

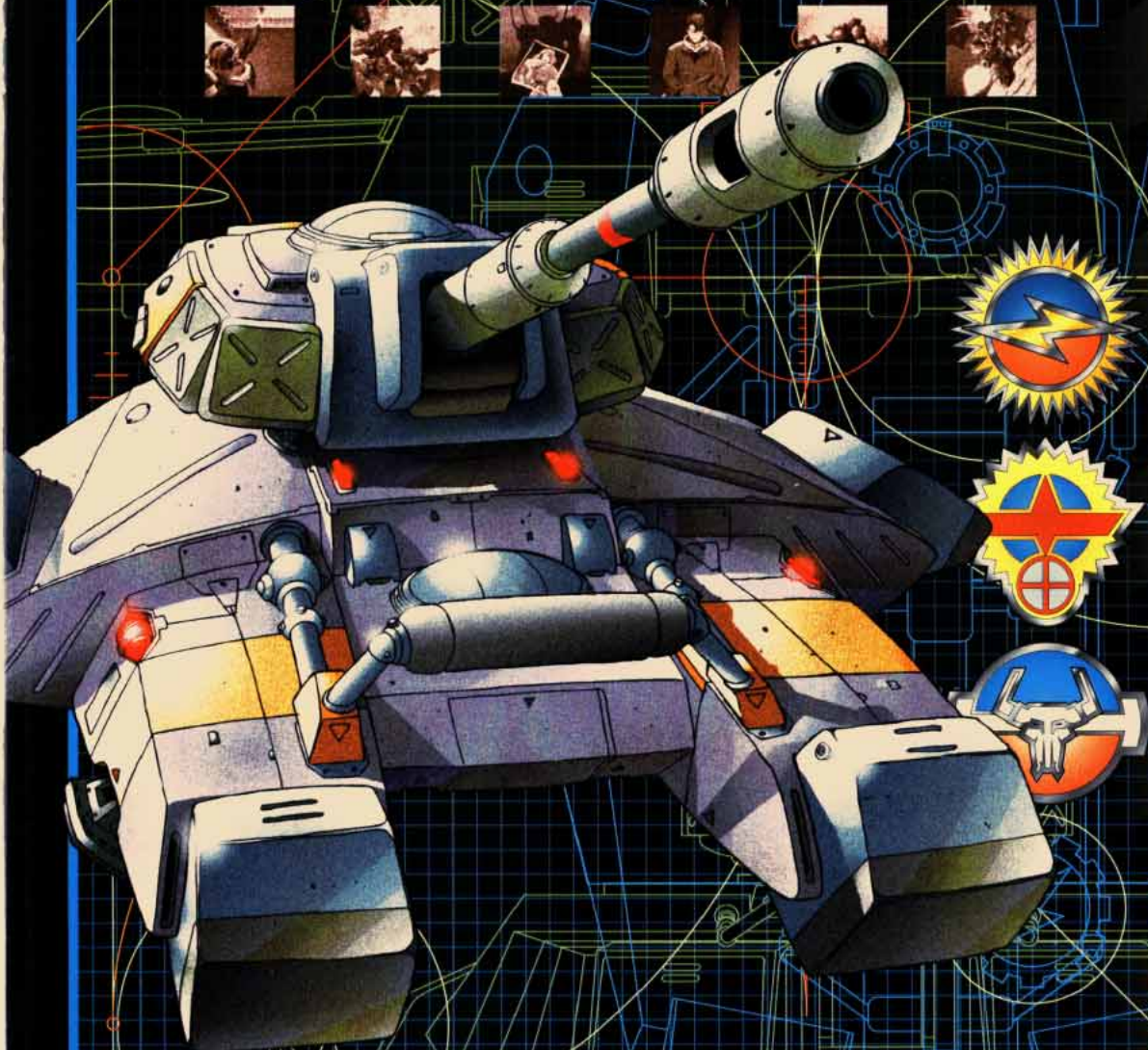
MINIATURES SUPPLEMENT

DP9-107

RAIDS & RAIDERS



SHIELDS AGAINST
INTERSTELLAR STRIKES



IN 1935 DI SMIT LOUZE INTO THE POSSIBLE EXISTENCE OF TINY TANNHAUSER ANOMALIES. IN 1936 LANG REGINA RECRUITS
ASCHENBACH INTO WESTPHALIA CABINET. IN 1936 ILLUSTRIOUS SHADOWS THE UMI GATESHIP LHASAN EMUROS. IN 1936
POLITICAL OFFICER OF ILLUSTRIOUS IS KILLED. IN 1937 CRISTOBAL SANTIAGO BECOMES COMMANDER OF NORTHERN GUARD
SPACE SERVICE. IN 1937 LHASAN EMUROS PERFORMS A SERIES OF MICRO-GATE TESTS. IN 1937 EMURGE PICKS UP DEL
PULCIANO'S GATECOFFIN. IN 1939 LANG AND TANAKA DISCOVERS INFORMATION ON THE PEACE RIVER BOMBING. IN 1939
ANNOUNCEMENT OF WESTPHALIA CABINET TO GOVERNMENT OFFICIALS. IN 1939 FORMATION OF BLACK TALON. IN 1939
ANNOUNCEMENT OF CABINET TO GENERAL PUBLIC. IN 1940 FIRST OFFICIAL TALON MISSION BRIEFING. IN 1940 MILANI
DUBEAU-SLOVENSKEI JOINS THE WESTPHALIA CABINET. IN 1940 1ST BLACK TALON MISSION TO CAPRICE.

HEAVY SOURCEBOOK

GEAR





MINIATURES SUPPLEMENT

RAIDS & RAIDERS

INTERSTELLAR STRIKES

Unable to wage a full interstellar invasion, the Black Talon strike forces and their CEF/Caprice counterparts conduct raids and commando operations deep behind enemy lines. As stealthed shuttles glide through previously unknown Gates, both sides wage a quiet war to cripple the other's strategic assets in preparation for a future rematch. And sometimes, they have to content with trouble at home as well...

This sourcebook includes:

- Background information on the strike operations and the teams conducting them;
- Instructions and techniques on building and painting miniatures and terrain, presented in glorious color;
- Basic listings for both raiding and defending forces from the Northern Guard, Southern MILICIA, CEF and other armies;
- Tactical and roleplaying scenarios that can be played together or separately;
- A detailed scenario generator to construct your own raiding scenarios

A copy of the Heavy Gear tactical rules, a few six-sided dice, miniatures, pen and paper are required to use this supplement.



**HEAVY
GEAR**

1943

Produced and Published by Dream Pod 9, Inc.
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HEAVY GEAR[®]



Raids & Raiders - Behind the Scene

Raids and raiders are, sadly, a part of Mankind's collective culture. All civilizations have known of, been, or fallen victim to, small bands of well-armed marauders coming out of nowhere to conquer, pillage and burn down cities and villages. The Heavy Gear universe knows its share of raiders and strike forces as well. The rovers, nomadic bandit groups of the Badlands, have long provided challenges and opponents to adventuring parties. Special Ops teams have likewise featured prominently in our stories, their black-clad Gears moving unseen through the night.

Since the events depicted in Storyline Books 3 and 4, raiders now form an even greater part of the Heavy Gear saga. Unable to mount a costly interstellar invasion against the Earth forces entrenched in the Caprice system, the Terranovans have resorted to precise surgical strikes to weaken their opponents and prevent a repeat of the horrors of the War of the Alliance. Likewise, the forces of the New Earth Commonwealth are mounting raids of their own to put the colonials back in their place until they can be trod upon by a properly-equipped conquest fleet.

This state of affairs provides numerous game opportunities for intrepid players and characters! Raids provide a perfect scenario backdrop for the miniature player. They are limited in time and space, and generally involve smaller fighting groups rather than a full-fledged conflict. All of this makes them far easier, logistics-wise, to play; fewer miniatures and pieces of scenery are required, and the game's objectives are usually fairly clear without being the all-too-common "destroy all enemies." This book should be immensely helpful in that regard.

So what are you waiting for? Take arms and venture forth into the unknown!

INTERSTELLAR STRIKES



DREAM POD 9

TABLE OF CONTENTS

0



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CHAPTER 1: SPECIAL FORCES	4
FICTION: COUNTING DOWN	4
1.1 - WHAT ARE SPECIAL FORCES	5
1.1.1 - ABOUT THIS BOOK	5
THE GAME VERSUS REALISM	5
1.2 - SELECTING PERSONNEL	6
TEAM LEADER	6
COMBAT	6
RECONNAISSANCE	6
SUPPORT	6
1.2.1 - TEAM SPECIALISTS	6
ELECTRONICS	7
INFILTRATION	7
MARKSMAN	7
TECHNICAL	7
DEMOLITIONS	7
INTELLIGENCE	7
ELECTRONIC WARFARE	7
1.3 - PERSONNEL DOSSIERS	8
PLAYER CHARACTERS	8
TARGIS MASTERSON	9
TAMIN DAAHE	10
REBECCA GALIER	11
CHARLES "ROCKY"	12
PATRICIA ROLGER	13
CHAPTER 2: IN THE FIELD	14
FICTION: TYPE 99	14
2.1 - TACTICAL DOCTRINE	15
2.1.1 - OVERWATCH	15
OVERWATCH IN MINIATURE	15
2.1.2 - MOVEMENT	16
FORMATIONS	16
COLOR SECTION: HOW TO PAINT MINIATURES	17
COLOR SECTION: RAIDS!	18-19
COLOR SECTION: MAKING TREES	20
2.1.3 - TACTICAL SURPRISE	21
TACTICAL SURPRISE IN MINIATURE	21
HIDDEN POSITIONS IN MINIATURE	21
2.1.4 - SMALL UNIT TACTICS	22
COMBINED ARMS	23
2.1.5 - COUNTER-TACTICS	23
SMALL UNIT TACTICS IN MINIATURE	23
2.2 - PLANNING A SPECIAL FORCES OPERATION	24
2.2.1 - TERMINOLOGY	24
2.2.2 - MISSION PROFILES	24
RECONNAISSANCE	25
STRIKE	25
EXTRACTION	25
RETRIEVAL	25
INFILTRATION	25
2.2.3 - OPERATION OBJECTIVES	26
2.2.4 - OPERATIONAL STAGES	26
CONTINGENCY	26
MULTIPLE OBJECTIVES AND CONTINGENCY IN MINIATURES	26
2.2.5 - OPERATION ORDERS	27
OPERATION ORDERS FOR RPG CAMPAIGNS	27
2.3 - STANDARD OPERATING PROCEDURES	28
2.3.1 - STANDING ORDERS	28
CAMPAIGNS AND SOPs	28
2.3.2 - CHAIN OF COMMAND	28
TRADITION	28
2.3.3 - FIRE DISCIPLINE	29
TARGET PRIORITIES	29
TARGET ASSIGNMENT	29
TACTICAL VARIABLES	29
2.3.4 - COMMUNICATION PROTOCOLS	30
FULL	30
COMMAND	30
BLACKOUT	30
HAND SIGNALS	30
MOVEMENT HAND SIGNALS	31
COMBAT HAND SIGNALS	31
FORMATIONS HAND SIGNALS	31
2.3.5 - ELECTRONIC WARFARE	32
2.3.6 - ESCAPE AND EVASION	32
SELF-DSTRUCT DEVICES	32
2.4 - SPECIAL FORCES MISSION GENERATOR	33



TABLE OF CONTENTS

0

2.4.1 - STEP 1: PREPARING THE SCENARIO	33
2.4.2 - STEP 2: MISSION DESIGN	34
2.4.3 - STEP 3: ASSIGN PRIORITIES	36
2.4.4 - STEP 4: SUBPLOTS	37
CHAPTER 3: RAIDERS AND DEFENDERS	38
FICTION: FEAR'S CHILDREN, FEAR'S STEPMOTHER	38
3.1 - RAIDERS!	39
3.1.1 - LOGISTICS	39
3.1.2 - TACTICS	39
3.2 - THE BLACK TALONS	40
3.2.1 - OPERATIONAL ROLES	40
BLACK TALON ON THE TABLETOP	40
3.2.2 - 2ND BLACK TALON	41
3.2.3 - 5TH BLACK TALON	42
3.2.4 - 13TH BLACK TALON	43
3.3 - COLONIAL EXPEDITIONARY FORCES	44
3.3.1 - OPERATIONAL ROLES	44
THE CEF ON THE TABLETOP	44
3.3.2 - 34TH SPECIAL FORCE UNIT	45
3.3.3 - 22ND BATTLE GROUP	46
3.3.4 - 17TH PROVISIONAL ASSAULT TEAM	47
3.4 - NORTHERN FORCES	48
3.4.1 - OPERATIONAL ROLES	48
NORTHERN FORCES ON THE TABLETOP	48
3.4.2 - 12TH GARRISON SECTION	49
3.4.3 - WINTER WIND	50
3.5 - SOUTHERN FORCES	51
3.5.1 - OPERATIONAL ROLES	51
SOUTHERN FORCES ON THE TABLETOP	51
3.5.2 - LEGION NOIRE: DESERT HYENAS	52
3.5.3 - 675TH STRIKE CADRE, 10TH ATTACK REGIMENT	53
3.6 - PORT ARTHUR WARPS	54
3.6.1 - OPERATIONAL ROLES	54
PAH ON THE TABLETOP	54
3.6.2 - PAH RAPID RESPONSE TEAM, SECTION 10	55
3.7 - PEACE RIVER DEFENSE FORCE	56
3.7.1 - OPERATIONAL ROLES	56
THE PROF ON THE TABLETOP	56
3.7.2 - 4TH DIVISION, PROF BORDER DEFENSE	57
3.8 - HARVA RO-DYN ARMY (HARA)	58
3.8.1 - OPERATIONAL ROLES	58
HARA ON THE TABLETOP	58
3.8.2 - HARA ROVER HUNTERS	59
3.9 - HUMANIST ALLIANCE FREE FORCES	60
3.9.1 - OPERATIONAL ROLES	60
HA FREE FORCES ON THE TABLETOP	60
3.9.2 - ALLIANCE RAIDERS	61
CHAPTER 4: OPERATIONAL SITUATIONS	62
FICTION: COMRADES IN ARMS	62
4.1 - MISSIONS AND OPERATIONS	63
4.1.1 - SCENARIO DESIGNS NOTES	63
4.1.2 - MIXED MISSIONS AND CAMPAIGNS	63
4.1.3 - OPERATION ARCHANGEL	64
4.1.4 - OPERATION STRANGLER	65
4.1.5 - OPERATION BIG BLUE EYES	66
4.1.6 - OPERATION DARK DAY	67
4.1.7 - OPERATION VARIABLE SHADOWS	68
4.1.8 - OPERATION TEMPEST	69
4.2 - DISMOUNTED OPERATIONS	70
4.2.1 - LOCAL CONTACTS	70
ROLEPLAYING OPERATIONS	70
4.2.2 - OPERATION SURVIVOR	71
4.2.3 - OPERATION APHASIA	71
4.2.4 - OPERATION CONCUSSION	72
4.2.5 - OPERATION MERIDIAN	72
4.2.6 - OPERATION DARK DUNGEON	73
4.2.7 - OPERATION 0	73
CHAPTER 5: EQUIPMENT AND VEHICLES	74
FICTION: IN DREAMS UNHAPPY	74
5.1 - SPECIAL FORCES TECHNOLOGY	75
5.1.1 - VEHICLE EXTRAS	75
HADES SPACE GEAR	76
ARES SPACE GEAR	77
SAND SPIDER IFV	78
GARGOYLE UOV	78
5.2 - DATACARDS	79



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The use of the male gender throughout this manual should in no way
imply the exclusion of the female gender or suggest that the game is
intended exclusively for a male audience. It is our hope that the female
gamers will find this book just as interesting as their male counterparts.

