Autocannon rifle	60 rounds
RP-109 Pepperbox	24 rockets
MK IV Grenade Launcher	6 grenades
M-2A Hand Grenade	3 grenades
HW-V81 Vibroknife	-





HACS-02MG-MPS JAGUAR

The most advanced commando/general purpose Gear in the Northern armed forces, the Jaguar was developed as a possible successor of the Hunter. The armament of the new Gear was kept very similar to that of the Hunter, although the main direct fire weapon became the heavier Riley MR25 machinecannon rifle. A new second-generation IHADS control interface and a more precise targeting system allowed a generalized improvement in fire-control. Actuator systems were improved as well using a new and more powerful actuator design. A more powerful communications array also allowed the Jaguar to function under mild ECM jamming and to be used as a command unit. The Jaguar also benefited from the introduction of a new S-V1110 V-Engine that could produce 620 horsepower and allowed it to outpace any Gear in its class. New armor materials, still using the durasheet composite standard to Northern Gears but reinforced with steel alloy sub-plates and chassis struts made the Jaguar more resistant to damage from shock and weapon fire. The reinforced chassis of the Jaguar also made possible a built-in airdropping capability for every production model. To ensure that each Jaguar can survive multiple drops with ease, its legs are reinforced. The only real drawback of the Jaguar design is the interface for the new IHADS system: bulkier than the old Hunter-inspired system, it leaves little headroom for the pilot.

◆ Service Record

The Jaguar entered full production just in time to take part in the fight against the Earth invasion. They first swelled the ranks of the Northern armies and, once a rapid agreement had been reached, were sent south to answer the need for high-technology commando Gears in Southern forces. The Jaguar saw action across the planet as a commando, a trooper, a command unit, an anti-armor unit and a makeshift airdroppable fire-support Gear. It also (unfortunately for its pilots) jump-started Southern Gear development and inspired the deadly Black Mamba. The Jaguar has yet to replace the Hunter because of its higher cost and increased complexity, but with every cycle it enters service in more and more units and some consider it only a matter of time before it becomes the lead Gear of all Northern forces.

Game Statistics

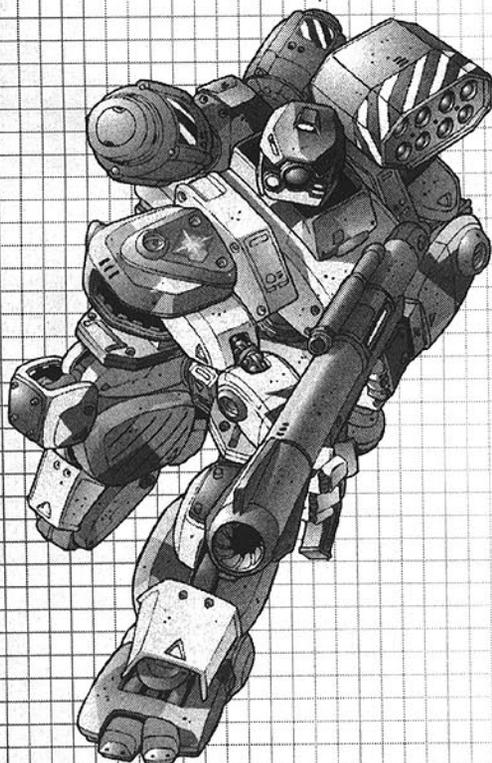
Threat Value:	628	Offensive Score:	1064	Defensive Score:	552	Miscellaneous Score:	268	Lemon Dice:	3
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Vehicle Specifications

Code Name:	Jaguar
Production Code:	HACS-02MG-MPS
Production Type:	Mass Production
Cost:	471,750 marks
Manufacturer:	Northco
Use:	general purpose Heavy Gear
Height:	4.6 meters
Width:	3.4 meters
Average Armor Thickness:	51 mm
Armor Material:	durasheet w/alloy and ceramic
Standard Operational Weight:	7123 kg
Primary Movement Mode:	Walk (53 kph)
Secondary Movement Mode:	Ground (81 kph)
Deployment Range:	550 km
Sensor Range:	60 hexes/3 km
Communication Range:	300 hexes/15 km
Powerplant:	S-V1110 V-Engine
Horsepower:	620 Hp

Weapon Payload

Name	Ammunition Payload
MR25 Machinecannon rifle	40 rounds
RP-111 Pepperbox II	32 rockets
MK IV Grenade Launcher	6 grenades
M-2A Hand Grenade	3 grenades
HW-VB1 Vibroknife	-





HACS-02HG-MPS GRIZZLY

The Grizzly heavy fire support Gear has been a mainstay of the Northern armies since its introduction in the TN 1870s. The basic armament of the Grizzly is based on that of the older Bear, featuring a Riley M225 heavy autocannon supplemented by twin GH-8 rocket pods. The Grizzly also carries a TD-76 mortar unit, capable of lobbing guided high-explosive shells up to two kilometers. This long-range guided weaponry makes the Grizzly extremely dangerous when paired with a forward observing unit using a laser designator — such as a Cheetah or Ferret scout/recon Gears. The Grizzly's S-V2200Z engine performs well, but the Gear remains slow and lumbering compared to other units. To provide point defense, the Grizzly was equipped with a GU-10 gatling machinegun. The Grizzly is also usually deployed with lighter machines as defensive escorts. The standard tactical deployment remains in mixed companies, using squadrons of Grizzlies in secondary positions, with strike squadrons moving forward and including at least one forward observing unit to relay coordinates and laser targeting data to the Grizzlies. The successful use of the Grizzly has led to the progressive decommissioning of the Bear.

◆ Service Record

The Grizzly has proved its worth repeatedly over the sixty cycles of its existence. An expensive machine to produce, the Grizzly only slowly replaced the Bear. It first saw action in a Northern Guard campaign to suppress a particularly vicious Wounded Knee smuggling ring in the TN 1880s and was responsible for a stunning number of kills. The Grizzly was also involved in a fair number of skirmishes with Southern MILICIA troops in the Badlands. The true test, however, was the War of the Alliance. Faced with the fast armor of Colonial Expeditionary Force hoversuits, the Grizzly proved effective in combat, especially when deployed with forward observing units to “tag” hoversuits with laser designators. Since the war, the Grizzly has continued to serve with distinction across the Northern hemisphere. The TN 1920s saw an especially wide distribution of Grizzlies as the Northern Guard replaced most of its Bears with it.

Game Statistics

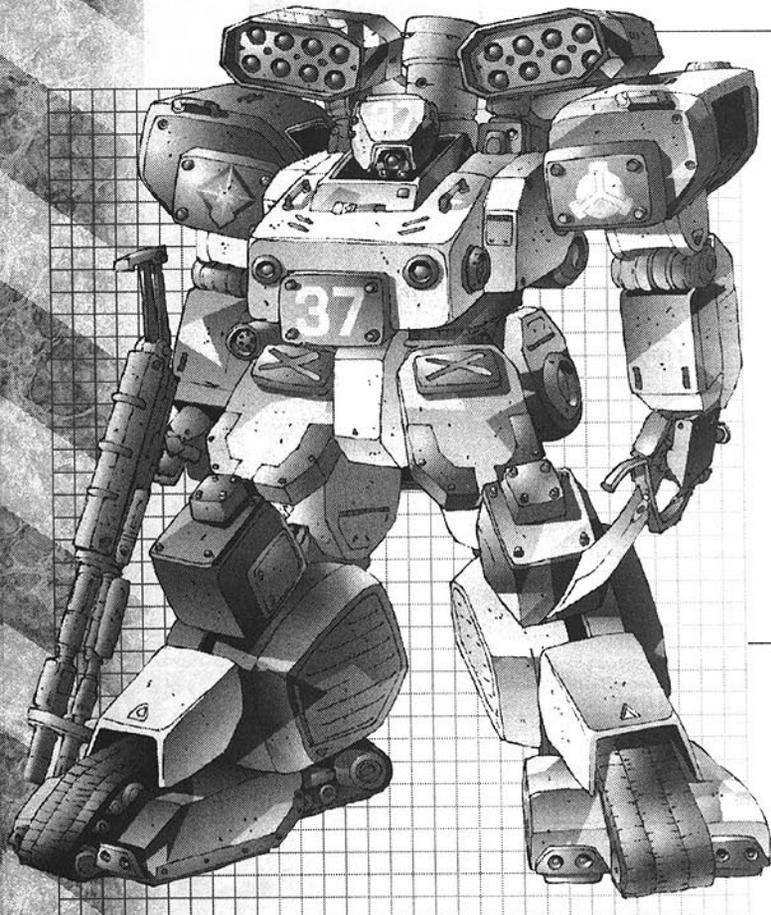
Threat Value:	888	Offensive:	2175	Defensive:	255	Miscellaneous:	236	Lemon Dice:	3
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Vehicle Specifications