Dream Pod 9 can also be reached through the Internet. Check the
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Gear. You can also visit our World Wide Web page at
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COUNTING DOWN



The Sand Spider was cramped. Platt, his gunner, was far too tall and looked out of place in her seat. He really would have preferred more time to learn the new vehicle, but this noted, he couldn't fault the abilities of the IFV. It was fast and maneuverable, besides, if this target of opportunity hadn't arisen the Spiders would have gone to a more experienced unit.

The bluff covering their approach to the target was no more than fifty meters away now. The Gear squadron in the operation was another hundred meters back. The two Dark Mambas would flank the bluff on the eastern side and Crazy Oleg's Dark Cobra would crest the hill almost dead center. During that time Krakowski would take her Dark Cheetah into the gully on the western side, then break cover offset from the rest of the group. The two Spider IFVs would come up last.

Behind him the nearly silent man who'd been introduced to him as Gregor was pacing with improbable agility among the members of his squad checking equipment, preparing them for vengeance against the CEF intelligence base.

The Gears pressed forward into their positions, and Granson tensed. Oleg's right manipulator reached for the sky, clearly visible on the low-light apparatus of the Sand Spider. The Dark Cobra's manipulator struck out ten times before it, and all of the commando vehicles burst into action. Granson pressed his vehicle forward, staying five meters behind the trailing Dark Mamba.

The radio burst to life with Krakowski's clipped and controlled voice, "Contact! Probable kill on vehicles one and two, make that a definite kill on vehicle two!"

The Mambas opened fire, peppering the burning wreck of the two southern vehicles and seeding death liberally around the installation. Granson flinched as a tongue of smoke seemed to reach out for his Sand Spider, but it went high, a dark, winged shadow riding it.

"Rocket fire from the compound! Second level southeastern side, it may have been a UAV or some kind of cruise missile." The briefing claimed the installation was the base for a system of unmanned aerial reconnaissance gliders. Platt sent a brief burst from the machine gun down the contrail, keeping her own missiles in check to preserve as much intelligence from the facility as possible.

Crazy Oleg's barrage of rockets had just barely disappeared behind the compound when the truck they'd been meant for came into view on the other side, careening wildly. Granson saw the cloud of sand it was kicking up flare a pale green for an instant as Oleg tried and failed to correct his mistake with a quick laser burst. The lead Mamba was closer and more accurate, ending the vehicle's flight in a burst of flame.

Granson and the Sand Spider beside him hit their marks; both squads disembarked and moved up to the targeted entrance. Granson accelerated sharply, coming around in precisely orchestrated slashing movements, providing constant fire support along with the other IFV. The commandos had cleared the doors of his vehicle only ten seconds before the last of them crossed the threshold into the facility. He started a countdown, waiting for the moment when the squad would be overdue. In less than seven seconds the Spider was rocked by a brutal concussion as the installation went up in a roiling blue-white explosion. Dazed, Granson let the Spider run up against a piece of flaming debris. He looked to Platt, who was hanging unconscious in her harness, her lower lip a bloody casualty of her habit of biting it in concentration.

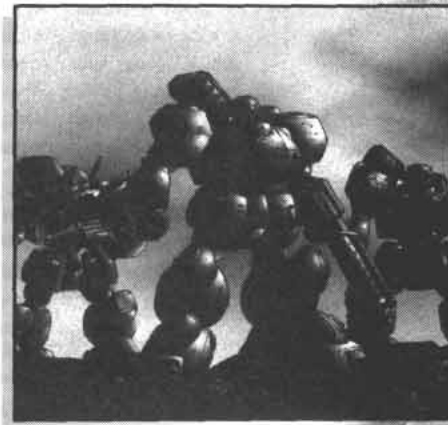
Granson reversed the vehicle as the radio's chatter began to penetrate his stunned ears. The installation was still there, but only just. All inside had surely perished. Still Granson continued his mental countdown, because if he stopped now he would have to start being a survivor, not just a soldier. He wasn't ready for that just yet.



SPECIAL FORCES - 1.1

Though there are numerous elite units in the militaries of Terra Nova and the Colonial Expeditionary Force, special forces units are distinctly different in their organization and operations. The commando units of the regular army conduct raids and assaults in support of normal operations, while special forces are teams of highly trained military personnel that conduct primarily covert operations in addition to the occasional commando-type operation.

In the context of the Terra Nova-Caprice situation, special forces are conducting missions to gather intelligence, and cripple their enemies' tactical and strategic assets. The goal of these missions is to make things as hard for the invading army as possible. If they cannot be stopped outright, they can be impeded. Overall, the topic of special forces is huge, even within the context of the 21st century, let alone the 62nd century. This sourcebook concentrates on the deployment of Gears and Frames in special forces. Dedicated infantry units also perform special forces operations. There are also cases of combined arms special forces units. While these are briefly mentioned once or twice, they are included in the context of a supporting role to the Gears and Frames. More simply, Gears and Frames are ideal for special forces operations for all the reasons that make them so useful and versatile to regular military forces.



About This Book - 1.1.1

This book is meant to focus on the tactical aspects of special forces, yet it is also useful to those Players and Gamemasters interesting in roleplaying, though not to the same extent. For the purposes of this book, it is assumed the reader has either the **Heavy Gear Rulebook 2nd Edition (HGRB2)** or the **Heavy Gear Tactical Miniatures Rules (HGTR)**. This book assumes the Players have some prior knowledge or experience with the Silhouette system for **Heavy Gear** tactical combat. It would also be helpful to Players if they have either the **Black Talon Field Guide** or **Life on Caprice**, though they are not required to play.

The material presentation is somewhat skewed in favor of Black Talon operations. Most of the material tends toward the common ground between special forces of any military organizations. Players looking for information more specific to the Black Talons should consult the **Black Talons Field Guide**. Players looking for information more specific to the Colonial Expeditionary Force special forces should consult the **Colonial Expeditionary Force Sourcebook**. In some cases, both sides of the Terra Nova-Caprice conflict are included simultaneously.

This first chapter, *Special Forces*, concentrates on military personnel involved in special forces operations. It discusses the various positions that are commonly required in a special forces team. Player Character and Non-Player Character skills and experience relevant to special forces are also described. The chapter closes with several major NPCs intimately involved in covert operations on both sides of the Caprice-Terra Nova Tannhauser Gate. The second chapter, *Special Forces in the Field*, deals with units before and during combat. A brief treatise on tactics, operating procedures, and mission planning form the bulk of the chapter. Players are encouraged to experiment with the information presented in those sections. These sections are more inclined to the tactical combat aspect of Heavy Gear, but it will also be of some interest to roleplayers with special forces characters. A Special Force mission generator completes this chapter.

The third chapter, *Raiders and Defenders*, describes several special forces units by highlighting some different teams with a diverse range of mission specialties. Unit history, organization, equipment and specialties are included for a sample of the various special forces teams within each unit. The fourth chapter, *Operational Situations*, includes six different ready-to-play scenarios on Caprice and Terra Nova that involve the Black Talons, Colonial Expeditionary Forces and other combatants in the **Heavy Gear** universe. This chapter also includes notes for Players to incorporate roleplaying with the scenarios.

The final chapter, *Equipment and Vehicles*, provides players with a short list and description of special forces issued weapons and equipment. (There are other books that offer more detailed descriptions of weapons and equipment.) Four new vehicles are also described, including an infantry fighting vehicle, an unmanned observation drone and two dedicated space-capable Gear.

Gaming Versus Realism

This book is largely about the special forces units of the **Heavy Gear** universe. In reality, special forces develop their tactics and procedures through many years of experience and training, and they try to make the encounters with the enemy as brief and one-sided as possible. "Fair" is certainly not in their vocabulary — they must strike hard and fast to compensate for their smaller number and be out before their opponents have realized what was happening.

Tabletop gaming is quite different: for most Players, the game is a few hours on the weekend where they can have a good time. Lopsided scenarios, or complex operations timed like a Swiss watch with no margin for error, are often boring as a game. Thus, most of the raiding scenarios taking place in the game will have to incorporate elements such as subplots or specific mission objectives to re-establish the balance of power, even though one side has three times as many units as the other. The forces can be unequal, but the victory must be attainable by either side. The military purists may balk at this at first, but the first objective of a game is to have fun, after all.



1.2 - SELECTING PERSONNEL

For special forces units like the Black Talons, basic training occurs during the years of combat experience and training the members have already. Finding the right combination of training, experience, and personality qualities is a complex and time-consuming process. Overall, special forces personnel come almost exclusively from elite regular forces and commando units because of their existing foundation of training and experience. This makes them the most suited to special forces operations. In addition, new special forces members will also receive additional training related to their operational area and specialty. This training is usually limited to basic topics since it is more efficient to recruit someone who is already an expert with a particular skill.

Within a special forces team, there are the four primary combat positions that have their own sets of responsibilities (see below) and skill requirements (see *Dossiers*). Each team member in one of these positions may also possess specialty skills that complement those of other team members and fill the skill requirements of the team's operational profile. Some skills cross-training is always desirable to cover for possible team casualties. In fact, one of the characteristics that is highly prized in a special forces team member is the desire to learn new skills and improve current skills.

◆ Team Leader

The Team Leader is responsible for decision making during an operation, the safety of his team, and the equipment. The team leader will be the most involved with the special forces command personnel, though they will strive to keep their team as informed as possible about current and future situations. Their greatest strengths are in the areas of leadership and tactics, though they must be very competent at the controls of a Gear or Frame. Team leaders are always veterans with many years of combat command experience to their credit. The preference is to select experienced junior officers, but some of are selected from more senior positions if they willingly take a demotion. Many team leaders will actually defer promotions to stay in the field and lead a special forces team.

◆ Combat

While all team members are technically part of a combat unit, the Combat team members have the primary responsibility of engaging enemy forces. They are solely responsible for carrying out the operation plan and the directions of the team leader. Combat members are the fore of every engagement since their Gear has the necessary combination of speed and firepower to be the most effective. Combat team members come from the strike and assault squads of elite units because they are already familiar with the chaotic environment that characterizes many special forces missions.

◆ Reconnaissance

Team members responsible for Reconnaissance act as the team's eyes and ears during an operation. Recon members are normally stationed ahead of the team to locate the enemy and prevent the team from being surprised. This position requires great skill to simultaneously avoid detection and keep the team moving toward its objective without any surprises. Reconnaissance members are normally selected for their extensive experience in forward observation. Often, the team members will have spent a good portion of their service time in the light vehicles.

◆ Support

Team members assigned the Support role are responsible for backing up the rest of the team with heavy fire power. Support personnel are assigned the heaviest Gears, and are required to maintain a certain distance from the immediate combat area to ensure that they can engage their assigned targets. Being some of the slowest units, this distance gives Support members a chance to begin disengaging from combat without the concern of a facing an opponent in an immediately threatening position. A Support member can engage the enemy at close range, but this normally only occurs if the unit has a highly favorable position or numerical superiority, which rarely occurs.

1.2.1 - Team Specialists

In addition to the four primary team positions, the operational scope of the unit will dictate additional specialist skills available to the team. Special forces teams involved in extended, independent operations will always have at least one of each of the specialists described below. This is a necessary requirement to ensure that teams always have the required skills available for multiple contingencies. Some specialties are required in every team, no matter what their operational scope. Every Black Talon team has at least one intelligence specialist, at least one technical specialist and at least one electronic warfare specialist as part of the team. Teams regularly engaged in dismounted operations will have two or more infiltration specialists, a marksman and a demolitions specialist in the team. Ultimately, it is the decision of the command staff and the current operational requirements that dictate the formation of a team and the specialists assigned to that team. As the Black Talon program achieves full operational coverage, more specialists will be engaged in specialized operation teams.



Electronics ♦

Electronics specialists are responsible for maintaining and operating the team's electronic and computer systems. Likewise, defeating the electronic and computer systems of the enemy is their main objective. Electronic systems of all types are commonly encountered during the course of an operation. From security systems to mainframe computers, the electronics specialist's role is to disrupt enemy operations in any number of ways to help maintain operational security. Armed with pass codes from informants, security systems are reconfigured or turned off at crucial moments, false information is planted in computers, intelligence about the enemy is gathered, and general disruptions to enemy activities are caused. Not all Black Talon teams will have an electronics specialist, though they will still have some members with electronics skills for basic maintenance.

Infiltration ♦

The work of an infiltration specialist goes hand-in-hand with the preservation of the team and the advancement of its objectives. Infiltration is the art of acting behind enemy lines while remaining invisible. The specialist will often infiltrate enemy facilities to gather information for intelligence analysis, set prepared explosive charges, and leave counter-intelligence behind. This is also the most risky and dangerous team assignment since, unless there are other infiltration specialists in the team, he will often be working solo or guiding less skilled teammates to positions. Most Black Talon operations don't require a great deal of dismantled work, so this is also the rarest of the specialties within the Black Talon organization.

Marksman ♦

A marksman is an expert with the use of small arms. Marksmen will generally specialize in the use of a single weapon, but the nature of covert operations usually require it to be a sniper rifle or laser. This simply means the marksman is slightly more proficient with the rifle than other small arms. Make no mistake, the results a marksman can produce with other weapons is just as deadly. A single, well-placed shot can have a tremendous impact on the effectiveness of an enemy force. Marksmen assigned to Black Talon teams have a wide range of equipment to choose from, including custom-built heavy rifles for anti-armor capabilities.

Technical ♦

Technical specialists are experts in the maintenance of the team's mechanical equipment. Since the team is normally cut off from any advanced maintenance facilities, operating out of their transport's cargo bay, every member has at least some technical skills for basic maintenance task. A minimum of one team member will have more extensive knowledge. Given the multi-national nature of the Black Talons, team members have access to the most advanced equipment on Terra Nova. Technical specialists are often already skilled within their field but receive additional specialized training with the team's equipment to maximize their effectiveness. Additional non-combat technical specialists are normally assigned to a team's transportation and support element.

Demolitions ♦

Demolitions specialists are a special group of people within the special forces community. They consider their work akin to an art form, and their teammates would agree. For those with little knowledge of explosives and demolition techniques, these specialists can seemingly achieve effects that exceed what their small packages should be capable of. The use of explosives can be required by the operation plan, or it can be an improvisation. The proper or improper use of explosives can have an immense impact on the success or failure of an operation. Black Talon teams do not normally have the services of a full-time demolitions specialist within the team, though there are several teams with multiple explosives experts in the program ready for still undetermined operations.

Intelligence ♦

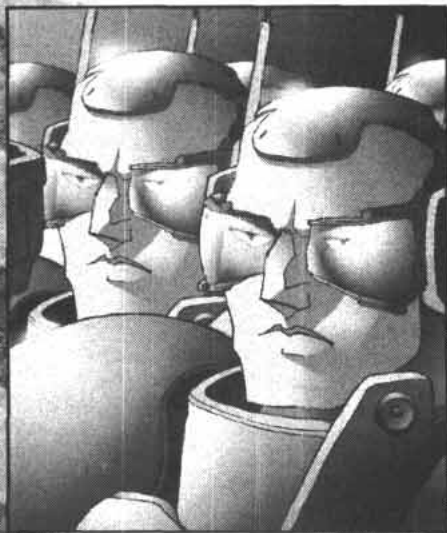
Intelligence specialists are trained to notice details and recognize the patterns and signs of events yet to occur, or how situations may, hypothetically, unfold. More simply, an intelligence specialist is there to evaluate what the enemy will do, has done, is doing, or can do. Intelligence work is not an exact science, but an informed guess can save lives when no other information is available. Following the lead of the 1st Black Talons, it is becoming increasingly common for the intelligence specialist position to be filled by a member of the Liberati for Caprician operations. This also gives the team the benefit of a person intimately familiar with the territory and local contacts.

Electronic Warfare ♦

Electronic warfare specialists normally employ their skills on the battlefield, disrupting enemy communications and sensors while maintaining open channels for their team's use. They are also responsible for these electronic systems outside of vehicles, so the specialist will also operate a Black Talon team's laser communication system to transmit reports back to Terra Nova, for example. The electronic warfare specialist will also monitor the electromagnetic spectrum for signals intelligence, nearby enemy activity. Finally, they monitor team emissions according to the team leader's orders regarding the current electromagnetic emission protocol.



1.3 - PERSONNEL DOSSIERS



The people in the special forces community are a tightly knit group, the result of regularly placing your life in the hands of your teammates. It takes all kinds of people with a variety of skills to not only conduct the missions, but provide transportation, equipment maintenance and repairs, training, intelligence analysis, and non-combat support such as housing and meals. For those Players interested in roleplaying campaigns, or integrated roleplaying and tactical campaigns, there are numerous other sourcebooks with information about existing Non-Player Characters that can be used without modification. Specialist Non-Player Characters for a special forces team can be created by simply adding to, or replacing existing NPC Skills with the required specialist Skills at the indicated levels.

No matter which special forces unit a Character is involved with, the Character must have a recommended minimum skill competency to qualify for positions that relate to combat operations. The Required Skills table (below) lists the requirements for Gear or Frame pilots, and the various specialist positions that the team may require. A specialist in the field is the primary person responsible for conducting any tasks related to his specialty, but there will also be someone else who, although perhaps not as proficient, possesses the same skill. Team members that are cross-trained outside their primary specialty will have the Skills of another specialty at Level 1. Specialists will usually attain these skills prior to joining the special forces unit. Most cross-trained skills are also possessed prior to joining the unit. Members can request cross-training, normally with one of the unit's resident specialists.

Team Position Required Skills ☐

Minimum Requirements:	AGI +1, PER +1, Heavy Gear/Frame Pilot 2, Gunnery (Heavy Gear/Frame) 2
Team Leader:	Tactics 2, Leadership 2
Reconnaissance:	Forward Observer 1
Combat:	Tactics 1
Support:	None

Specialist Position Required Skills ☐

Electronics:	Computer 2, Electronics 2
Infiltration:	Security 2, Stealth 2
Marksman:	Camouflage 2, Sniping 2
Technical:	Mechanics 2, Tinker 2
Demolitions:	Demolition 2, Heavy Weapons 2
Intelligence:	Interrogation 2, Investigation 2, Notice 2
Electronic Warfare:	Communications 2, Electronic Warfare 2

Much of the early training provided to new members is aimed to familiarize them with procedure and their new operational environment. Batteries of tests are conducted to identify areas of strengths and weaknesses in new members prior to assigning them to a team. Team integration exercises are conducted to build bonds between members and get them used to working together. Of course, the organization will also conduct additional training for specific operational areas. For example, the Black Talons receive additional basic training in the areas of piloting spacecraft, intelligence, maintenance, in addition to extensive briefing about Caprice and the CEF presence (see **Black Talon Field Guide** for more).

◆ Player Characters

The process of creating Player Characters for special forces roleplaying campaigns should reflect the nature of the environment in which the PCs live and work. Players with experienced PCs they have played throughout a tactical-roleplaying game already come with some of that experience and knowledge that recruiters for the special forces are looking for. If the Players decide to create Characters from scratch, the Gamemaster should allow the Players an extra ten to twenty Skill Points to reflect the skills that have become highly developed through previous experience, and some of the additional Skills the Character might have picked up along the way. For the most part, Players can use what appears above as a guide to help them craft a Character suited to special forces operations.



SPECIAL FORCES

1

TARGIS MASTERSON

Targis Masterson was born in a vat on Caprice as part of the new experimental SLEDGE program, Ra-class. After extensive tests to determine his raw physical capabilities, he was given several field tests. These he passed with flying colors. Although less physically dominating than a GREL, he exhibits the ability to think critically and clearly. He is aware of his surroundings, and his strange birth. His ideas are not inhuman, they are simply a product of his experience, which so far has been filled with violence. He is distant and difficult to communicate when not in battle.

◆ Profession

One of the early prototypes of this new and highly experimental form of soldiers, Targis was never considered seriously as an actual leader. Instead, he was viewed more as a prototype to be thrust into as many different situations as possible to see how he would cope. Tests were positive. His determination to survive encounters while preserving the GREL view of efficiency in battle has made him a valued asset to the CEF forces. This, and his ability to think clearly in tense situations has given him the opportunity to command a Battle Frame strike team. His superiors are watching him with great interest.

◆ Attitudes

Targis is carefully guarding himself. He has understood a few principles of life after several months of existence, chief among them that although many appreciate his abilities on the field, most don't care to know them off it. He therefore keeps most opinions to himself. Secretly, he finds the treatment of GREL and SLEDGE alike deplorable, particularly considering their obvious prowess on the battlefield. He applies himself to his work with everything he has in the hope that he will be able to change those attitudes over time. He is not optimistic that he will succeed, and is open to pursuing other means. What they are he does not know yet, though his friends within the other SLEDGE and GREL teams have a few ideas themselves.

◆ Combat Reactions

Calm and collected, Targis approaches combat from a tactical viewpoint. He is not as willing to use his superior physical attributes to deal with a situation and simply overpower an opponent. He seeks to exploit an opponents weaknesses, and then strike with deadly force. Physically a GREL is often more than a match for Targis, but his ability to solve problems in inventive ways has kept him alive through many confrontations. His survival instincts are such that he is driven to succeed all the more.

□ Vital Statistics

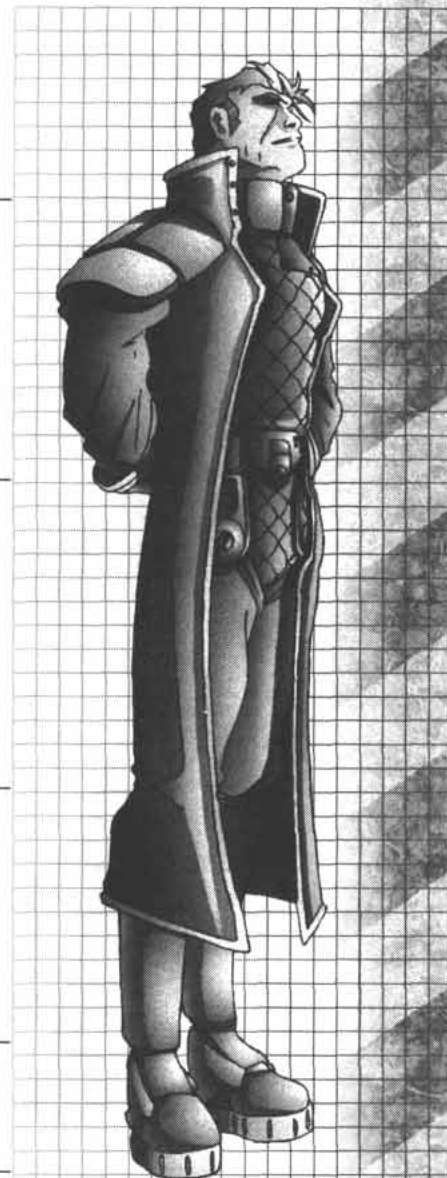
Age:	1 Earth year	Height:	181 cm	Weight:	72kg	Hair:	blond	Eyes:	blue
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□ Attributes

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

□ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+1	Etiquette	1	+2	Leadership	3	+2	Pilot Frame	2	+2
Bureaucracy	1	0	First Aid	1	0	Melee	2	+1	Small Arms	2	+2
Combat Sense	2	+1	Gunnery (Frame)	2	+2	Notice	1	+1	Tactics	2	+1
Dodge	2	+1	Hand-to-Hand	2	+1						

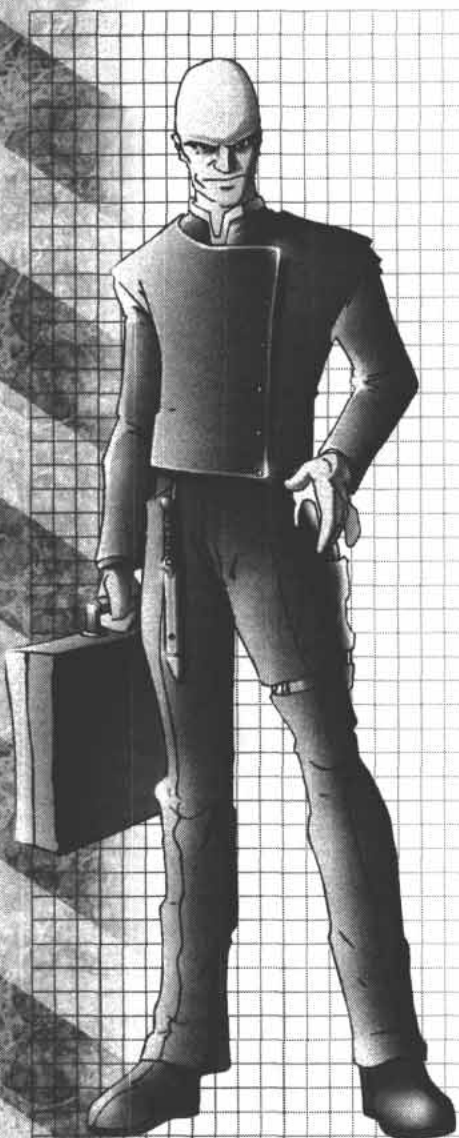


SPECIAL FORCES

1



TAMIN DRAKE



The product of an unhappy marriage between an Earther and a discharged sergeant major, Drake was emotionally abused by his father as a child. One day, as his father taunted him, Drake pulled a gun. He began shooting wildly, killing a servant. He was soon incarcerated in a mental institution because of the outburst. When he got released from the institution for good behavior he joined the Military, seeing it as a convenient way to avoid his family. His unorthodox methods were not well received, but he quickly rose within the ranks until his appointment within the CID. He is a racial purist, and holds firm to the belief that only Earth-born humans are truly worth protecting.

Profession ◆

As the head of the CID covert operations Drake has full control their intelligence arm. He is convinced that there are sympathizers to the Terranovan cause within the Caprician populous. He is also conscious of the Liberati, but how do you find people who have no data-rigs? In his quest for information he has begun planted spies in Caprician society, at all levels. While these spies have not uncovered substantial evidence as yet, they have given him a list of names of possible suspects to him. Drake has no doubts that they will be able to uncover at least a few traitors within the ranks of Caprician society. In the meantime, he has the list.

Attitudes ◆

Drake is considered a borderline psychotic, but his superiors feel this disadvantage is outweighed by his efficiency and ability to produce results. He takes considerable pleasure in conducting interrogations personally, and he likes nothing better than to use his skills on Terranovan traitors. Beyond these traits, a person would never realize what lies behind the façade that Drake carefully maintains in his dealings with others.

Combat Reactions ◆

Since Drake has no problems with inflicting pain, he has no problems with defending himself in any manner he sees as appropriate to the situation. If he believes that his attacker can provide some useful information or service, he is much more likely to keep them alive for interrogation, for a short time at least. Otherwise, Drake will use any amount of deadly force to come out on alive. He carries a large caliber pistol and boot knife at all times for his personnel defense, and a small chemical interrogation kit in case he needs information before a wounded adversary dies.

Vital Statistics □

Age:36 Earth years	Height: 1.88 m	Weight: 82 kg	Hair: None	Eyes: Grey
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Attributes □

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

Skills □

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	+2	Electronic War.	1	+2	Interrogation	3	+2	Leadership	2	+2
Business	1	+2	Etiquette	1	+2	Intimidation	1	0	Notice	2	+1
Computer	1	+2	Hand-to-Hand	2	+1	Investigation	3	+1	Security	2	+2
Electronics	1	+2	Human Percep.	2	-1	Law	2	+2	Small Arms	2	+1





REBECCA GALIER

Rebecca Galier is one of the most senior officers in the Terranovan space forces to have survived the CEF's assault on the Helios system at the beginning of the War of the Alliance. Her career was sidelined due to suspicions that she and her destroyer survived only due to cowardice. While never substantiated, they took hold during the two cycles her damaged destroyer spent in deep space. During her long journey she gathered vital intelligence on the composition and capabilities of the CEF fleet and managed to return almost intact a destroyer that by all rights should have been lost. These accomplishments only deepened suspicions. Her career finally began to progress when Lang Regina asked the Westphalia Cabinet to appoint her to oversee Black Talon space support.

◆ Profession

Galeir's greatest asset is her firsthand knowledge of the CEF fleet's capabilities. She has experienced first hand the actions of GREL, and the weaknesses of the ranking system the CEF uses. She has learned that some CEF strategic responses are predictable. This distinguished her during the battle of Harbour Gate, when her contingency plan rescued eight operatives who were caught in a fire-fight while heavily outnumbered.

◆ Attitudes

Galier is a conflicted woman; long shunned, she is now showered in praise. She is well aware, though, that this praise is given in the expectation that she will fail at her charge. It is the difficulty of the task at hand that caused so many of those held in higher regard to reject it. They hope for her failure and she is determined to disappoint them and reclaim the prestige that is rightfully hers. In the meantime she focuses on the job at hand, knowing that much more than her career is at stake.

◆ Combat Reactions

Rebecca Galier is a very precise woman. She has gained renown in many circles for advocating off-loading much of the minute-to-minute decision making aboard ship from the captain to computers. Should she be encountered commanding a combat task force any reaction from that force is almost certain to be lightning quick. While even her most skeptical subordinates see the tactical value of this, many are more concerned about how it may effect the monitoring portion of her duties. Some fear it is only a matter of time before a small sensor or communications glitch kills a returning Black Talon team. If faced with hand-to-hand combat Galier will most likely attempt to flee until she understands the situation.