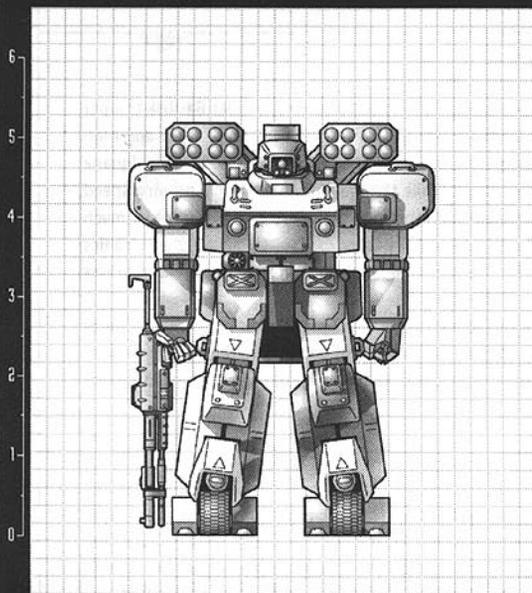
Code Name:	Grizzly
Production Code:	HACS-02HG-MPS
Production Type:	Mass Production
Cost:	634,286 marks
Manufacturer:	Northco/Shaian Mechanics
Use:	close fire support Heavy Gear
Height:	5.1 meters
Width:	3.8 meters
Average Armor Thickness:	70 mm
Armor Material:	durasheet w/alloy and ceramic
Standard Operational Weight:	9210 kg
Primary Movement Mode:	Walk (38 kph)
Secondary Movement Mode:	Ground (65 kph)
Deployment Range:	400 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	S-V2200Z V-Engine
Horsepower:	956 Hp

Weapon Payload

Name	Ammunition Payload
M225 Heavy Autocannon	30 shells
2 x GH-8 Rocket Pods	18 rockets each
GU-10 Gatling	300 rounds
M25 Pack Gun	30 rounds
TD-76 Mortar Unit	12 shells
HW-VB1 Vibroknife	-



GRIZZLY HACS-02HG-MPS



ARMOR DAMAGE

0



10



20



30



40



GENERAL SPECIFICATIONS

• THREAT VALUE: 888 • SIZE: 7 • COST: 634,286 marks

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
M225 Autocannon	HAC	Forward	3	6	12	24	0	x12	1	+1	-
GH-8 Rocket Pod	MRP/18	Forward	2	4	8	16	-1	x18	1	+3	Indirect Fire
GH-8 Rocket Pod	MRP/18	Forward	2	4	8	16	-1	x18	1	+3	Indirect Fire
GU-10 Gatling	HMG	Fixed F.	1	2	4	8	0	x4	1	+3	Anti-Infantry
M25 Pack Gun	DPG	Forward	2	4	8	16	-1	x8	1	+2	Disposable
TD-76 Mortar	HGM	Forward	5	10	20	40	-1	x20	1	0	Guided, MR5
HW-VB1 Vibroknife	VB	Forward	0	0	0	0	0	x8	1	0	Physical Attack

AMMO

FULL	LEFT
30	
18	
18	
300	
30	
12	
-	

PERKS

NAME	RATING	GAME EFFECT	AUX
High Towing Capacity (Double)	-	Can tow twice its own weight	
Hostile Environment Protection	-	Desert	
Manipulator Arm x 2	7	Can Punch	
Reinforced Armor	2	Add to Base Armor rating of Front arc	

FLAWS

NAME	RATING	GAME EFFECT
Large Sensor Profile	1	Subtract from concealment

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

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: 0

CREW DAMAGE

VEHICLE CREW
 CREW •
 BONUS ACTIONS •

SYSTEMS DATA

MOVEMENT
 • PRIMARY COMBAT SPD: W 3
 • PRIMARY TOP SPD: W 6
 • SECONDARY COMBAT SPD: G 6
 • SECONDARY TOP SPD: G 11
 • MANEUVER: -1
 • DEPLOYMENT RANGE: 400

ELECTRONICS
 • SENSORS: 0 2
 • COMMUNICATION: 0 10
 • FIRE CONTROL: 0

ARMOR
 • LIGHT DAMAGE: 18
 • HEAVY DAMAGE: 36
 • OVERKILL: 54

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 •





OACS-01L/SC IGUANA

The basic scout and reconnaissance Gear of the Southern armies, the Iguana was designed to replace the older Basilisk trooper Gears that had been pressed into these duties in the past. Unlike the Northern Cheetah, which features light armor and high maneuverability, the Iguana had to be effective as a light general-purpose trooper as well as a scout model. The Iguana manages to couple speed and armor as few other machines have been able to do. While the Iguana can achieve a running speed of 52 kph, a rolling one of over 84 kph and an impressive degree of maneuverability, it nonetheless carries almost as much armored protection as the Jäger trooper Gear. The Iguana also features a top-of-the-line Obelisk MERIT 1000 electronics package, designed especially for the model. The Obelisk package provides long-range, precision sensor and communications equipment, supplemented by a battlefield electronic counter-measures (ECM) suite. The Iguana's main direct fire weapon is a simple MPGU-22 pack gun, supplemented by a Vogel-7 rocket pod and a simple vibroknife. The Iguana's weapons load is lighter than the Basilisk's or the Jäger's, but maintains a close approximation of their firepower. In line with its duties as a forward observer unit, the Iguana is also equipped with an arm-mounted Elite-15 laser target designator, allowing it to lead guided munitions to their targets.

◆ Service Record

Since its introduction in TN 1879, the Iguana has been a very successful design. Appreciated by its pilots for its combination of speed and armored protection, the "Iggy" can be found in all but the most disfavored of front-line units. The Iguana is so popular that Territorial Arms, in order to meet requirements, has subcontracted out much of the production to Skavara Heavy Industries. Over its career, the Iguana has proven itself an adept light trooper/commando machine as well, and is in use by elite forces in this function. Indeed, the speed of the machine, combined with its offensive and defensive capabilities, make it almost ideal for close-quarters rapid strike operations against lightly armored targets. The Iguana has also spawned a family of variants, many of which build on its strength as a commando unit.

Game Statistics

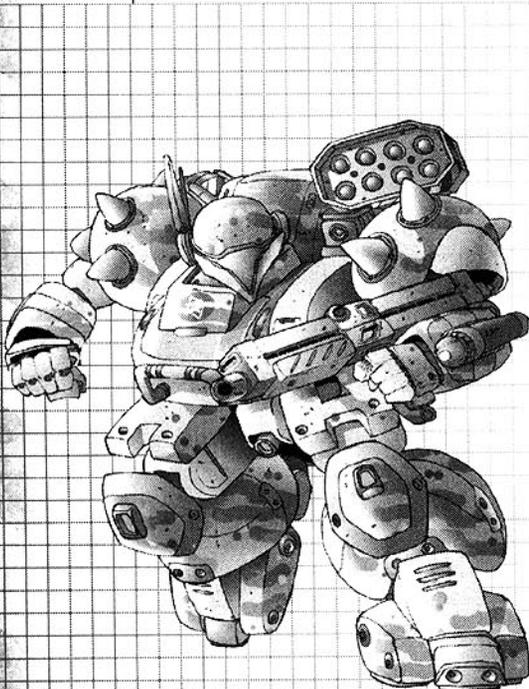
Threat Value:	584	Offensive:	336	Defensive:	464	Miscellaneous:	950	Lemon Dice:	3
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Vehicle Specifications

Code Name:	Iguana
Production code:	OACS-01L/SC
Production type:	Mass Production
Cost:	389,333 dinars
Manufacturer:	Territorial Arms/Skavara Heavy Industries
Use:	scout/recon Gear
Height:	4.1 meters
Width:	3.4 meters
Average armor thickness:	40 mm
Armor material:	armoplast w/alloy
Standard operational weight:	5100 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (84.2 kph)
Deployment Range:	700 km
Sensor Range:	80 hexes/4 km
Communication Range:	600 hexes/30 km
Powerplant:	WV-750TC/B V-engine
Horsepower:	360 Hp

Weapon Payload

Name	Ammunition Payload
MPGU-22 Pack Gun	30 shells
Vogel-7 Rocket Pod	24 rockets
VU-11 Vibromachete	-





OACS-01M/SU JÄGER

The oldest and most basic of the Gears fielded by Southern forces, the Jäger started its existence as a shameless copy of the United Mercantile Federation's Hunter. Over the years, the two "cousins" have remained signposts of military competition between the poles and are locked in an arms race of their own. Indeed, with every minor adjustment made to the Hunter, Southern engineers are ordered to make a matching change in the Jäger, and vice versa. The most evident example of this came in the TN 1850s when the Jäger was overhauled into its "Alpha" configuration, leading to a similar redesign of the Hunter, which was dubbed the Mark II. The Jäger's weaponry is a nearly identical match to that of the Northern Hunter. The main armament is a PR-25 autocannon supplemented by a Vogel-6 rocket pod. An HLB-16 grenade launcher provides anti-infantry defense, while hand grenades and an HHVB-3 vibroknife provide close-combat punch. The internal systems of the Jäger were originally designed by the engineers of the Republican Army's Anthropomorphic Battle Vehicle Center and were purchased outright by Territorial Arms in TN 1703. The standard sensor package developed for the Alpha refit (and still in use) is a TA-StarSight integrated omnicaamera system featuring automatic target tracking, layered light amplification and thermographics as well as picture-in-picture zoom and identification overlay.