□ Vital Statistics

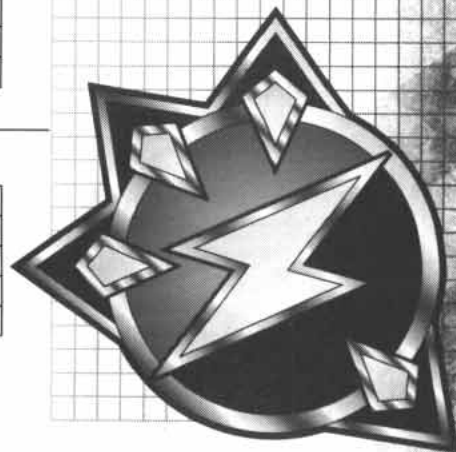
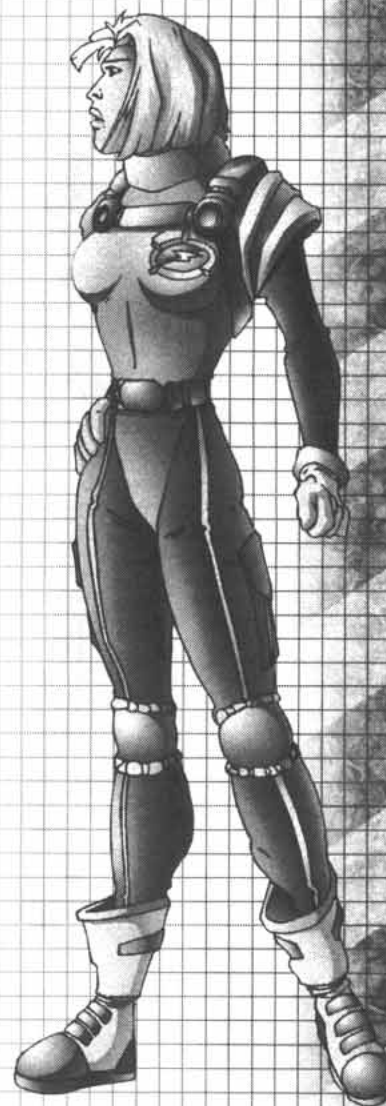
Age:	42 cycles	Height:	1.59 m	Weight:	51 kg	Hair:	Blond	Eyes:	Green
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□ Attributes

AGI	+1	APP	0	BLD	-1	CRE	+2	FIT	+1
INF	+1	KNO	+1	PER	+2	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	Investigation	1	+2	Space Pilot	1	+2	Tinker	2	+2
Communication	1	+1	Leadership	2	+1	Tactics (Space*)	3	+2	Zero-G	2	+1
Computer	1	+1	Security	1	+1	Teaching	1	+2	*Specialization		
Electronic War.	1	+1	Nav: Space	2	+1						





CHARLES "ROCKY" DOMINGO

Charles Domingo rose to become chief instructor for the Black Talon program on the personal recommendation of Kenichi Tanaka, who overrode General Gervase Aschenbach, who had adamantly insisted Northern combat doctrine dominate the training role for the Black Talons. Domingo is a native of Ankara, born in 1895.

Profession ◆

Facing Charles Domingo's grueling training batteries has become a rite of passage for prospective Black Talons, just as it was for many Legion Noire inductees for almost ten cycles prior. Rising through the ranks of the SRA was difficult for Domingo, who was always an immensely competent officer but never brilliant or flashy enough to garner the attention of his superiors. He finally found his niche in combat training, but not before seeing heavy action in the War of the Alliance. He initially had some difficulty with General Aschenbach near the beginning of his assignment. The General has since seen the results of Domingo's work, and decides to keep his criticisms to himself.

Attitudes ◆

Few among the living can remember how Domingo once was; brash and often hot headed, he was on course to become a casualty of his marked lack of tact and the Southern Republic's dueling system. The War of the Alliance prevented this fate by rendering him too busy to indulge his less reliable half, then by stripping his personality to the bone on the battlefield. When the war ended he had earned his nickname "Rocky" through a limitless supply of stubborn, yet good-natured, resolve.

Virtually all of Domingo's students are accomplished officers in their own right, so he expends no effort trying to personally dominate them. Many of his students are lulled into a sense of security by this easy camaraderie, which is quickly dispelled on his training grounds. Domingo often forms strong friendships with his accomplished students, who then rise in the ranks and find Domingo petitioning them for combat assignments. Despite these connections Domingo's value as an instructor has kept him out of combat for cycles.

Combat Reactions ◆

The War of the Alliance taught Domingo one thing above all else: survival. When surprised he will react without hesitation and use lethal force if he feels threatened. He is fully capable of saving all recrimination for after the crisis. Domingo is never separated from his Dartand 6mm automatic, he acquired the sidearm during the War of the Alliance, but refuses to discuss the circumstances any further. Domingo currently uses an almost completely standard Black Mamba, but he is lobbying his superiors to be issued the Dark version of that Gear. So far they have been unwilling to indulge this request.

Vital Statistics □□

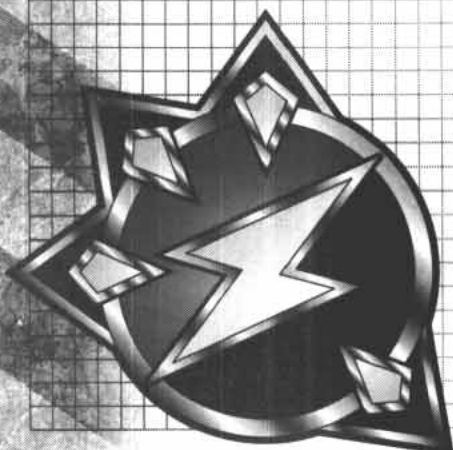
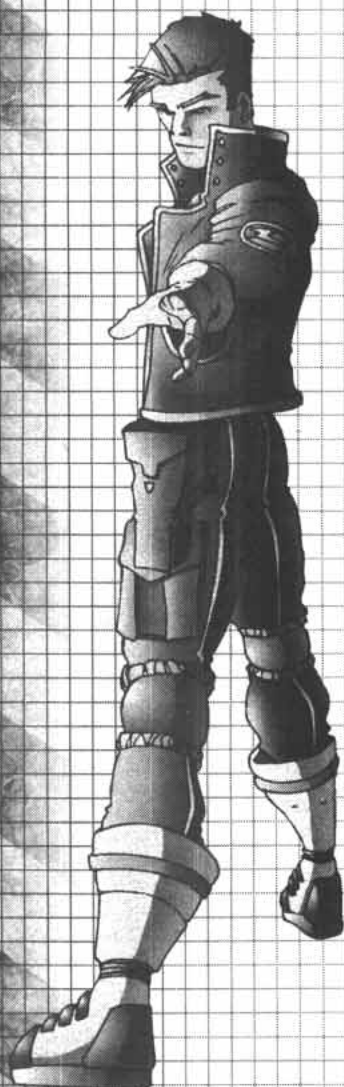
Age:	45 cycles	Height:	1.88 m	Weight:	90 kg	Hair:	Lt. brown	Eyes:	Blue
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Attributes □□

AGI	+3	APP	0	BLD	0	CRE	0	FIT	+1
INF	+1	KNO	0	PER	+2	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.
Computer	1	0	Heavy Gear Pilot	3	+3	Sleight-of-Hand	2	+3	Swimming	1	+1
Electronic Warfare	2	+1	Melee	2	+3	Small Arms	2	+3	Tactics	2	0
Gunnery (HG)	2	+2	Parachuting	1	+3	Survival	1	0	Teaching	3	0





SPECIAL FORCES

1

PATRICIA ROLGER

Rolger is a former Special Investigation Unit agent who specialized in intelligence gathering and mission planning. During the Interpolar War she was severely injured in action, resulting in the partial paralysis of her lower body and severe burn scarring on the remainder. She underwent reconstructive surgery, but she still possesses physical and mental scars. Commandant Lazarus knew she still had a keen mind and asked Kenichi Tanaka to bring her onboard with the Black Talons.

◆ Profession

Rolger is currently the chief intelligence analyst and mission profiler for the Black Talons. She leads a staff of fourteen other analysts as they sift through intelligence of the Black Talons and Liberati. From this intelligence Rolger and her staff draft mission proposals and preliminary profiles for future operations on Terra Nova and Caprice.

◆ Attitudes

Rolger's injuries have impacted her mental state much more than she would like to admit. Unable to be physically present during the missions her intelligence prepares and profiles, she appears to insulate herself from those in her circle who are still able to fight the good fight. In reality she compensates for her inability to share the risk of combat by investing a great deal of emotional currency in those of her comrades who do. While they will almost certainly never know the depths of her affections, Rolger's professional skills are motivated by a very real, very personal concern for the lives her work effects.

Surprisingly for one whose line of duty would have most branding her a 'spook,' Rolger has an active social life outside of work. She's been known to entertain the affections of two or more consorts at any given time. She adamantly denies that their attentions are compensatory for her sense of loss from her paralysis.

◆ Combat Reactions

Rolger has seen her share of combat with the SIU, and the MILICIA before that. Her combat skills, both in a Gear and out of a Gear, are nearly forgotten. Rolger is aware of the impact of her physical disabilities on her combat skills, but she has accepted that others will take up that task now. She will withdraw from any fighting and let others more capable deal with the enemy. Of course, since she spends most of her day in the Black Talon headquarters, there is little chance of facing combat.

□ Vital Statistics

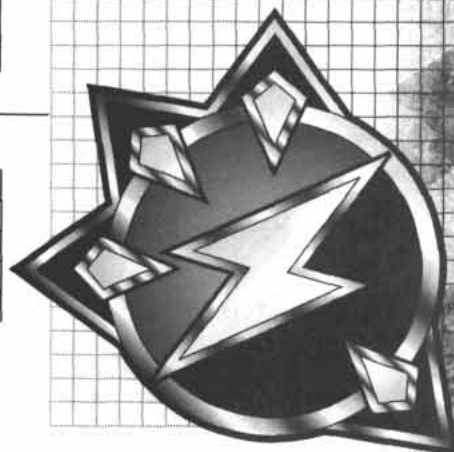
Age:	33 cycles	Height:	1.67 m	Weight:	62 kg	Hair:	Black	Eyes:	Brown
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□ Attributes

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

□ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	+1	Heavy Gear Pilot	1	-2	Music	2	+2	Social Sciences	1	+1
Computer	2	+2	Investigation	2	+3	Notice	2	+3	Tactics	2	+2
Etiquette	1	+1	Leadership	1	-1	Security	1	+1	Teaching	1	+2
Gunnery (HG)	1	+2									





TYPE 99



Joshua Morof was in a bad mood. He was in the frame simulator with a migraine, and he could swear that steam was rising off the seat that he was stuck to. He wanted to snarl, and give voice to his rage in a flowing rant. His sneer would leave the men and women who had served their enemies with death a hundred times over trembling in fear. Half a century in the service of his one true love, the NEC, and the best they could do to reward him was to take away his honest, pure GREL soldiers and set him to work training their insidious and condescending replacements.

Joshua Morof hated SLEDGEs.

The Head-Up Display of his simulator pod flickered, the static default pattern replaced by the inky black of a simulated starscape with the crescent orb of a gas giant, Zeus. Beneath his Frame's feet he saw the sturdy hull plating of a CEF Gateship. Morof knew the basic scenario well: the disabled CEF vessel was to be defended against a boarding action by Terranovan space-capable commando Gears. Two squadrons of Type 99 Frames would defend against them.

"All units, disperse. Passive sensors only, work off returns from the ship radars until the enemy knocks those out. Go active only on my command. Engage and destroy hostile Gears and boarders!" Morof slathered his orders with as much contempt as he could manage: if he was lucky, the 155 Ra unit would take offense to the notion they would ever need to repel boarders.

Even as the SLEDGE units chorused their assent, his HUD began to fill with target indicators. Two of the Terranovan Sleipnir-class shuttles knock-offs were disgorging medium-weight Gears at a high relative velocity, trying to close the open gap with the ship before they were picked off and destroyed. Morof started his Frame side-stepping erratically towards a communications tower while he picked out a target, undoubtedly being piloted by a GREL who'd barely been trained to fight in walkers at all, much less their space-capable cousins.

Morof found his target and squeezed off a shot with his laser. The Gear glowed bright under the glow, but showed no sign of serious damage. More flickers showed it was taking hits from other locations as well. His second shot produced a small explosion — he'd struck the primary reaction engine. While largely unharmed, the Gear would no longer be able to match velocities. It was out of the fight. The commander turned to focus his attention to the next nearest vehicle, but before he could train his weapon he saw a missile streak out, heading not for one of the Gears but for their assault shuttles.

"Disengage! Disengage! Do not fire on the shuttles!" Morof was too late, all around he could see missiles targeting the two shuttles. Three of his Frames died in the next few seconds, and the missiles were only marginally effective. Two more steps and he felt the simulator jolt, then relax as the computer declared it destroyed. He worked the buckles of his harness in an enraged fury, opened the simulator hatch and strode across the room, past two guards and into the simulation control room. One of his least favorite EGL eggheads stood there, 155 Ra's own handler.

"Explain," Morof intoned curtly, hiding his true feelings.

The EGL man clucked his tongue in disapproval, "Colonel, you should be happy. The SLEDGE units saw beyond the shallow victory conditions of the simulation. They destroyed the most assured threat to their existence — the shuttles that would have surely destroyed them had they fought off the Gears. Your GREs on the other hand," he gestured to the status screen, "continue to fight by rules that lead only to death — and therefore, loss."

Joshua Morof closed his eyes slowly and clenched his jaw. He hated SLEDGEs.



TACTICAL DOCTRINE - 2.1

The tactical doctrine of special forces concentrates mostly on stealth and surprise. Since teams are smaller, independent units, training concentrates on small-unit tactics and maximizing the abilities of the team. In a way, team members must unlearn some practices since most men are used to operating as part of a larger action in regular and commando operations. Tactical training also plays an important role in special forces units. First, and most important, is to familiarize themselves with the other team members. They will be entrusting their lives to each other, so building the bonds of camaraderie is of paramount importance. Standardizing tactics and other unit methodologies is also important since team members from different units have a variety of tactical preferences.

This section describes both the common tactical doctrine of a generic special forces unit and the one(s) used by the enemy forces they will commonly be engaged with. The subsections discussing *Tactical Surprise* and *Small Unit Tactics* are the most directly related to special forces and raiding teams, though it is not uncommon for well-trained regular forces to attempt their employment. Most regular military forces are organized and trained for larger battles, and have a lower average experience level, so their successful employment of these tactics are generally less successful.



Overwatch - 2.1.1

Overwatch is the practice of observing a moving team member while ready to provide direct fire support. The objective is to prevent the enemy from surprising and engaging the moving unit. A unit on overwatch scans for indications of enemy forces while the moving unit advances to its next position. Successfully coordinating overwatch movement requires communication between team members, though elite units can often conduct overwatch by hand signals and experience alone. Overwatch can be conducted while stationary or mobile. If stationary, the overwatch unit observes the moving unit from concealment, such as a hull-down position. Stationary overwatch takes a significant amount of time to move the unit forward, time being a luxury special forces rarely have.