◆ Service Record

The Jäger has seen action in the Southern War that subjugated the vassal-states of the AST, in the Merchant war against the UMF, in St. Vincent's War against the CNCS and in any number of border conflicts and Badlands skirmishes. It has faced competition from newer machines over its two-and-a-half centuries of existence, but none of the machines that have been designed to supplant it have been able to match its simplicity and ease of production, guaranteeing that the Jäger will outlast most of its so-called replacements. The durability of the Jäger was proven during the dark cycles of the War of the Alliance when Southern production facilities were crippled by orbital bombing. It proved far more efficient to use the remaining factories to produce large numbers of Jägers.

Game Statistics

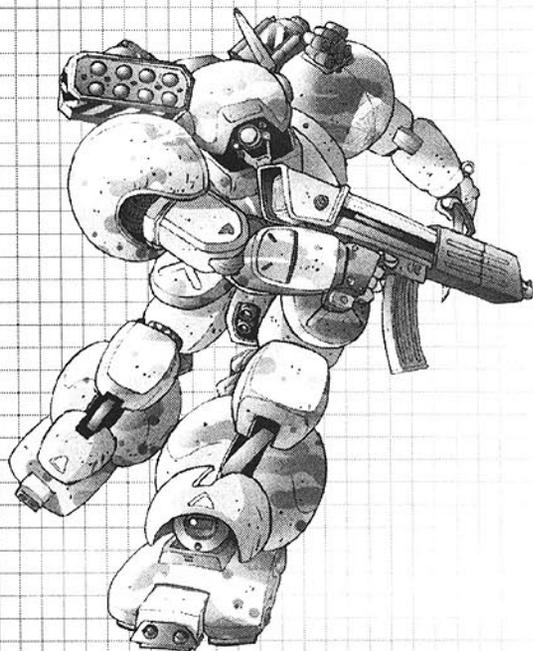
Threat Value:	380	Offensive:	450	Defensive:	298	Miscellaneous:	392	Lemon Dice:	3
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Vehicle Specifications

Code Name:	Jäger (Alpha)
Production code:	OACS-01M/SU
Production type:	Mass Production
Cost:	221,667 dinars
Manufacturer:	Territorial Arms
Use:	general purpose Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	armoplast w/alloy
Standard operational weight:	6637 kg
Primary Movement Mode:	Walk (41 kph)
Secondary Movement Mode:	Ground (74 kph)
Deployment Range:	500 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-950A V-engine
Horsepower:	450 Hp

Weapon Payload

Name	Ammunition Payload
PR-25 Autocannon Rifle	60 rounds
Vogel-6 Rocket Pod	24 rockets
HLB-16 AP Grenade Launcher	6 grenades
HG-2 Hand Grenade	3 grenades
HHVB-3 Vibroblade	-





OACS-05M/SU BLACK MAMBA

The current cutting edge in Southern Gear design, the Black Mamba is a relatively recent model that has nonetheless had a serious impact on the Terranovan military scene. Contracted to surpass the Northco Jaguar, the designers at Territorial Arms were not satisfied with copying their Northern counterparts and produced a machine that could stand on its own. Using lessons learned from the older Desert Viper and Sidewinder Gears, TA developed a whole new concept. The design incorporates a carbon composite in the Mamba's internal frame to reduce weight and increase flexibility, making paratrooper operations possible. The reduced weight also enables the Gear to achieve high speed and improved maneuverability. To maintain dense armor on most of the machine, the designers reduced the plating on the WV-930TC V-engine and the thickness of the armor on the rear of the Mamba's legs. An advanced Obelisk Electronics sensor suite and communications package, a newly updated virtual reality control system and an automated piloting computer complete the basic package of the Black Mamba. Offensive power comes in the form of a PR-55 autocannon and a Vogel-8 rocket pod, while forward and rear mounted GL-01 grenade launchers assure anti-infantry cover. Three HG-C4 hand grenades provide close range punch, along with a VU-11 vibromachete, which can also cut through dense jungle vegetation.

◆ Service Record

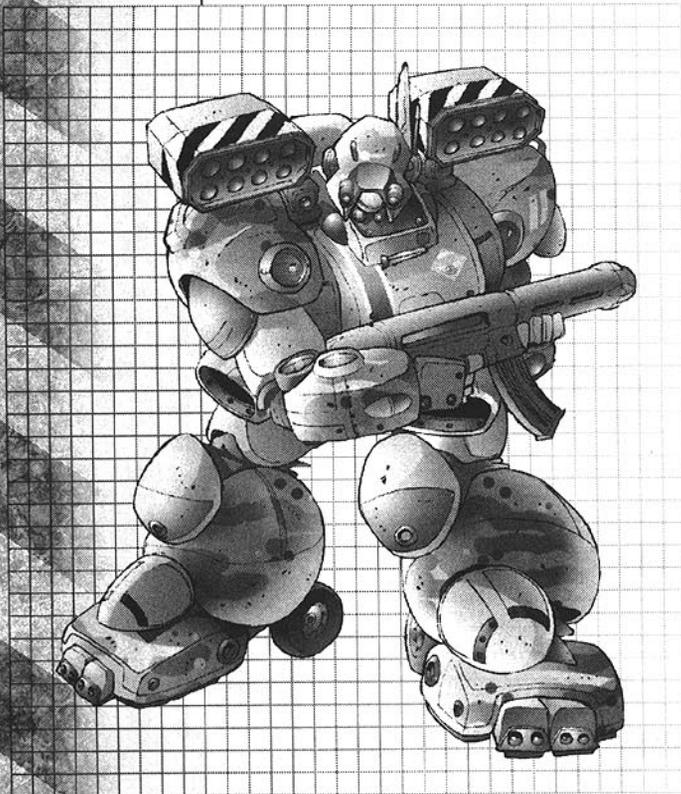
The first Black Mambas came off the Territorial Arms factory in TN 1911. Damage to the assembly lines cut production during the early cycles of the War of the Alliance, but since then distribution has followed standard Southern policy with the lion's share of the new models going to the Southern Republican Army, a lesser number to the MILICIA and very few to the peacekeeping/local defense forces of the Republic's vassal states. The units that have received it, however, have given the Black Mamba rave reviews. A truly advanced machine, it has proven suitable for a wide variety of mission profiles, most especially commando operations. Despite complaints about the reduced rear armor, only a few variants have incorporated makeshift solutions to the problem.