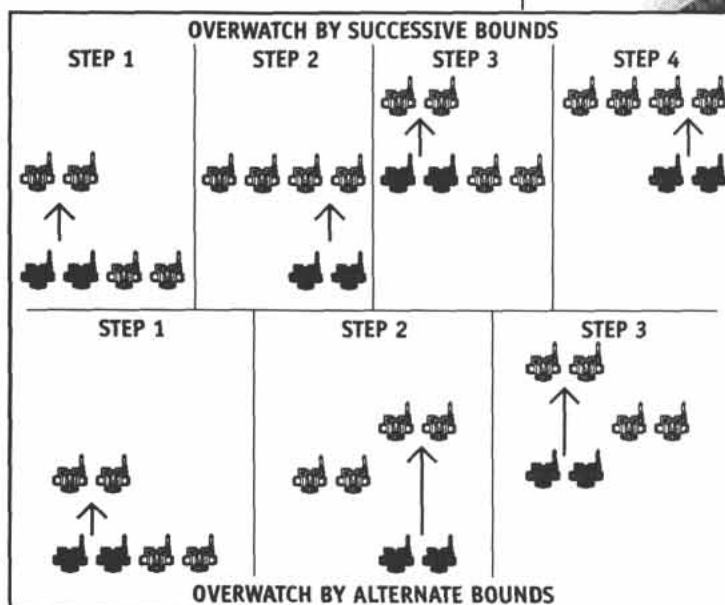
To advance faster, but with greater security, traveling overwatch has the lead units constantly moving ahead of the overwatch units. The overwatch units will change their speed, and even stop, to position themselves to support the moving units (see *Movement*, further). Bounding overwatch, using alternate bounds or successive bounds, combines the attributes of stationary and traveling overwatch — the higher speed of traveling overwatch with the greater security of stationary overwatch. Working in pairs of units, alternate bounds work by having the rear unit providing overwatch while the lead unit advances, halts, and assumes an overwatch position. The rear unit then advances past the lead unit to position where it takes up a new overwatch position. Successive bounds bring the rear unit to an overwatch position roughly abreast of the lead unit, avoiding advancing beyond the lead unit's position. The lead unit then advances to the next position. In each case, alternate or successive, only one unit is moving at one time. While the successive method is easier to execute, forward motion is slower.

Overwatch in Miniature

Variables like time, terrain, and force composition will ultimately decide how and when to employ overwatch in miniature gaming, but, as with anything, it may require doing something wrong several times before getting it right. Successfully employing overwatch, moving or stationary, requires some experimentation to get right.

First, there must be cover for the overwatch elements to use, either concealing terrain or hull-down positions. This is crucial since the cover or hull-down position compensates for the stationary movement penalty the unit will suffer on any defensive rolls. Of course, the positive gained from being in an overwatch position is the stationary attack bonus the unit gains while covering the advance of another unit.

Second, there must relative parity in the number of units fielded by both sides. This becomes an especially important consideration if Players are using the *Multiple Attacker Penalty* rules (HGRB2, page 158). If the defender has sufficient units to make multiple attacks against the moving elements, chances are the overwatch elements will have little chance of significantly affecting the outcome of those attacks. (i.e. Both sides simply trade damage without gaining any advantage.)





2.1.2 - Movement

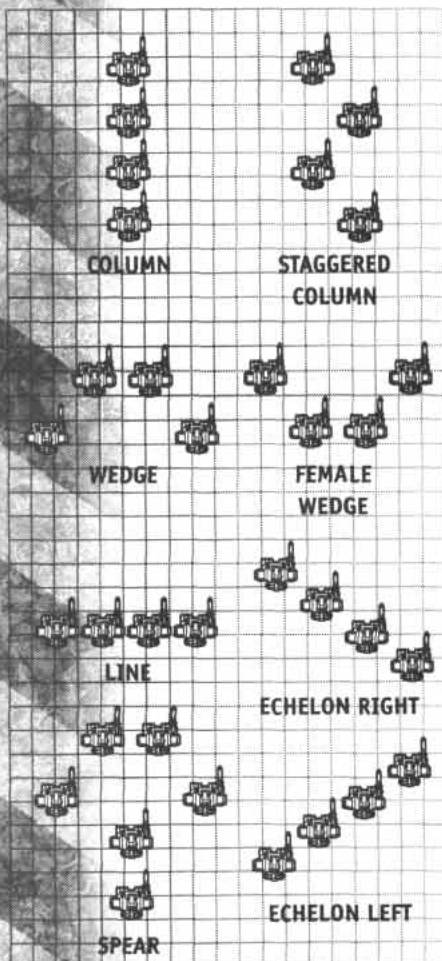
The manner in which the team moves may not seem like it deserves much attention, but movement has important repercussions tactically. Movement formations in large part dictate where team members are located when fighting starts and how they can react to changes in battlefield conditions. The reality of formations are that they are a two-edged sword. On the one side, it makes the job of the pilot easier since there are less strategic possibilities he has to deal with. On the other hand, once the firefight starts he is potentially stuck in a definite role. He may not be as efficient as he may be, and might not be able to support his team-mates sufficiently.

When the team is moving, it is usually desirable to use the terrain for cover and concealment. This decreases the chances of detection, and increases the teams success against an enemy force if surprised. There are several rules team members follow when moving:

Movement Rules ☐

- Back away from overwatch or battle positions using low ground to maintain cover and concealment.
- Move on low ground to avoid silhouetting (skylining) the vehicle on top of ridgelines and over hilltops.
- Scan the ground for disturbed earth, out-of-place features, and misplaced objects.
- Try to use formations and movement techniques to maximize the team's firepower, and minimize gaps and dead space, while maintaining low detection probability and the operation's schedule.
- If moving while being covered by an overwatch element, remember the overwatch element cannot cover all of the gaps and dead space of the moving element.
- The distance of each bound during overwatch must not exceed the direct fire range of the overwatch element.
- Always plan for action in danger areas. If necessary, a team member should dismount to check blind spots on/or the team's route before the team advances.

◆ Formations



At the beginning of an engagement, when contact has not yet occurred — because a unit is striking from ambush, or they haven't "found" each other yet — units can, and often will, move in pre-defined formation. Once shots are fired it is important to maneuver one's units to the best advantage, and formations often break up, but the initial positions can give a crucial starting advantage.

Here are a few examples of widely used movement formations. This list is not exhaustive, nor is it restrictive. There are many alternate formations or variations in existence.

A **Column** places the team in a line, one behind the other, along their route of travel. This formation is most commonly used in restrictive terrain, and when contact with the enemy is not expected. It provides excellent firepower to the flanks, but this is offset by the inability to fire forward collectively.

A **Staggered Column** allows greater firepower to be directed forward. It is also used in restrictive terrain, but when there is a greater chance of encountering the enemy. The staggered column also provides some measure of overwatch ability with higher speed.

A **Line** also places the team in a line, except that the line is perpendicular to the route of travel. This formation can encompass single to multiple lines, abreast or staggered. It delivers maximum firepower possible in the forward direction. The line is used when assaulting a position, or crossing a danger area with overwatch by another unit.

An **Echelon** is another line formation, except that the line is located diagonally across the axis of advance. The team is echelon right when the line faces to the right flank; the team is echelon left when the line faces to the left flank. Echelon permits firepower to be directed to the front and the flank. It is often used to screen an exposed flank.

A **Wedge** allows the unit to fire forward and to the flanks, though to a lesser degree. Team leaders normally position themselves on a wing, and can shift forward as necessary to provide additional firepower. This option has a wide range of fire capability.

A **Female Wedge** increases the ability to fire forward, but has more defensive capabilities than the Wedge since the trailing team members can overwatch the leading team members. This formation allows all the Gears to concentrate on one target if they so choose.

A **Spear** places a line or group of reserve/supporting team members inside and rearward of a wedge formation. The reserve is in a position to overwatch the leading units or shift to either flank as needed to respond to enemy assaults.

HOW TO PAINT MINIATURES

2

STEP 1: PAINTING PREPARATION

Once the miniature is cleaned and assembled, attach it securely to its base (or other convenient handle) so you don't have to touch it while painting. Apply a coat of primer to the entire surface — this will allow the paint to stick better to the model and allows you to correct any surface defect before you start painting. Primers are generally sold in spray cans; white or light gray is a good choice.

Once the primer coat is thoroughly dry, apply the basic colors of the paint scheme to the entire model. Acrylic paints are the best choice, since they are non-toxic and can be diluted with water.



STEP 2: BASIC COLORS

Try to keep the divisions between basic colors neat and straight, though at this point any mistakes are easily corrected. Make sure the paint is properly diluted and not too thick: it should cover the surface without obscuring details. Remember that two light coats are always preferable to a single thick coat.

Once the basic colors are dry, start painting the other major areas of the models: exhaust fans, weapons, missiles, etc. Keep the colors neat and apply thin coats to avoid obscuring surface details. By now you'll have a good idea of what the finished model will look like. If you are in a hurry to play, models painted up to this step look quite acceptable on the tabletop.



STEP 3: DETAILS AND LINING

Prepare a darker mix of the color of the area you'll be working on, and dilute it so the paint will flow freely. Using a thin brush, apply this mixture to the model's panel lines and joints. This will create deep shadows and generate the illusion that the miniature is a complex mechanical device rather than a solid piece of pewter.

The raw metal areas can be accentuated by brushing metallic paint over a black or dark gray undercoat. Load the brush with pigment but remove most of it on a dry towel before applying it. You want metallic accents, not a solid color (remember, you can always add more if need be).



STEP 4: HIGHLIGHTS AND DECALS

Highlighting accentuates the details. Prepare a lighter mix of the color of the area you'll be working on. Using a thin brush, lightly apply this mixture on raised details and corners — basically, any place that would catch light. This is easy to overdo, so be careful. Once this is done, paint any remaining small details: sensors, antennae, etc.

Each miniature comes with a small decal sheet so you don't have to paint the markings on; see HG Miniatures, page 77, for full instructions. Once this is done, paint the base in a neutral ground color, glue some sand or flock to it (optional) and seal the paint job with a clear varnish to protect the model during play.



RAIDS!

2

DESERT PATROL



A patrol group of four deadly HT-72 hovertanks scream over a low hill, their powerful hydrogen turbines propelling them at high speed on a cushion of air a meter above the desert ground. The patrol leader sports large yellow stripes for recognition purposes — it is assumed that the speed of the attack will require more coordination than concealment.



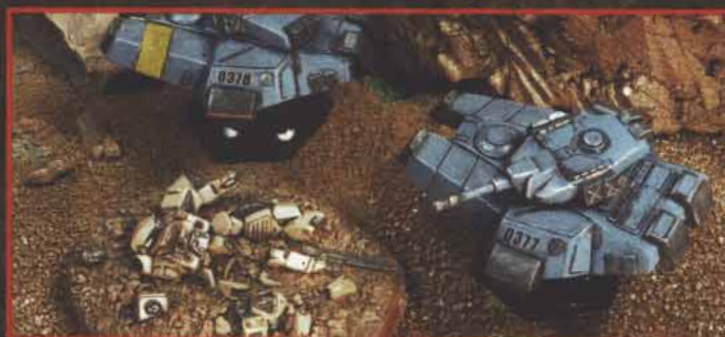
FACE OF THE ENEMY



A group of Colonial Expeditionary Force's newest Battle Frames carefully follow their team leaders among the broken terrain of the Badlands, quietly making their way toward their objective. The lead Frame is using hand signals to maintain radio silence, a trick learned after observing Terranovan Gear units in the field.

THE FALLEN

A pair of Colonial Expeditionary Force hovertanks move past a victim of the raid, sensors alert for any sign of the enemy. The older Hunter-class Gear has been literally pulverized by the impact, scattering pieces and limbs over a large surface.



ON THE HUNT

A group of Terranovan defenders are hunting down an enemy force that have been harassing a nearby mining station. While the forward scouts have discovered the location of one of the raiders' Gatepod, another team finds itself under attack by a combined hovertank/GREL patrol.



MAKING TREES

2

MAKING TREES



The Tactical Miniatures Rules included notes on making desert rock formations, jungle trees and various structures. Coupled with sand, flock and other ground cover, almost any battlefield can be reproduced, from the lush countryside of the Mekong Dominion to the rugged surface of Caprice.

This short tutorial shows how to make the more regular trees and bushes that are found both in the forests of the North and in the parks and interior gardens of the richer hubs of Gommorrah, Caprice's so-called "Trench City." Refer to the Tactical Miniatures Rules for an overview of the tools and basic modeling materials.

MATERIALS



Trees are easier to use if they are mounted on sturdy bases that will also be used to indicate the actual border of the "Woodlands" terrain type. These bases are most often made out of isolation foam, which is readily found in craft and hardware stores. It is quite easy to cut to make nice rounded bases with a gentle slope.

Twigs, carefully selected and dried, are excellent to make tree trunks, since they already have "branches" attached. You'll also need steel wool to bulk up the trees and flock to imitate the leaves. The latter can be found at any craft or hobby store.

BASIC STRUCTURE



Start by selecting a sturdy bit of twig that has a nice tree-like shape. Prepare a base with foam or sturdy cardboard; bases can be used for single tree or multiple ones. Paint it brown or green, then glue flock or sand over it before attaching the trunk in place. Leave to dry completely.

Take some steel wool and puff it up. Carefully attach clumps of wool to the twig to approximate the desired shape of the finished tree. Be careful not to break the delicate twig — glue the wool over several branches to make the whole sturdier.

FINISHING



Apply white glue all over the surface of the steel wool. It sometimes help to dilute it a bit with water to ensure complete coverage. Cover with flock until the entire wool is hidden. Leave to dry completely, then spray the finished tree with mat varnish to both secure the flocking in place and eliminate the metallic glare from the steel wool.

If desired, the steel wool and the trunk can be painted green, khaki, brown, gray or tan, depending on the type of tree. Clumps of flocking material or dried lichen can also be attached to the base to represent undergrowth. There should be space left to place a miniature or two, however.



Tactical Surprise - 2.1.3

The achievement of tactical surprise is essential to the success of special forces operations, especially since the attacking force is often smaller than the force they will be attacking. The ability to inflict heavy damage and casualties to an enemy force before it can organize a coordinated defense is vital to the successful completion of mission objectives. It also minimizes the amount damage to a team will potentially take. The confusion that results from the initial shock of an unexpected attack causes a massive surge of adrenaline that disorients the target. It takes time to get reoriented, analyze what exactly is happening, and to coordinate a defensive response to the attack; all this must occur before the defender can consider any offensive actions to regain momentum. Against experienced units, surprise can be gained, but the effects are not usually realized to the extent and duration that they can be against less experienced units. Members of experienced units will have encountered situations of this nature before, and will conduct themselves accordingly. Experienced units targeted in a surprise situation are also more likely to use their own initiative to organize a defense amongst themselves.

Tactical surprise is achieved by avoiding detection by the enemy force while moving into a pre-planned ambush location. In most surprise situations the team members are moved into hidden positions prior to the arrival of the enemy force, and then they wait. The team must be careful to hide traces of their presence lest reconnaissance elements, or simply an observant soldier, notice the team's presence before the ambush is executed. Team members will be given target assignments and priorities based on their positioning for the ambush and the composition of the enemy force. The ambush is sprung by the commander's signal, or some other condition. An ambush is normally carried out in a single phase, though two phase ambushes can be used to strike at the exposed rear of an enemy that turns to deal with the first phase strike.