Game Statistics

Threat Value:	671	Offensive:	1100	Defensive:	618	Miscellaneous:	295	Lemon Dice:	3
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Vehicle Specifications

Code name:	Black Mamba
Production code:	OACS-05M/SU
Production type:	Mass Production
Cost:	503,250 dinars
Manufacturer:	Territorial Arms
Use:	soldat use Gear
Height:	4.6 meters
Width:	3.5 meters
Average armor thickness:	56 mm
Armor material:	armoplast w/composite
Standard operational weight:	6230 kg
Primary Movement Mode:	Walk (55.4 kph)
Secondary Movement Mode:	Ground (84 kph)
Deployment Range:	500 km
Sensor Range:	60 hexes/3 km
Communication Range:	240 hexes/12 km
Powerplant:	WV-930TC V-engine
Horsepower:	630 Hp



Weapon Payload

Name	Ammunition Payload
PR-55 Autocannon	40 rounds
Vogel-8 Rocket Pod	32 rockets
2 x GL-01 Grenade Launcher	6 grenades each
HG-C4 Hand Grenades	3 grenades
VU-11 Vibromachete	-

BLACK MAMBA OACS-05M/SU

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: 0

CREW DAMAGE

VEHICLE CREW
 CREW •
 BONUS ACTIONS •

SYSTEMS DATA

MOVEMENT
 • PRIMARY COMBAT SPD: W 5
 • PRIMARY TOP SPD: W 9
 • SECONDARY COMBAT SPD: G 7
 • SECONDARY TOP SPD: G 14
 • MANEUVER: +1
 • DEPLOYMENT RANGE: 500

ELECTRONICS
 • SENSORS: +1 3
 • COMMUNICATION: +1 12
 • FIRE CONTROL: +1

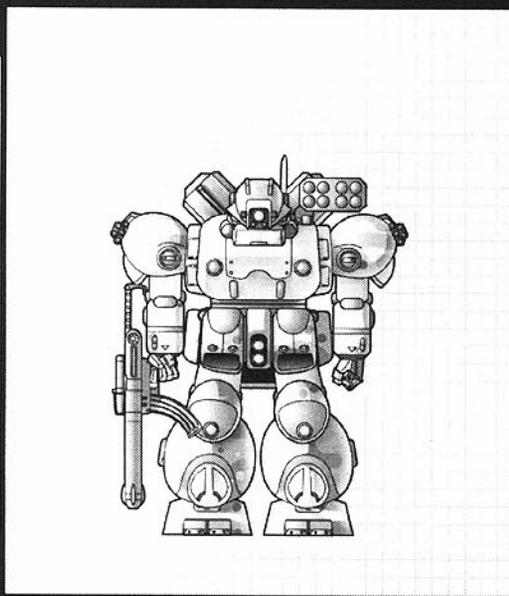
ARMOR
 • LIGHT DAMAGE: 17
 • HEAVY DAMAGE: 34
 • OVERKILL: 51

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 •



ARMOR DAMAGE

0
 10
 20
 30
 40

GENERAL SPECIFICATIONS

• THREAT VALUE: 671 • SIZE: 6 • COST: 503,250 dinars

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
PR-55 Autocannon	MAC	Forward	3	6	12	24	0	x10	1	+1	-
Vogel-8 Rocket Pod	LRP/32	Forward	1	2	4	8	-1	x12	1	+4	Indirect Fire
GL-01 Grenade Launcher	APGL	Fixed F.	1	2	4	8	-1	x3	1	0	AI, IF, AEO
GL-01 Grenade Launcher	APGL	Fixed Rear	1	2	4	8	-1	x3	1	0	AI, IF, AEO
HG-C4 Hand Grenade	HG	Forward	0	0	0	0	-1	x15	1	0	Anti-Infantry
VU-11 Vibromachete	VB	Forward	0	0	0	0	0	x8	1	0	-

AMMO

FULL LEFT
 40
 32
 6
 6
 3
 -

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	
Autopilot	-	Acts as Level 1 Pilot	
Hostile Environment Protection	-	Desert	
Manipulator Arm x2	6	Can punch	

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 Facing	-	Rear

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-





OACS-01H/SU SPITTING COBRA

The Spitting Cobra is the heaviest mass-produced Gear chassis currently in service with the Southern MILICIA and Republican Army. Designed to fill the operational role of a heavy weapons platform, the Spit (as its crews invariably call it) is designed to wield devastating medium to long-range firepower on the modern battlefield. The Spitting Cobra's main fire-support weapon is a massive SCRP-98 back-mounted rocket pod. More precise is the secondary fire-support weapon, a shoulder-mounted Vogel-H series guided mortar. Although less powerful than the SCRP-98 rockets, the Vogel-H fires guided munitions, allowing the Spitting Cobra to make full use of laser-designator data provided by forward observers such as infantry or scout Gears. Short to medium-range firepower is provided by weapons more typical of a general purpose Gear: a MR60 autocannon and a shoulder-mounted FSRP-36 rocket pod. Close defense capabilities are provided by a MGU-77 minigun fixed to the Cobra's upper torso, allowing the Gear to fend off marauding infantry. Territorial Arms built the Spit with pilot safety in mind: it features a heavily armored cockpit, allowing the Gear to shrug off many attacks.

◆ Service Record

The Spitting Cobra has performed very well since its introduction in the TN 1880s, and by the time of the War of the Alliance, many of the units facing the initial Colonial Expeditionary Force assaults on the South could field Cobras. As the superiority of the CEF's combination of speed and armor became obvious, many commanders pressed Cobras into assault and anti-armor units, roles in which they performed well, but that resulted in heavy losses in the early days of the war. The Spitting Cobra became a valuable commodity after these initial losses and the crippling of Southern production facilities, but was nevertheless involved in many critical wartime battles. In the postwar period, the Spit has continued to perform well and has inspired a series of useful variants.

Game Statistics

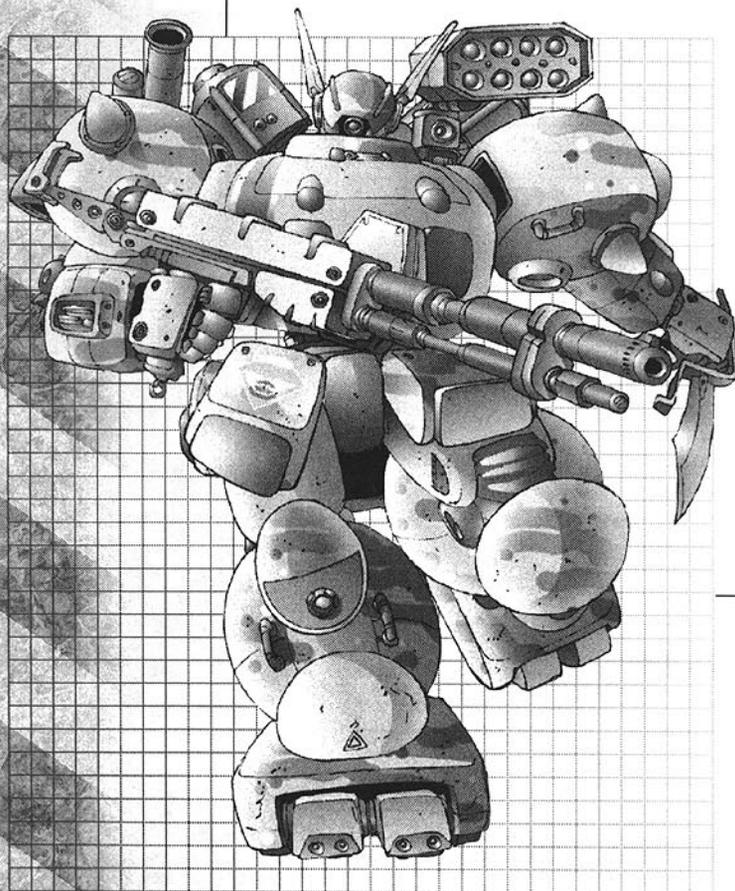
Threat Value:	818	Offensive:	1961	Defensive:	327	Miscellaneous:	167	Lemon Dice:	3
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Vehicle Specifications

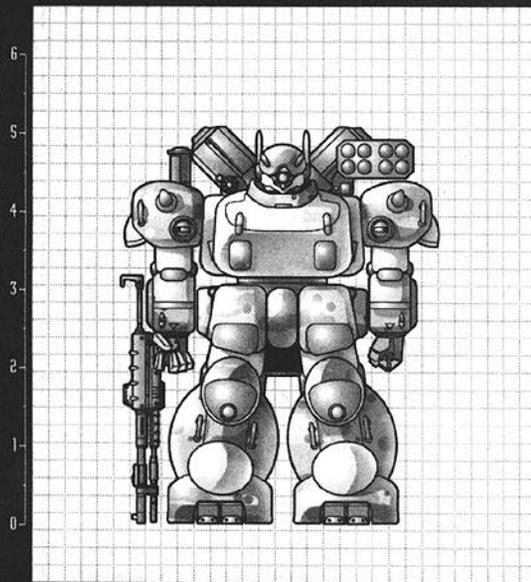
Code Name:	Spitting Cobra
Production code:	OACS-01H/SU
Production type:	Mass Production
Cost:	525,857 dinars
Manufacturer:	Territorial Arms
Use:	fire-support Gear
Height:	5.0 meters
Width:	4.0 meters
Average armor thickness:	90 mm
Armor material:	armoplast w/alloy and ceramic
Standard operational weight:	8990 kg
Primary Movement Mode:	Walk (35 kph)
Secondary Movement Mode:	Ground (62 kph)
Deployment Range:	400 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	WV-1500TC/A V-engine
Horsepower:	940 Hp

Weapon Payload

Name	Ammunition Payload
MR60 autocannon	30 rounds
FSRP-36 rocket pod	18 rockets
SCRP-98 rocket pod	48 rockets
MGU-77 minigun	400 rounds
Vogel-H series mortar	10 shells
HG-2 hand grenade	6 grenades
VU-11 vibromachete	-



SPITTING COBRA OACS-0TH/SU



ARMOR DAMAGE

0

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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:
- PRIMARY TOP SPD:
- SECONDARY COMBAT SPD:
- SECONDARY TOP SPD:
- MANEUVER:
- DEPLOYMENT RANGE:

SYSTEMS DAMAGE

MOVEMENT

- COMBAT SPD:
- TOP SPD:
- COMBAT SPD:
- TOP SPD:
- MANEUVER:
- FUEL SPENT:

ELECTRONICS

- SENSORS:
- COMMUNICATION:
- FIRE CONTROL:

ELECTRONICS

- SENSORS:
- COMM:
- FIRE CONTROL:

ARMOR

- LIGHT DAMAGE:
- HEAVY DAMAGE:
- OVERKILL:

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
MR60 Autocannon	HAC	Forward	3	6	12	24	0	x12	1	=1	-
FSRP-36 Rocket Pod	MRP/18	Forward	2	4	8	16	-1	X18	1	+3	Indirect Fire
SCRP-98 Rocket Pod	HRP/48	Forward	3	6	12	24	-1	x20	1	+4	Indirect Fire
MGU-77 Mjnigun	LMG	Fixed F.	1	2	4	8	0	x3	1	+4	Anti-Infantry
Vogel-H Mortar	LGM	Forward	3	6	12	24	-1	x15	1	0	Guided, MR3
HG-2 Hand Grenade	HG	Forward	0	0	0	0	-1	x15	1	0	Anti-Infantry
VU-11 Vibromachete	VB	Forward	0	0	0	0	0	x8	1	0	-

AMMO

FULL	LEFT
30	
18	
48	
400	
10	
6	
-	

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
Hostile Environment Protection	-	Desert	
Manipulator Arm x2	7	Can punch	
Reinforced Crew Compartment	-	Absorbs first "Crew" hit	

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
Large Sensor Profile	1	Subtract from Concealment

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-





WACS-01FS-AST Mammoth

The Mammoth is the most common strider unit used by the forces of the CNCS. There are two crewmen (one pilot and one system operator/gunner) who sit in a tandem configuration similar to the layout of a helicopter gunship. The Mammoth is sturdy and well armored, featuring heavy durasheet plates supplemented by additional ceramite layers designed to redirect shaped-charge ammunition and to burn off or deflect laser-fire. The armored casing of the crew compartment is broken only by very small vision slits (and even they are usually protected by reinforced shutters) forcing the crew to depend on the vehicle's AFLIC sensor pod for information. The weapon systems of the Mammoth are based on a mixed heavy-assault and fire-support mission profile. The primary fire-support weaponry is a Fireball-II guided missile launcher located in the right battle arm. The launcher carries a load of eight anti-tank missiles and features a side-mounted laser targeting device. This combination allows the Mammoth to paint its own targets for the Fireball missiles or to accept such information from a friendly forward observer. The left arm houses a devastating SB-90 Assault Gun with a 20-shot drum magazine. Light anti-armor capability is assured by a turreted GU-20 autocannon, while close defense and anti-infantry needs are met by a pair of KJ-16 miniguns capable of filling the air in front of the Mammoth with a sheet of small-caliber fire. Ammunition for both of these weapon system is stored within an armored compartment located at the rear of the vehicle.

◆ Service Record

The Mammoth began as a Norlight design and was used by the Norlight Armed Forces almost exclusively until TN 1855. At that time, the Northern Guard decided to adopt the new weapons system after a NAF task force successfully suppressed a bandit army being raised outside Timmins. Since then the Mammoth has been a mainstay of almost all Northern Guard armored regiments. Like all Terranovan combat vehicles, the Mammoth was pressed into service during the War of the Alliance. The strider proved itself effective against hovertank columns when used in conjunction with fast moving scout units using target designators, or when it could take advantage of terrain. When fighting the fast-moving CEF hovertanks on open ground, however, the lumbering Mammoths fared poorly because they were consistently outmaneuvered by their enemies.

Game Statistics

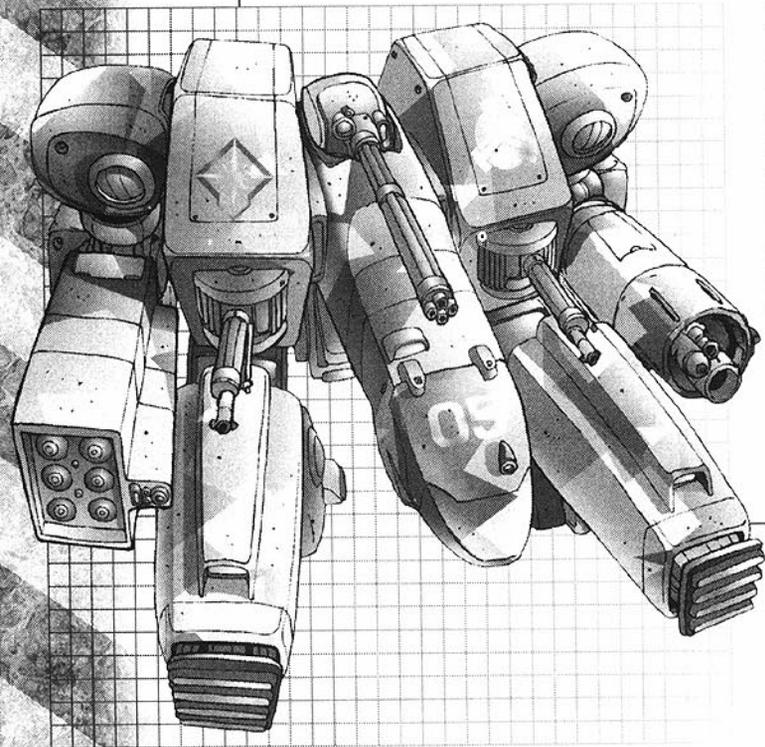
Threat Value:	1500	Offensive:	3393	Defensive:	313	Miscellaneous:	794	Lemon Dice:	3
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Vehicle Specifications

Code Name:	Mammoth
Production Code:	WACS-01FS-AST
Production Type:	Limited Production
Cost:	3,666,667 marks
Manufacturer:	Hartmore Motor Company
Use:	fire support/assault strider
Height:	6.8 meters
Width:	9.2 meters
Average Armor Thickness:	145 mm
Armor Material:	durasheet w/ceramic
Standard Operational Weight:	21,880 kg
Primary Movement Mode:	Walk (31 kph)
Deployment Range:	320 km
Sensor Range:	60 hexes/3 km
Communication Range:	240 hexes/12 km
Powerplant:	S-V2700T V-engine x 2, ceramic IC x 1
Horsepower:	1200 Hp x 2, 200 Hp x 1

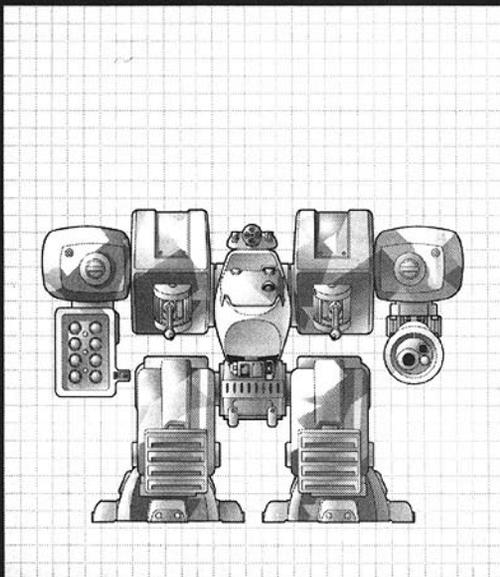
Weapon Payload

Name	Ammunition Payload
GU-20 Autocannon	200 rounds
2 x KJ-16 Minigun	800 rounds each
Fireball II Launcher	8 missiles
SB-90 Assault Gun	20 shells



MAMMOTH WACS-OIFS-AST

10
9
8
7
6
5
4
3
2
1
0



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: W 3
- PRIMARY TOP SPD: W 5
- SECONDARY COMBAT SPD: -
- SECONDARY TOP SPD: -
- MANEUVER: -2
- DEPLOYMENT RANGE: 320