Tactical Surprise in Miniature

Tactical surprise is a corollary to hidden positions. From hidden positions a team can achieve tactical surprise by making an unexpected first strike against an enemy force. But when does an ambushing force achieve tactical surprise? What are the effects of tactical surprise if it is achieved? There are any number of methods Players could devise for determining if a unit gains tactical surprise, so only two methods are presented here.

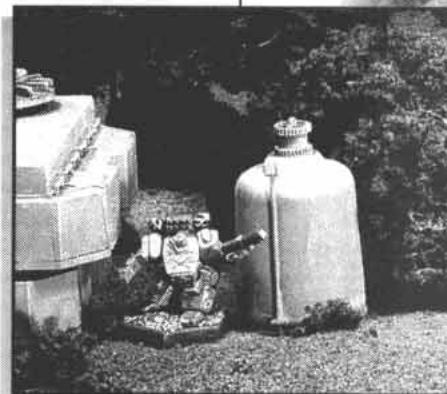
The first method uses the existing Morale rules from the **Tactical Field Support** sourcebook (pp. 42-45). Pre-battle Morale Check is made normally for unit to determine their initial morale. When the ambushing Player makes his attack, each defending unit must make an Tactical Surprise Morale Check with a +1 Threshold modifier when first attacked. Apply the Morale Check result immediately. If the ambushing force inflicts casualties that require additional Morale Checks, they are made normally with any accumulated penalties for low morale. The initial tactical surprise modifier is only applied once; the first time a hidden unit is revealed. This method provides the most realism. It can also lead to a chain reaction that sees the entire enemy force destroyed, which was the whole point to begin with.

Alternately Players can make an Opposed Roll for Tactics. If the ambushing force succeeds, the defending force suffers the effects of tactical surprise. All defending units under the effects of tactical surprise suffer a -2 penalty to all rolls for a number of turns equal to the Margin of Success of the ambushing force. The defending commander may take an action to make a Leadership check to reduce the penalty to -1 for any remaining turns. Players should be aware that the effects of tactical surprise are less debilitating to the defender under this method.

Hidden Positions in Miniature

Special forces will often surprise opponents from hidden positions, using concealment and hull down positions to avoid detection. Practically, only one side in a battle can use hidden positions to gain tactical To use hidden units during a scenario, the Player employing units from hidden positions must accurately record the location of each hidden unit, and the unit must be placed in a position offering concealment or a hull-down position that it can scoot up to fire over. Using hexes, locating a hidden unit on the battlefield simply requires the controlling Player to note the location of the hex using a number or position relative to a landmark.

In miniature battles, choose a single corner to measure the distance down the table, and then the distance across the table. Players should also record which way the unit is facing. The first time the unit fires a weapon or moves, its position is revealed. To avoid arguments about the placement of hidden units, we recommend having a neutral referee place the hidden units on the field. Unfortunately, some Players may be tempted to "fudge" the recorded positions when revealing the unit to gain advantage. If Players cannot agree on a unit's placement, make an opposed roll with the winner getting to make a final adjustment of no more than one inch.





2.1.4 - Basic Small Unit Tactics

Concentration of fire is the most common and simplest tactic by a team. Concentration of fire used against an enemy unit means there is a reduced chance of dodging and a greater chance of finding a weak point in the unit's armor. Since special forces teams are already very accurate and deadly with their equipment, this tactic is normally reserved for particularly elusive or tough targets.

Suppressive fire is used to keep the enemy's head down while the team maneuvers to better positions. It simply requires firing on targets of opportunity so that they think twice before moving out of cover. While they are protected by said cover, it also restricts their line of fire, thus reducing their chances of targeting another team member.

Saturation fire is used to direct the enemy into a predictable, and perhaps less advantageous, position. If the enemy must expose themselves to a large volume of fire to achieve a certain position, they may decide to maintain their position or shift to another less advantageous position.

The **Rush** combines suppressive and saturation fire to keep the enemy pinned while the team quickly advances to new positions *en masse* while the enemy recovers. The intent is to decrease the enemy's opportunities to concentrate fire on team members. Units executing the rush have the opportunity to move evasively at their top speed to minimize the effectiveness of any return fire without using ammunition on low probability shots to cover the advance.

A **Flank Sweep** entails pinning down an enemy's flank positions with suppressive fire while an element of the team moves into a flanking position. This forces the enemy units to expose their flanks to at least one of the teams units while attempting to prevent being attacked from the rear. However, if the enemy unit is coordinated and responds quickly, the flanking element could find itself facing superior numbers with the remaining element out of position to provide support.

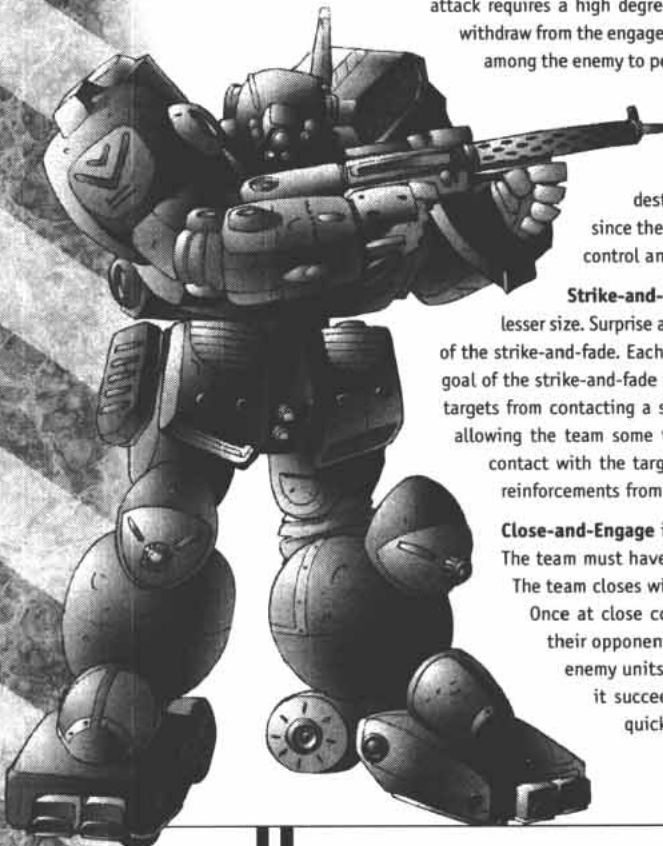
Flank-and-Cover is, in essence, a flank sweep conducted with surprise from hidden positions. This tactic works best against the trailing elements of a column, or the ends of a line in restrictive terrain. Whichever element is in position to attack the enemy's flank positions fire first. Once the enemy has turned to engage its attackers, the other element attacks the enemy's newly created flank. Depending on the terrain and the result of the initial attacks, the team can decide to quickly disengage or opt for a more protracted engagement. In any terrain with sufficient room to maneuver, the remainder of the enemy force can quickly move to support their comrades, leaving the team in a difficult situation.

Selective Retreat is bounding overwatch in reverse. Working in paired elements the overwatch element covers the moving element as it falls back to a new position. This tactic can be successfully used to regain momentum on the withdrawal if the enemy units fail to advance together and support the leading units. If the lead pursuing units can be strung out and isolated from their support, a counter-attack can give the entire team time to move to the attack or disengage completely.

Hit-and-Run is a dangerous tactic for any unit other than those with elite status. Successful execution of a hit-and-run attack requires a high degree of coordination and speed. Once the target is destroyed the team must quickly withdraw from the engagement area. Successful withdrawal requires that the strike created sufficient confusion among the enemy to permit the team time to escape. If the team is pursued by a small force, the team must quickly turn and destroy the pursuers without getting bogged down. If the team cannot discourage pursuit and disengage, the enemy will have time to bring sufficient forces to bear. Even worse is the situation where the team is forced to engage in an extended fighting withdraw that will eventually lead to the team's destruction. Against a disciplined and highly trained enemy this tactic can be disastrous since they likely capable of quickly engaging their attacker on their own initiative. Command, control and misdirection are high priority targets in hit-and-run attacks.

Strike-and-Fade is initiated as an ambush from hidden positions against a force of equal or lesser size. Surprise and separation of the target unit from backup are requisite for the successful execution of the strike-and-fade. Each team member has a target assignment to destroy when the attack is initiated. The goal of the strike-and-fade is to destroy the assigned target in a single volley of intense fire. This prevents the targets from contacting a support force. The sudden loss of contact can achieve a number of goals including allowing the team some time to conduct quick inspections or retrieve items from the targets. The lack of contact with the target unit means that precious time must be taken to locate the unit, delaying any reinforcements from arriving at the engagement area.

Close-and-Engage is reserved strictly for Gear teams equipped for close combat in restrictive terrain. The team must have a distinct close combat advantage to risk the team members to close range fire. The team closes with evasive maneuvers at top speed with whatever covering fire they can generate. Once at close combat range the Gears can use their superior maneuverability to quickly disable their opponent before moving on to their next target. This tactic will hopefully dissuade the free enemy units from firing at units engaged in close combat lest they hit their own people. When it succeeds, close-and-engage can be very decisive, but failure means the team may be quickly destroyed.



**Combined Arms** ◆

Infantry only attacks are relatively rare in the context of covert operations simply because of the capabilities of the available Heavy Gear models. Gears supporting infantry, or infantry supporting Gears, is the more common occurrence, though it is not unheard of for a Gear special forces team to conduct dismounted actions where appropriate. The effectiveness of modern infantry weapons means that relatively few personnel properly employed can inflict a great deal of damage. It is this effectiveness that regularly sees infantry deployed in restrictive terrain, such as urban areas, dense forestry, and other close range terrain. The Colonial Expeditionary Force makes greater use of their superior infantry forces in covert operations given the genetically engineered enhancements of GREL and SLEDGE super-soldiers.

Main battle tanks, or any tank for that matter, have only very specialized uses within the Special Forces umbrella. They move slowly, are very large and heavy, and relatively easy to detect. This makes them nearly impossible to use in stealth situations. Most players come to this conclusion, but it will assume that tanks have no place in covert ops. If used properly used, they are highly effective. For example; Tanks are not good in ambush situations, but have such a high threat rating that in an assault setting players will pay special attention to them. Sometimes this prompts them to forget or even miss the flanking element. Then they turn to fight the flanking element, and leave themselves open to a particularly devastating attack.

Smaller vehicles, like all-terrain vehicles and infantry fighting vehicles are more likely to be involved. Most of their duties will involve transporting and supporting infantry teams. They are easier to hide, and newer specialized versions are incorporating features specifically designed to enhance their utility in covert operations.

Of all the tactical and strategic assets available to a military units, artillery and ortillery are the only resources not available during covert operations. The very rare exception to this statement is the use of ortillery to destroy widely dispersed or hardened targets that the team is assigned to locate and target, possibly with orders to gather intelligence prior to the ortillery strike.

Close air support is sometimes, but rarely, available, making it a luxury item. Unless the team is conducting operations in a home area — Caprice for the CEF and Terra Nova for the Black Talons — there is no chance of receiving air support beyond the gate transport that delivered the team. Of course, the team commander must have extreme need for support before the transport's captain will agree to risking the transport itself.

Counter-Tactics - 2.1.5

If a unit under attack by a special forces unit is immediately crippled by the initial attacks, they have a chance to regroup and counter-attack the attacking unit. Successfully counter-attacking a special forces unit is still a challenging and dangerous task since at the very least the special forces personnel will be more skilled and experienced where equipment is equal. There are several things that a unit defending against a special forces attack can use to their advantage: numerical superiority, reinforcements and support.

If the unit has survived the initial attack, and still maintains numerical superiority, the unit can move to counter-attack using one of several options. The first is to simply concentrate fire on a single threat until it is destroyed. This will have an effect eventually since even the best pilots cannot avoid large volumes of fire indefinitely without taking some damage. The chosen target does not necessarily have to be the most dangerous, but spotters and targets that can be attacked by a large number of units should be high priority targets. Another option is to take cover while maintaining contact so that the unit can shadow their attacker while waiting for the arrival of reinforcements. This is normally the recommended course of action since the reinforcements are wasted if they cannot find the attackers. Finally, the unit can attempt to contain their attackers while waiting for reinforcements. It is highly unlikely that this option would be viable since it presents to many opportunities for the attacker to break containment, even in an ideal situation. The only reason containment should be attempt is if the unit is purposefully trying give their attacker an avenue of escape that directs them towards reinforcements. Finally, calling in support from artillery or air units can be effective if these assets are available. If nothing else a unit can force its attacker to withdraw through a curtain of artillery fire that could potentially damage or destroy numerous units. Close air support can also be effective in destroying attackers in addition to possibility of aerial reconnaissance to track the attacker's withdrawal to direct reinforcements to the area.

Small Unit Tactics in Miniature

One of the things that tactics provides is a simple name for a complex idea. A few words communicates where units should move, which enemy units should be targets, and generally what will happen in the next few minutes. While Players can incorporate some of the above tactics into their games, coming up with new tactics can provide an interesting angle to the game. How many times have Players whispered to their teammates about what they are going to do? Or have talked allowed about where they are moving, and who they are shooting at? It would be a much different gaming experience if Players simply spoke a few words and their teammates knew exactly what was going to happen. The opposing Players never get a chance to decide what to do in response until it actually happens. This can bring a whole new dimension to the battlefield: psychological warfare.





2.2 - PLANNING A SPECIAL FORCES OPERATION



Special forces operations possess a level of complexity not normally associated with the operations of regular military units. This complexity is derived from the limited number of combat units available, operating without support or on another world, equipment and transportation requirements, and a host of other factors that must be considered. In regular military units, operational planning is normally the responsibility of a group of officers of a higher ranking than the unit in the field. Within special forces units, operations planning is performed by group of officers, but team leaders and selected team personnel are also included to provide input into the operational profile.

The rationale for this practice is that the people executing the operations plan have the greatest vested interest in the successful completion of the operation. If given the opportunity to contribute, they will bring the brunt of their considerable experience and expertise to bear when planning the operation's design. If part of the plan calls for something that is risky or that provides questionable gain, it is the team that can decide the best course of action. Indeed, many times the team members can come up with some creative way to accomplish a goal with less risk, or at least more acceptable risk.

Another benefit gained by involving the team is that they are intimately familiar with the alternatives that were discarded. While this may not initially seem like a benefit, if the original profile breaks down at some point during execution, the team members already have options available to them without the need to consider their merits. Of course, this is part of contingency planning that is included in the profile.

2.2.1 - Terminology

There are also many different terms and acronyms the military uses to compact all the information that goes into planning an operation personnel must be familiar with. The use of these terms and acronyms is limited to avoid confusing Players and Gamemasters, but a few terms should be clarified.

An **operation** is a series of missions executed by the team to accomplish desired objectives. The duration of the operation can be measured by different means. By far the most common measure of duration is from the time of departure to the time of return to the units base of operations. Some will include preparation and debriefing time also.