ELECTRONICS

- SENSORS: +1 3
- COMMUNICATION: 0 12
- FIRE CONTROL: 0

SYSTEMS DAMAGE

MOVEMENT

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

ELECTRONICS

- SENSORS
- COMM
- FIRE CONTROL

ARMOR

- LIGHT DAMAGE: 25
- HEAVY DAMAGE: 50
- OVERKILL: 75

ARMOR

- LIGHT DAMAGE
- HEAVY DAMAGE
- OVERKILL

GENERAL SPECIFICATIONS

• THREAT VALUE: 1500 • SIZE: 9 • COST: 3,666,667 marks

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
GU-20 Autocannon	MAC	Turret	3	6	12	24	0	x10	1	+1	-
Fireball II Launcher	ATM	Forward	3	6	12	24	+1	x25	1	0	Guided
KJ-16 Minigun	LMG	Fixed F.	1	2	4	8	0	x3	1	+4	Anti-Infantry
KJ-16 Minigun	LMG	Fixed F.	1	2	4	8	0	x3	1	+4	Anti-Infantry
SB-90 Assault Gun	SC	Forward	1	2	4	8	-1	x28	1	0	-

AMMO

FULL	LEFT
200	
8	
600	
600	
20	

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
Ammo/Fuel Containment System	-	-2 from "Ammo/Fuel" hit rolls	
Backup Sensors	-	Absorbs first "Sensor" hit	
Battle Arm x2	9	Can punch	
HEAT-resistant armor	5	Add to Armor against HEAT attacks	
Hostile Environment Protection	-	Desert	
Improved Off-Road Ability	-	-1 MP in hexes w/ costs greater than 1; min. cost is 1	
Limited Life Support	-	Provides support for up to a week	Yes
Reinforced Armor	2	Front	
Target Designator	1	Designate targets for guided weapons	~Yes

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
Annoyance	-	Continual lurching movement when walking
Annoyance	-	Stale smell in life support system
Large Sensor Profile	2	Subtract from Concealment
Sensor Dependent	-	Must rely on sensors in combat

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-





OWCS-01AS NAGA

The Naga is a high firepower, rapid intervention unit designed to exploit breakthroughs in the enemy line and lend medium range heavy support to friendly units in trouble. The Naga is fast enough and carries enough armor to get to the hot zone in time to relieve beleaguered friendlies, and its powerful anti-tank missiles ensure that at least eight of the enemy vehicles will likely not survive the battle. The Naga is crewed by two persons, with the pilot/commander in the back and the gunner/system operator in the front, just above the autocannon mounts. The higher position of the pilot gives him a better view of his surroundings. The Naga is surprisingly maneuverable for a walker of its size. Like a smaller Gear, it can use foot and leg-mounted wheels to move about faster than it can walk. Its legs have been designed to fold backward underneath the main chassis, turning the unit into a slightly squatter "urban tank." Three tiny arms bear sensor pods, allowing the Naga to look over corners and walls without exposing itself to return attacks. Its weapon systems are centered around the Pilum guided missile launchers placed on each shoulder. These can receive targetting information from friendly designators. A single chin-mounted, twin-barrel rotating autocannon, belt-fed from a large, armored drum mounted underneath the torso, is available for use against soft and lightly armored targets.

◆ Service Record

The Naga is the main strider unit of the Republican forces, and is the basis for many current specialized vehicles. It is not very strongly armored for its size, and as such is rarely seen locked in close combat. The most common Naga tactic is to team it up with a squad of Gears, at least one of which can designate for the strider's anti-tank missiles. The strider then relies on its mobility and sensor booms to escape the attention of enemy units while using its missiles to eliminate as many opponents as possible. Once its missile bins run dry, the Naga speeds to base for resupplying. The Naga is currently in service in all Southern forces, though each army has its own specific variants featuring locally-produced components, but similar performance.

Game Statistics

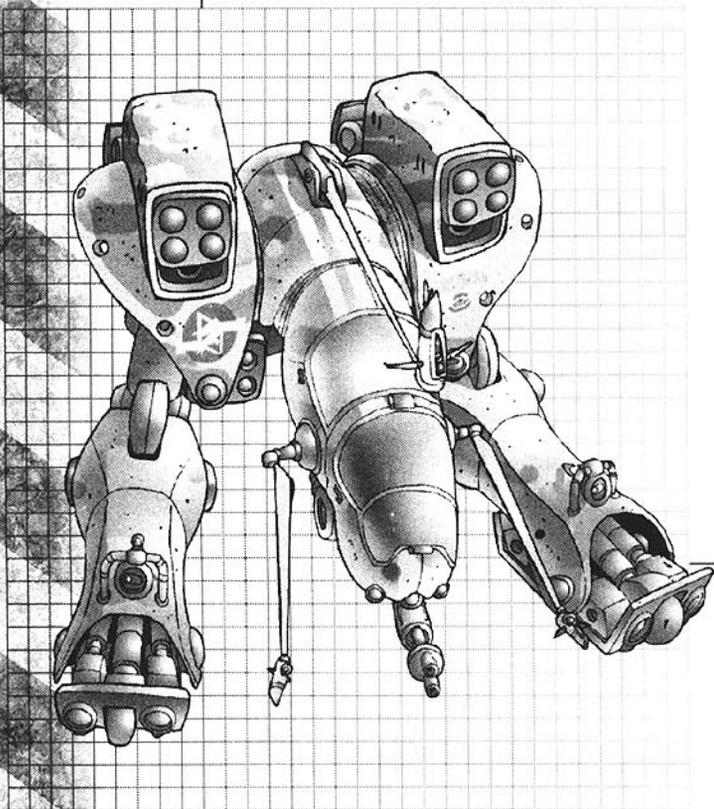
Threat Value:	1645	Offensive:	4490	Defensive:	301	Miscellaneous:	144	Lemon Dice:	3
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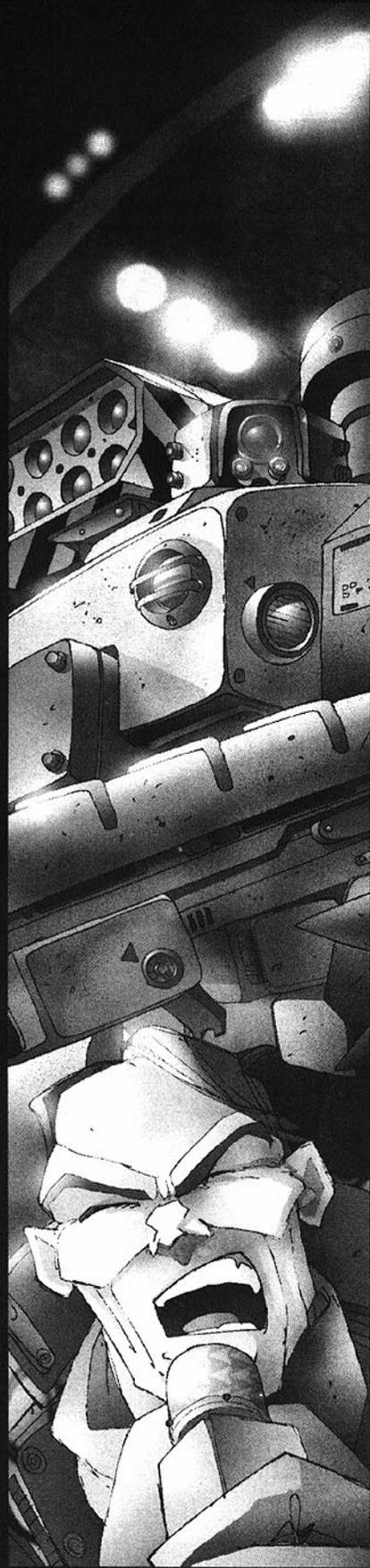
Vehicle Specifications

Code Name:	Naga
Production code:	OWCS-01AS
Production type:	Mass Production
Cost:	1,233,750 dinars
Manufacturer:	Republican Heavy Industries
Use:	rapid deployment assault strider
Height:	6.4 meters (7.1 meters w/sensors)
Width:	4.7 meters (5.2 w/sensors)
Average armor thickness:	106 mm
Armor material:	armoplast w/alloy webbing
Standard operational weight:	15,340 kg
Primary Movement Mode:	Walk (42 kph)
Secondary Movement Mode:	Ground (72 kph)
Deployment Range:	400 km
Sensor Range:	80 hexes/4 km
Communication Range:	240 hexes/12 km
Powerplant:	gas turbine x 2
Horsepower:	910 Hp x 2

Weapon Payload

Name	Ammunition Payload
MT-30 Autocannon Rifle	200 rounds
Pilum-VI Missile Launcher	4 missiles
Pilum-VI Missile Launcher	4 missiles





TYPICAL DIFFICULTY THRESHOLDS

1	Moronic
2	Routine
3	Easy
4	Moderate
5	Challenging
6	Difficult
7	Very Difficult
8	Extremely Difficult
10	Near Impossible
12+	Pray for Divine Intervention

ATTACKER'S MODIFIERS

• Range			
Point blank range (≤3m)	+1	Long range	-2
Short range	+0	Extreme range	-3
Medium range	-1		
• Attacker Movement			
Stationary	0	Jogging	-2
Walking	-1	Running	-3
• Intoxication			
Mildly intoxicated	-1		
Moderately intoxicated	-2		
Heavily intoxicated	-3		
• Lighting			
Area is poorly lit	-1	Area is barely light	-3
Area is very poorly lit	-2	Area is completely dark	-4
• Aiming			
Per round of aiming (max bonus equal to skill level)	+1		
Aiming at specific location, except head	-2		
Aiming at head	-3		
• Weapon Accuracy Modifier			
Varies according to weapon used			

DEFENDER'S MODIFIERS

• Defender Movement			
Stationary	-1		
Walking	+0		
Jogging	+1		
Running or sprinting	+2		
Dodging (cumulative with movement)	+2		
• Cover			
Under light cover	+1		
Completely hidden by light cover	+2		
Under heavy cover	+3		
Completely hidden by heavy cover		Automatic success	
• Intoxication			
Mildly intoxicated	-1		
Moderately intoxicated	-2		
Heavily intoxicated	-3		

HEAVY GEAR

MOVEMENT SPEEDS

Sprinting Speed = 25 + 5 x (Fitness + Athletics skill)

Running Speed = 2/3 Sprinting Speed

Jogging Speed = 1/2 Sprinting Speed

Walking Speed = 1/3 Sprinting Speed

*All speeds are expressed in meters/round.

FIRE INTENSITY

Intensity	Source of Flame
1	candle, lighter, or match
2	gas light, oil lamp, kindling
3	torch, gas range
5	campfire, bunsen burner, flare, acetylene torch
7	bonfire, napalm, incendiary grenade
10	inferno, chemical fire
20	periphery of nuclear strike*, fuel-air grenade
100	near a nuclear strike*, reactor meltdown*
1000	ground zero of a nuclear strike*

* The following are only ratings of heat intensity from nuclear attacks and do not include the concussive and radiation effects of these terrifying weapons.

SAMPLE FLAMMABILITY RATINGS

Flammability	Object Type
1	propane, natural gas, hydrogen gas, methane
3	gasoline
4	paper, pitch, crude oil
6	normal clothing, rugs, upholstered furniture
7	dry firewood
8	hair, fur
9	fresh cut or treated wood, most plastics, leather
12	magnesium flares
15	fire retarding clothing
50-200	most "non-flammable" objects like steel and concrete

SAMPLE ELECTRICAL INTENSITIES

Intensity	Electrical Source
1	licking a 9 volt battery (ouch!)
3	car battery
5	110 volt domestic current (North America)
7	220 volt domestic current (Europe)
10	local power lines, industrial lines
20	power mains
25	minor lightning strike
50	large lightning discharges
100	hydroelectric dam generator

SKILL IMPROVEMENT COSTS

Level	Simple	Complex
1	1*	2
2	4	8
3	9	18
4	16	32
5	25	50
6	36	72
7	49	98
8	64	128

*All costs are listed in XPs.

THE COMBAT ROUND

[Step Zero:	Set-up Phase]
Step One:	Declaration Phase
Step Two:	Initiative Phase
Step Three:	Activation Phase
Step Four:	Miscellaneous Events Phase

Repeat Steps One to Four until each combat group has had the opportunity to move and act. A combat group may only move and act once per combat round. If one player no longer has any combat groups left to use, he skips his phases until the end of the combat round.

ACTIONS EXAMPLE

Among possible combat actions:

- fire one weapon
- fire one set of linked weapons
- embark/disembark one (1) crewman
- perform a physical attack (ramming, kicking, punching, etc...)
- activate an auxiliary system (ECM, active sensors, communication, etc...)

TERRAIN COSTS

Terrain Type	Walker MP	Ground MP	Hover MP	Obscurement
Clear	1	1	1	-
Rough	1	2	1	-
Sand	2	2	1	-
Woodland	1	2	2	1
Jungle	2	3	3	2
Swamp	3	4	1	1
Water	2*	3*	1	2**
Deep Water	2*	3*	1	4**
Urban†	2	1	2	1
Dense Urban†	3	2	3	2
+1 elevation	add 2	add 2	add 4	-
-1 elevation	add 1	-	-	-

* Only amphibious walkers and ground vehicles may enter Water hexes. Other walkers and ground vehicles will flood and automatically be put out of action if they enter a Water hex. Amphibious vehicles cannot enter or exit water while moving at top speed.

** Water only produces Obscurement if the defender is in a Water hex and is not a hovercraft. Only affects normal sensors; vehicles with the Aquatic Sensors Perk do not suffer any obscurement effects from Water or Deep Water terrain.

†Damage Point Capacity: 80 per HEX for Urban, 100 for Dense Urban.

DETECTION THRESHOLD MODIFIERS

Applied to attacker's Electronic Warfare skill roll

- Sensor Bonus variable, by default 0

Applied to defender's Concealment Threshold

- Stealth Bonus variable, by default 0
- Movement Penalty -1 per hex moved by target
- Combat Penalty -1 per weapon fired by target

ATTACK ROLL

Roll **Gunnery** skill/attribute plus these modifiers:

- Fire Control

The Fire Control rating of the vehicle

- Weapon Accuracy

The Accuracy rating of the weapon

- Range

Point Blank	+1	Long	-2
Short	+0	Extreme	-3
Medium	-1		

- Attacker's Movement

Stationary	+2	Combat Speed	+0
Half Combat Speed or less	+1	Top Speed	-3

- Minus the Obscurement Total

DEFENSE ROLL

Roll **Piloting** skill plus these modifiers:

- Maneuver

The Maneuver rating of the vehicle

- Defender's Movement

Hexes Moved	Defense Mdf.	Hexes Moved	Defense Mdf.
0	-3	7-9	+1
1-2	-2	10-19	+2
3-4	-1	20-99	+3
5-6	+0	100-999	+4

- Arc of Attack

Attack is from Front	-0	Attack is from Rear	-2
Attack is from Rear Flank	-1		

DAMAGE VS ARMOR

Damage to armor	Outcome	What happens
Dama. < Base Arm.	No Effect	Nothing; armor is merely scratched
Dam. = or > Base Arm.	Light Dam.	-1 Armor; Roll on Syst. Damage Table
Dam. = or > Base Arm. x 2	Heavy Dam.	-2 Armor; Roll on Syst. Damage Table
Dam. = or > Base Arm. x 3	Overkill	Vehicle Destroyed

FIRE ARCS

F	forward (180 degrees)
FF	fixed forward (120 degrees, one hex ahead)
Rt	right (180 degrees)
L	left (180 degrees)
Rr	rear (180 degrees)
T	turreted (360 degrees)

INFANTRY ROF

Min. Number of Troopers w/Weapon	ROF bonus
1	0
2	+1
4	+2
8	+3

SYSTEMS DAMAGE

Damaged System	LIGHT DAM.	Heavy DAM.
1 Fire Control	SubTable A	Roll on SubTable A and add +1
2 Structure	SubTable B	Roll on SubTable B and add +1
3 Crew	Crew stunned*	10% casualties, min 1.
4 Movement	-1 MP	1/2 remaining MP (round down) & -2 maneuver
5 Auxiliary Syst.	-1 to 1d6 Aux. Systems	1d6 Auxiliary systems destroyed
6 Roll Twice on this table		

*-1 action for 1 round

SUBTABLE A: FIRE CONTROL DAMAGE

1	-1 to a single Weapon
2	-2 to a single Weapon
3	-1 to all Weapons
4	Single Weapon destroyed
5	Fire Control system destroyed (-5 to attacks)
6	Roll Twice on this table
7	Ammunition/Fuel Hit — roll 1 die:
1-3 Ammo Storage and Fuel Tank Ruptured (vehicle cannot more or fire weapons)	
4-6 Chain Reaction! Ammo and Fuel Explodes! (Vehicle Destroyed and Crew Killed)	

SUBTABLE B: STRUCTURAL DAMAGE

1	-1 MP
2	1/2 remaining MP (round down)
3	-1 to Maneuver
4	-2 to Maneuver
5	Power transfer failure; No movement
6	Catastrophic crew compartment failure, 75% casualties, minimum 1
7	Complete structural failure; vehicle is destroyed, but crew survives