A **mission** is the series of actions taken by the team to accomplish a limited number of objectives related to the operation; missions can occur sequentially or concurrently within the operation. The number of missions designated for an operation can vary quite a bit. As an example, an operation could require an element of a team to retrieve something while the rest of the team distracts the enemy and covers the retrieval team. This involves two concurrent missions executed to achieve a goal of the operation.

A **profile** is the plan that details how the team will conduct the operation and the missions that comprise the operation. It is referred to as a profile because it is not something to be strictly adhered to as "the plan." This may be strictly semantics to most people, but difference is very real given the need to allow the team to adopt a plan in the field that best fits the situation. Most mission profiles outline a general plan for execution with multiple contingency options.

An **operational profile** is a large document that contains a great deal of information. In addition to the information about individual mission profiles, the operational profile outlines the operations timeline, resource allocation such as transportation and supplies. It also includes personnel assignments, overall objectives, intelligence analysis and estimates, and much more. Special forces operations will often combine multiple missions in a single operation, especially for operations conducted off-planet. It only makes sense that a quick trip through the Gate is a tremendous waste of resources, so teams are required to accomplish multiple objectives.

2.2.2 - Mission Profiles

There are five mission profiles normally undertaken by special forces units employing Gears or Frames. The objectives of a mission profile can normally be undertaken by several different fighting units, but the mission profile is chosen to best reflect the strength of local enemy forces and the desired outcome. The actual level of confrontation with enemy forces during a mission can range from a complete avoidance of contact to a direct assault on an enemy position. Given this statement, each type of mission has a default level of confrontation with enemy forces. This is used as a gauge of what to expect in terms of team requirements during the planning of an operation. Of course, the level of confrontation for a specified mission profile included in the operational profile can be changed to a different level by the profilers, or it can be changed to better suit the actual in-field situation by the team leader at the time of mission execution. The conflict between Terra Nova and the CEF is mostly directed toward gathering intelligence and interfering with the oppositions ability to effectively conduct military operations at home or abroad. Strategic resources are often primary targets.



Reconnaissance ◆

Reconnaissance operations require the team to observe the enemy's location while mobile or immobile. Stealth is of the utmost importance during reconnaissance since any intelligence gathered is likely to be rendered unusable if any team member is detected. Normally, a one or two team members are assigned to direct observation with the remainder of the team are in concealed supporting positions away from the enemy controlled area, ready to assist the observers if they are detected. The required duration of observation will vary, but the recommendation for extended periods of observation dictates the conduct of dismounted reconnaissance to decrease the chance of being seen by the enemy. Black Talon teams normally rely on Liberati scouts to perform extended reconnaissance and intelligence gathering that are unrelated to mission objectives. They also have expanded the use of the gargoyle OUV in specific situations. They find that there are many advantages of unmanned recon. In addition to being able to reassign the Recon specialist, they don't risk losing the operative. It is understood that the report may not always be as detailed as a specialist's.

Strike ◆

Strike operations aim to achieve the destruction of the designated strategic or tactical target(s). Most operations can result in the destruction of enemy assets. Strike operations, by definition, are carried out against targets of some importance: command, control and communication centers, supply depots, manufacturing facilities, and anything else deemed to be strategically importance. The denial of assets to the enemy is meant to slow their progress in some fashion. In the context of guerrilla warfare, these mission seek to pin down enemy forces in a protective stance that restricts their movement to predictable locations around targets they deem important. The conflict between the CEF and Terra Nova is not a guerilla war, but some missions aim to produce the same result — creating predictable patterns of enemy movements.

Extraction ◆

Extraction involves removing the team from operations or missions areas with enemy units in the area or under enemy fire. What happens during extraction can vary widely, so team members should expect just about anything to happen. Successful extraction is related to the proximity and number of enemy to the team, and the team's means of departure if they are trying to get offworld. In either case, the main goal of the team is to withdraw from the area without pursuit, and unobserved if possible. It is important to stress this point since any determined, prolonged pursuit of the team will most probably lead to the team's destruction. The captain of the team's space transportation has orders to protect the transport to the best of his ability, so only the most confident captain will risk directly exposing the transport to enemy fire.

Retrieval ◆

Retrieval involves recovering an object of value from behind enemy lines or in the enemy's possession. Again, the actual circumstance or object will vary widely depending on mission objectives. The most common type of retrieval missions involve the recovery of intelligence data of some type. Less common is the retrieval of an operative locate behind enemy lines, or an operative captured by the enemy; it is not unknown for special forces to attempt the liberation of a captured team member. This mission is not without risk since the level of enemy presence is directly proportional to the importance they assign to the object the team must retrieve. The enemy may not know they have something the team wants which can make it easier, but no less dangerous if the team is discovered. The preferred method for executing a retrieval is to use stealth to slip in and out, as most teams are incapable of an assault on a heavily guarded installation.

Infiltration ◆

Infiltration operations are the single hardest special forces operation to accomplish. This mission involves moving one or more team members in close proximity of the enemy for some purpose. The team members may be attempting to bypass an enemy position, moving to a position for a surprise attack, or some other task that requires that limiting the exposure of the team. Infiltration is often a prelude to the execution of another profile, such as positioning prior to a surprise strike. Team members cannot use radios, active sensors or electronic warfare systems at any point in the infiltration to reduce the risk of discovery. If the team is discovered, the restrictions are removed. Normal procedure for a team discovered attempting an infiltration is to extract from the area of operations if there is the possibility the enemy is unaware of the team's objective; otherwise, it is the team leader's decision for the team to fight through to the objective or withdraw.



2.2.3 - Operation Objectives

Determining the objectives of an operation is a large part of determining which missions to include in the operational profile. Each operation begins with an analysis of any intelligence data available. The intelligence analysts will mark information that is relevant to the unit's operating objectives and pass the information to command staff for a decision to act on the information. If the command staff decides the information should be acted on, the information is passed to the mission profilers for inclusion in a future operation. Intelligence analysts are then responsible for updating the information to ensure the profilers and team members have the most accurate picture prior to conducting an operation. Threat assessments are compile, enemy reactions are modeled, and further information is collected as needed to fill in any blank spaces in the mission profile.

As possible missions are generated, common objectives are grouped to form an operation profile. At this point, the operation profiler and command staff meet to assign a team, or teams, to the operation. There are a wide variety of factors that will determine which team is best suited for a mission — from experience to equipment. Once the team and additional assets are assigned, the command staff generates and distributes the necessary operation orders (see below) to organize and prepare the necessary resources.

2.2.4 - Operational Stages

There are three stages to every operation corresponding to its beginning, middle and end: insertion, execution and extraction. Each stage can consist of a variable number of phases depending on the operation profile developed by the profiler, team members and command staff.

Insertion is the act of entering the enemies' territory, preferably without them noticing. Extraction is simply the reverse of insertion. Both have their dangers, and can consist of several phases. Black Talon insertions into the Caprice system require several stages, any one of which can result in the destruction of the team and its transport before it even engages in its primary mission objective. Extraction is also a spontaneous occurrence when the team is being pursued by enemy forces. In either case, the objective is to enter or leave the operational area without being detected or engaged. Suicide missions are not at all popular with the people that must conduct them, and it is colossal waste of resources and highly skilled people. Extraction is the most dangerous part of any operation since extended pursuits tend to produce a high number of casualties among team members.

The execution of the operation follows several phases, with each phase encompassing one or more missions that relate to an operation objective. The operation profile lays out the order of the phases and the mission profiles associated with each phase. Team members are generally included in discussions about the mission profiles prior to their finalization. This ensures that the team members are comfortable, and have a detailed familiarity, with the profile. Team members can often contribute notable suggestions that increase the effectiveness of the profile, or even future operations.

◆ Contingency

As the staff go through the process of creating the mission profile from the analysis of intelligence, determining objectives, numerous scenarios are generated to explore the various options for the execution of the each phase of the operation. Using special mission simulation software, the profilers and team members can run countless variations in mission parameters to visualize possible outcomes. While the software can suggest an optimum mission profile, the team normally has the final decision on how the mission is executed. Many of the more favorable results from the mission simulations will be discussed as contingencies give differing initial conditions or possible problems that occur during execution. The final mission profile will include a finalized version for execution along with several contingency situations and solutions to possible problems. The team can then use this information for mission training and simulations prior to their departure to the operational area.

Multiple Objectives and Contingency in Miniature □

For scenarios that require something other than the complete annihilation of the enemy, there are objectives that Players must meet to win the scenario. A single objective allows the Player to concentrate on a single result — to achieve the objective. For a much more challenging and exciting game, a Player can opt to attempt multiple objectives during a scenario. In this case it becomes necessary to prioritize the order in which the objectives are to be achieved. Unless there are a large number of units available to the Player, the most successful strategy is to concentrate on achieving one, or at most two, objects at one time. Once that objective is secured, move onto the next objective.

At this point it is prudent to again point to Murphy and his Laws of Combat Operations. What if the opposing Player is putting up a strong defense around the primary objective? Or the opposing side is going after an objective on your side of the battlefield? While a Player cannot plan for every "what if" that can occur on the battlefield, a commander is always ready to adapt to a new situation as it presents itself. Most contingency is based on trying to outguess the opposition or being ready when something is not quite the way it was expected to be. On the tabletop battlefield, where there are definite boundaries that the Players must move their miniatures within, how objectives are placed determines a great deal about how the battle needs to be fought. This gives a measure of predictability, but Murphy still rules.



Operation Orders - 2.2.5

Once an operational profile is approved by the command staff, operation orders are generated and distributed to the necessary personnel. The orders contain all the information relevant to the operation. Some of the things included in this document include: orders for the issue of equipment and supplies, operational time tables, official assignment of selected team(s), assignment of transportation assets, warning orders to selected personnel and departments responsible for supporting an operation in progress, and operational profile itself (though its distribution is restricted to need-to-know personnel). The operation orders are the final go-ahead for the operation.

Part of the operation orders will layout any pre-operation training that is necessary. This mostly involves briefing and simulations conducted by team members to ensure everyone is completely familiar with the operational profile, its constituent phases, and the individual mission profiles. Dedicated operational training in the setting is considered a luxury by the special forces community. Unless extremely detailed intelligence exists — and it usually doesn't — there is little a team can do to prepare beyond practicing the skills they have and running simulations of as many contingency situations as possible before embarking for the operation.

The operation orders also establish operation-specific details such as code words, call signs, contact protocols, and miscellaneous directives the team is expected to follow that do not fall under normal operating procedures. Information about local contacts, intelligence updates, and any other information considered pertinent to the operation are normally included in appendices for the proper personnel.



Operation Orders for RPG Campaigns

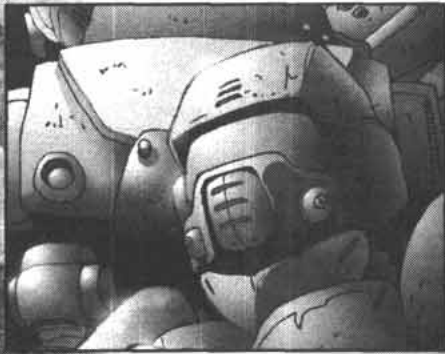
Rarely is it the case that Players will follow the arc of events a Gamemaster has laid out for an adventure, or even a whole campaign. In a military-based campaign — whether that be a regular unit or special forces unit — the Player Characters are expected to follow orders and complete the missions they are assigned. Since Players are likely to deviate from the Gamemaster's plans anyway, a GM can plan ahead a little by issuing the information the characters need for the next adventure, or series of adventures, as an operation order. While the Players may go astray, the operation order gives them the chance to plan what they want to do before the adventure actually begins. It is at this point that the GM can make notes about what the Players are going to do and plan accordingly to account for some of the things that could potentially happen. For a single adventure, an operation order may seem like a lot of work, but if the adventure covers multiple tactical missions or roleplaying situations it can still help the GM prepare. Extended missions, like those undertaken by Black Talon teams to Caprice, are ideal for use of an operation order.

Operation orders also help to establish the setting and feel of the game. It is a simple way to remind the Players that their characters are in the military, and the military likes things done a certain way. For the most part military personnel would be expected to be familiar with all aspects of the operation, including some of the more important details about timetables, locations, contacts, targets and objectives. The Gamemaster can supply all the necessary background information about the operation prior to the mission and leave it to the Players to reference the orders if they need to know something. This makes the Players less dependent on information from the GM and adds realism since their characters would have first-hand access to the information themselves. This also leaves the GM free to deal with the details of actually running the game and describing the current situation and surroundings since he can simply refer Players to the operation orders for background information.

Operation orders are not meant to handcuff Players to a single course of action because things do, and will, go wrong during an operation. While some operation orders may include very precise details about how things are to be done, it is not required for a Player handout, and probably should not be that detailed either. A GM should provide an outline of the expected situation and maybe an outline of a suggested course of action. Player should feel free to improvise on the fly, or write a more detailed mission profile for each expected mission in the operation orders. Players can also be given the responsibility of filling in details such as the supplies they require, or modify timetables. If the Players do finishing work on the operation order, the GM can roleplay the command staff by providing additional information if it is available — update intelligence reports, for instance — and authorizing the procurement of vehicles or Gears, equipment and supplies, and the assignment of additional personnel.



2.3 - STANDARD OPERATING PROCEDURES



Standard operating procedures, abbreviated to "SOPs," are contained in a manual that lays out standardized procedures and information that the unit employs during all operations. Communication protocols, the use of electronic warfare gear, fire discipline and escape and evasion are just some of the major headings within this document. Tactical doctrine is also included in the SOPs (see previous section). The SOPs are constantly changing based on field experience and the missions undertaken. This document can cover multiple volumes that detail unit-wide operations, and the those procedures that are dictated by the specific operational specialties of the unit's teams. Organizational and support information is also included as it relates to operations. For example, the SOPs include the minimum support requirements for an operation of a certain duration and profile. The SOPs will detail training practices and programs, personnel requirements, equipment specifications and requirements, and much, much more. To summarize, the standard operation procedures details ever aspect of the unit's operations from the headquarters and the mess hall to the combat transport and the combat zone.

2.3.1 - Standing Orders

Standing orders are directives posted by the commanding officer or team leader to address specific cases operational cases, unit conduct, procedure outside of the SOPs; basically anything that affects the operations of the unit as a whole or the individual teams. The directives contained in the standing orders are often considered unofficial revisions to the SOPs, though any significant changes will result in new SOPs being published and distributed to all members. The most common use of standing orders is to inform personnel of specific things the commanding officer wants done in certain ways; the same applies to the standing order's generated by a team leader, but they only apply to team members.

◆ Campaigns and SOPs

During any military campaign, either tactical or roleplaying, an added dimension of realism and atmosphere can be added by generating a set of Standard Operating Procedures and standing orders for the Player Character's team. The following information is just a sample of possible SOP content; Player's should feel free to structure SOPs in any manner, and include anything they feel adds to their gaming experience. Player created SOPs will likely change over time to include new kernels of wisdom as the Player Characters build relations, gain experience and learn about what does and does not work for the group. This kind of document also makes it easier to integrate new Players into an existing campaign since they can read about how things work in the present, or have worked in the past.