TACTICAL SYSTEM FUMBLE EFFECTS

Situation	Fumble Effect
Initiative	lose automatically; if both fumble, reroll
Attack	miss automatically
Defense	hit automatically unless attack also fumbles; for damage purposes treat roll as 0
Active Sensors	fail to achieve LOS automatically
High Speed 180° turn	crash; take Light (1-4) or Heavy (5-6) damage

RAMMING

Ramming Direction	Impact Speed
Head On	Attacker Speed + Defender Speed
Side	(Attacker Speed + Defender Speed)/2 (round up)
Rear	Attacker Speed - Defender Speed

IMPACT SPEED MODIFIERS

Impact Speed	Damage Modifier
1-2	-2
3-4	-1
5-6	+0
7-9	+1
10-19	+2
20-99	+3
100-999	+4



INFANTRY RECORD SHEET

A

HEAVY GEAR

UNIT INFORMATION

UNIT NAME: _____

QUALITY: _____

ARMOR: _____ ENCUMBRANCE: _____ STAMINA: _____

ARMOR POINT: _____ DAMAGE POINT: _____

WEAPONS

STANDARD WEAPON:	ACC	DMG	RANGE				ROF
			S	M	L	EX	
HEAVY WEAPON:	ACC	DMG	RANGE				ROF
			S	M	L	EX	

DAMAGE TRACH

#	WEAPON	DAMAGE POINTS
1	STD/HVY	□□□□□□□□□□
2	STD/HVY	□□□□□□□□□□
3	STD/HVY	□□□□□□□□□□
4	STD/HVY	□□□□□□□□□□
5	STD/HVY	□□□□□□□□□□
6	STD/HVY	□□□□□□□□□□
7	STD/HVY	□□□□□□□□□□
8	STD/HVY	□□□□□□□□□□
9	STD/HVY	□□□□□□□□□□
10	STD/HVY	□□□□□□□□□□

HEAVY GEAR

UNIT INFORMATION

UNIT NAME: _____

QUALITY: _____

ARMOR: _____ ENCUMBRANCE: _____ STAMINA: _____

ARMOR POINT: _____ DAMAGE POINT: _____

WEAPONS

STANDARD WEAPON:	ACC	DMG	RANGE				ROF
			S	M	L	EX	
HEAVY WEAPON:	ACC	DMG	RANGE				ROF
			S	M	L	EX	

DAMAGE TRACH

#	WEAPON	DAMAGE POINTS
1	STD/HVY	□□□□□□□□□□
2	STD/HVY	□□□□□□□□□□
3	STD/HVY	□□□□□□□□□□
4	STD/HVY	□□□□□□□□□□
5	STD/HVY	□□□□□□□□□□
6	STD/HVY	□□□□□□□□□□
7	STD/HVY	□□□□□□□□□□
8	STD/HVY	□□□□□□□□□□
9	STD/HVY	□□□□□□□□□□
10	STD/HVY	□□□□□□□□□□

HEAVY GEAR

UNIT INFORMATION

UNIT NAME: _____

QUALITY: _____

ARMOR: _____ ENCUMBRANCE: _____ STAMINA: _____

ARMOR POINT: _____ DAMAGE POINT: _____

WEAPONS

STANDARD WEAPON:	ACC	DMG	RANGE				ROF
			S	M	L	EX	
HEAVY WEAPON:	ACC	DMG	RANGE				ROF
			S	M	L	EX	

DAMAGE TRACH

#	WEAPON	DAMAGE POINTS
1	STD/HVY	□□□□□□□□□□
2	STD/HVY	□□□□□□□□□□
3	STD/HVY	□□□□□□□□□□
4	STD/HVY	□□□□□□□□□□
5	STD/HVY	□□□□□□□□□□
6	STD/HVY	□□□□□□□□□□
7	STD/HVY	□□□□□□□□□□
8	STD/HVY	□□□□□□□□□□
9	STD/HVY	□□□□□□□□□□
10	STD/HVY	□□□□□□□□□□



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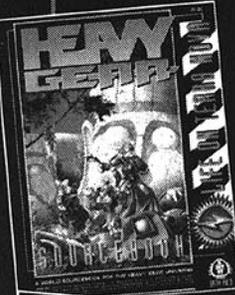


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HEAVY GEAR

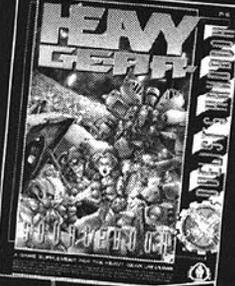


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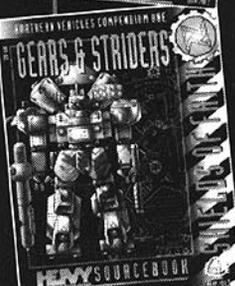


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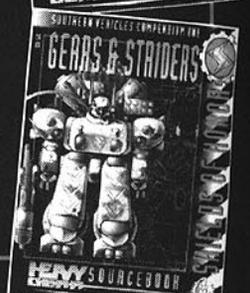
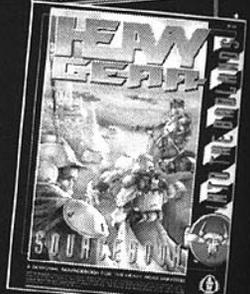


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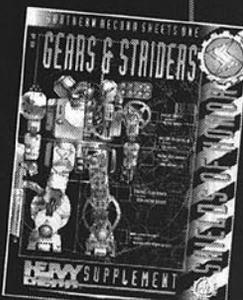
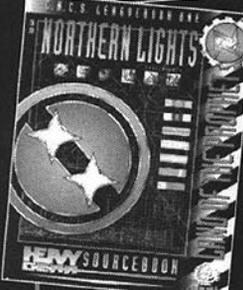
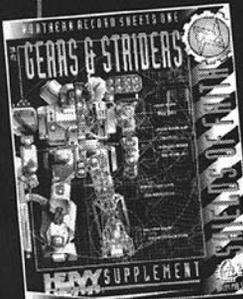
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A Hunter races past you, its rapid-fire 20mm autocannon spitting metal death. As you watch in horror, your commanding officer's Black Mamba erupts into a ball of raging flame, composite armor and fuel ablaze in a bright fireball.

"Fall back! Fall back!" Hastily, you have taken command. Your cadre pulls back behind a rocky outcropping and regroups. Tracers streak by your temporary shelter like angry hornets — you all know you can't stay here forever.

You crouch low and burst out of the rock's shadow, zipping, zooming and ducking on powered wheels like an oversized armored skater. A hail of shells explode on the ground around your Gear, but you sidestep every one of them. Unleashing the full power of your V-engine, you head back into the fire fight, emptying your shoulder-mounted 71mm rocket pod on an enemy heavy tank.

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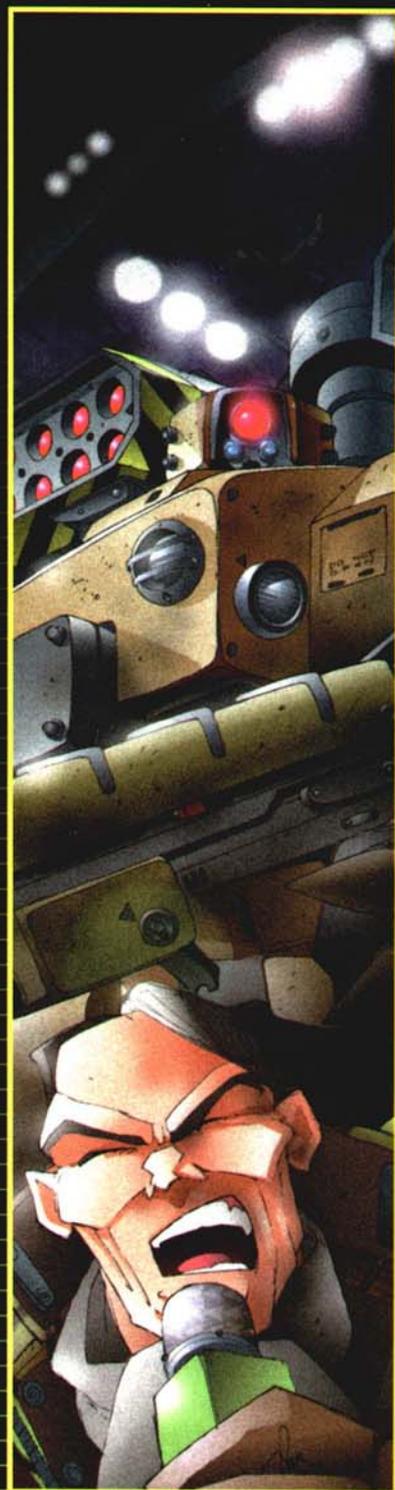
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