2.3.2 - Chain of Command

The command structure of the team is dictated by the decisions of command-level officers during the team's formation. In general, the team leader is in-command of the overall operation, including transportation assets. The chain of command goes next to the executive officer, who leads one of the team's combat elements. From there the chain of command passes successively to the leaders of each of the team elements, and so forth. The possible configurations for the command structure are numerous, and often varying from one team to another. The establishment of the team's command structure is sometimes left to the team leader and executive officer. The chain of command does not always follow rank either since proven experience in a command position is often preferred. In any case, should the current team leader be unable to communicate with the team during a mission, whether by damage or otherwise, the next member in the chain of command is in charge. Some teams will make allowances in this policy, but it is always paramount that someone with a tactical overview be available to direct the team's actions at all times.

◆ Tradition

Tradition play a large part in the military. Most every unit on Terra Nova has a tradition or ritual associated with it as part of its history or member service with the unit. Especially in older units, some of those traditions have a history of their own. Unit traditions serve to build pride, morale and *esprit de corps* within the unit. In some cases the unit command staff or higher ranking officers can barely condone the unit's traditions or ritual. While none of the traditions undertaken by units are officially stated in a document such as unit's standard operating procedures or standing orders, but they are observed none the less since failure to do so will result in buying fellow unit members a round at the local drinking establishment at minimum. Many of the unit descriptions in Heavy Gear mention some point of tradition or ritual, including special paint schemes and tattoos. Special alcoholic drinks, medallions and special events are just some of the other traditions or rituals undertaken by units. Whether it is to preserve the memory of past deeds or simply to have a good time with friends, tradition will always be a part of the military.





Fire Discipline - 2.3.3

Fire discipline is a combination of several aspects: conservation of ammunition, priority of targets, assigned targets and tactical situation, with the latter determining the previous to a large extent. One of the primary concerns during extended, remote operations is ammunition levels. While teams bring a large supply of munitions with them, and they can sometimes scavenge more, running out of ammunition could mean the premature end of the operation.

Walking fire and saturation fire are used only under the express permission or direction of the team leader. This is not to say that the individual team members cannot decide to employ walking fire or saturation fire if the situation dictates it, but that all team members will be conscious of the rate of ammunition expenditure to ensure that has sufficient resources to complete the operation.

There are consequences for teams that fail to achieve their mission objectives. Difficult missions will be given to other teams that have proven they are well disciplined and capable. The more competitive team leaders who have the qualified team members will sometimes do parts of missions dismounted. This tactic is only used in extremely low risk situations. If they are running out of ammunition it can be the difference between completing a mission, and not attempting completion.

Target Priorities ◆

Target priorities are established by the team leader — possibly in consultation with the team — in general terms or on a mission-specific basis. The common system for assigning target priorities is to assign a grade of high, medium or low to a specific target or type of target. Some of the more commonly used targets that are assigned medium or high priority by teams are, in no particular order: enemy reconnaissance units, forward observers, prepared positions, and designated mission critical facilities or units. Team members are expected to ignore low priority targets of opportunity if higher priority targets are available, unless their position could endanger the team's safety.

Enemy command, control and communications (C³) units and stations are always high priority targets during an operation. It is standard procedure for the team member closest to the enemy commander, or any command unit, to attack that unit as his highest priority target. Command units are normally in frequent contact with a base of operations and other enemy units in the area. Eliminating command units reduces the chance of the enemy receiving reinforcements from other enemy units nearby. The destruction of these assets disrupts the enemy's ability to coordinate a response to the team's actions, thus making it easier to perform the team's various missions. Team members are reminded that target of opportunity attacks versus remote or unmanned C³ assets are also an indicator to the enemy's presence when part of their system goes down; the enemy will be immediately suspicious, especially if they are aware of the possible hostile presence in the area. It is also worth noting that decoy C³ assets are commonly employed to determine if there are hostiles in the area. They also function as bait for an ambush of the team.

Target Assignment ◆

The assignment of targets is given by the team leader in cases where the team has sufficiently detailed intelligence concerning the disposition of enemy forces, and the mission area prior to execution. For example: if the team is conducting an ambush against an enemy patrol with a known patrol route and composition, the team leader will likely assign leading and/or trailing units to team members in addition to other targets in the enemy formation. In the absence of intelligence to assign targets, the team leader will assign target priorities. This does not preclude the team leader from designating units to direct their efforts against known mission targets or objectives.

Tactical Variables ◆

Tactical situations are a myriad of possibilities, so the team leader tries to anticipate the actions necessary to complete a mission. In addition to these procedures, teams are organised into smaller units to provide joint support and tactical flexibility during an operation. While the organisation of a special forces unit includes multiple teams of various sizes, teams are further divided into two or more squads of smaller teams. The typical size of these smaller teams numbers no more than five or six members. It usually includes one or two fire support units in addition to front-line combat units, or the involvement of a reconnaissance unit. The exact composition of these sub-teams will depend on the team's operational speciality, if any.





2.3.4 - Communication Protocols



Proper communication between team members is essential to the successful completion of an operation — especially raids, where speed is paramount. Commanders have to be kept updated on any sudden development that can affect the mission. Many raiders would rather be out of ammunition than out of touch with the rest of their unit!

There are times, however, when open communication can be detrimental to the success of the team. Secured, encrypted radios are standard equipment for all modern armed forces, but the electromagnetic emissions of even the smallest radio can potentially be located. It's a chance that the unmanned raiders often cannot take. To this end, a number of radio protocols have been developed for teams operating in the field. They can be divided into three rough categories: Full, Command and Blackout.

◆ Full

The Full protocol allows the team members total freedom to communicate via radio and other onboard means, such as laser or microwave communicators. As a matter of discipline, teams will still only communicate as needed — idle chatter is generally not tolerated, unless the unit is in friendly territory and no enemy units are known to be in the vicinity. Typically, any time there is no immediate threat of contact, the team and squad leaders will dismount to discuss a new situation. In game terms, all Players and units can freely spot for indirect fire and exchange battlefield information.

◆ Command

The Command protocol restricts radio use to the team and squad leaders. Individual troopers are allowed to communicate only to signal new and important developments, such as the unexpected arrival of enemy reinforcement or the destruction of an important mission objective. Leaders will likewise communicate only for the purposes of planning and coordination. Most special forces teams default to this protocol when in enemy territory or during combat. In game terms, Players (if there are more than one per side) must make Communication tests before exchanging information. Spotting and Command Points use the standard communication rules.

◆ Blackout

The Blackout protocol dictates that all team members do not use radios, except if radio silence would be detrimental to the team or its mission (signaling the retreat would be a valid use, for example). All units are equipped with a short length of communications cable that can be connected to another unit; this allows secure communications but requires the units to be stationary and within one MU of one another. Command Points and other communication-related tasks can be done only between units that have line of sight to each other (to use hand signals or short-burst laser transmissions).

◆ Hand Signals

When a Gear-equipped team is operating under Blackout protocol or is under heavy enemy electronic jamming, it has the ability to use the manipulators of their vehicles to use simple hand signals for communicating between the team members. These signals provide a means of communicating the most commonly required information and commands to any team member within visual range without risk of interception or jamming.

Special macros are loaded into the battle computer prior to combat to give the pilot access to a series of signals and gestures that can be "read" by other units equipped with the correct pattern recognition routines. Pilots normally learn the standard infantry hand signals during their basic training, but the computer interpretation may sometimes come in useful for ambiguous or very discrete signals. Due to the relative lack of flexibility of the Gear frame (at least in respect to the human body), the signals used by Gears are somewhat simplified, especially those that require a significant range of movement. If the machine is carrying a two-handed weapon, or has no manipulator, the gestures are replaced by a very short burst of laser energy from an on-board rangefinder.

General Use Hand Signals ☐

MESSAGE	SIGNAL
Attention	Wave straight arm above head
Message Acknowledged	Thumbs up
I Don't Understand	Hand in front of face with palm facing forward
Dismount	Fist at starting at waist level moves to top of chest



□ Movement-related Hand Signals

MESSAGE	SIGNAL
Start Engine	Pointing forward
Stop Engine	Slashing motion across "throat" with open hand
Advance/Move Out	Closed fist opening
Stop	Closed fist
Crouch	Palm facing the ground
Increase Speed	Pump fist straight above shoulder level several times
Slow Down	Arm straight to the side with palm forward, wave arm up and down several times in a short arc

The various movement-related signals are generally used on the approach segment of the raid, when discretion is paramount to guarantee the effect of surprise on the target. Most of them concern speed and attack posture — directions are handled by simply pointing in the desired direction, or using one of the formation signals (see *Formations* on page 16 and *Formation-related Hand Signals* below). Movement signals are often repeated from trooper to trooper to ensure that everyone gets the message.

□ Combat-related Hand Signals

MESSAGE	SIGNAL
Fire	Hold arm above head then bring the arm down in an arc in the direction fire
Cease Fire	Wave hand in front of face several times
Flank	Hand falls from shoulder to right or left
Disperse	Placing the arm straight out, wave horizontally across chest
Assemble/Rally	Wave hand in circles above head
Enemy in Sight	Point in enemy's direction with weapon
Take Cover	Extend arc at 45-degree angle to side then lower arm to side
Air Attack	Wave weapon above head
Danger Area	Weapon pointed down, move in an arc several times
Freeze	Raise fist to head level
Give Cover	Fire First and Second fingers point to "eyes"

Most of the combat signals are warnings of some sort designed to increase the survival rate of the troops, even (and mostly) during communication blackouts due to the fog of war or the confusion of an enemy attack. They tend to be used only in total Blackout situations, and even then they are often ignored in favor of the quicker radio warning whenever possible.

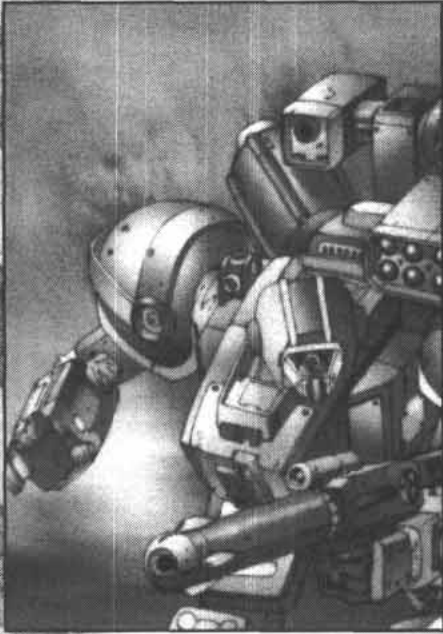
□ Formation-related Hand Signals

MESSAGE	SIGNAL
Wedge	Arms held downward to the sides at 45-degrees
Female Wedge	Arms raised to the sides at 45-degrees
Line	Extend arms parallel to ground
Column	Arms held straight above the head
Staggered Column	Arms held straight above the head then lower to parallel with elbows bent to perpendicular
Echelon Left	Right arm raised 45-degrees above horizontal and left arm lower 45-degrees below horizontal
Echelon Right	Left arm raised 45-degrees above horizontal and right arm lower 45-degrees below horizontal
Traveling	Extended arm swung in a circle from the shoulder
Traveling Overwatch	Extend arms then raise up and down
Bounding Overwatch	Extend arm to 45-degrees then tap top of head

Formation signals are among the most commonly used visual cues used by military units in the field. They allow a group of troopers or vehicles to quickly and efficiently change their position to maximize their efficiency in regard to a given situation. Movement formations in large part dictate where team members are located when fighting starts and how they can react to changes in battlefield conditions.



2.3.5 - Electronic Warfare



In addition to radio communication; active sensors, electronic counter measures and electronic counter-counter measures can produce electromagnetic radiation that may reveal the team's locale to an enemy force. If the team requires the continuous use of electronic warfare systems, the team's situation is likely to be of the direst nature. It is more than likely extended use of electronic warfare systems will only result in attracting more enemy units to the team's location.

Standard procedure during attack on enemy forces dictates the elimination of command, control and communications targets (i.e. officers, comm. arrays). Understandably, the use of electronic counter measures to disrupt the enemy's communications is reserved for special cases where the enemy recovers quickly from the initial attacks. Against elite enemy units, it is even more important to target these high profile C³ assets, as the unit is likely to have high-quality electronic warfare systems of its own on hand. Ultimately, it is left to the team leader and team members. Their discretion and experience decides the most effective employment of the team's electronic warfare systems.

The other electromagnetic systems available on a military vehicle are active sensors. Active sensors are almost never used in a special forces context given the high quality of the passive sensor systems, and the skill of the operator. If the team is unsure of the enemy's location, the enemy will certainly be aware of the team's presence. If a team member uses active sensors in close proximity to the enemy they will certainly be detected. This noted, if the team requires active sensors to determine the disposition of an enemy force, the team is likely about to place itself in an extremely dangerous tactical situation. *Dismounted reconnaissance* is the preferred method of gathering required information if passive sensor readings provide insufficient information about the team's surroundings.

2.3.6 - Escape and Evasion

When operating in behind enemy lines on a regular basis, capture by the enemy is a very real possibility if a pilot's vehicle is disabled. The most important part of evading capture is clearing the vehicle's wreckage as quickly as possible. Other team members will often assist in this if possible, and make a pickup of the downed team member if it is safe to do so. The bond that forms between team members means that only in the most dire situations will a team member not attempt to aid a down pilot. In the case where immediate pickup is not possible, the down member must make their way to a safe place to attempt contact with the team for a pickup. Survival training plays a large part in allowing downed members to make it to this point, but in some environments it is even more difficult.

When operating on Caprice, stranded Black Talon members in Highland areas will find it reasonably safe to approach any non-combatant Liberati group for shelter. Of course, team members are cautioned to do so only if they are not being closely pursued since they do not want to attract attention that would endanger these people. Local resistance cells will also conduct search and rescue for stranded Black Talon pilots if at all possible. If the Liberati have knowledge of Black Talon operations in advance, they will try to position members to assist downed Black Talons. The situation is similar on Terra Nova where Earth sympathizers and covert agents will attempt to help recover lost team members. In the case of GREs or SLEDGEs that face imminent capture by Terra Nova forces, they are programmed to commit suicide with poison rather than be captured.

Self-Destruct Devices ☐



While team members do not like the existence of self-destruct devices in their vehicle, they are required for covert operations. First, they are required by the political powers since the device serves to help eliminate evidence of hostile acts in enemy territory. Second, it serves to destroy any special technology or equipment used by the team. This is especially important considering that electronic systems and stealth technology are often involved in important missions. They must not fall into enemies hands. Technology is most useful when it is an unknown commodity. If the CEF were to get its hands on Black Talon technologies, for example; any technological edge that exists will be lost in subsequent covert operations.

Obviously subsequent missions would become harder to complete against a well informed adversary. It would also put extra pressure on an already swamped research staff. The self-destruct will hopefully destroy any possible intelligence information the enemy could gather that they could use against the team.



SPECIAL FORCES MISSION GENERATOR - 2.4

It is quite clear that special forces missions are distinctly different from those of regular military units; therefore, using the Tactical Scenario Generator as is from the **Heavy Gear Rulebook, Second Edition** or the **Heavy Gear Tactical Miniatures Rules** does not make a lot of sense. This uniqueness also makes creating scenarios more challenging, and requires more creativity on the part of Players, to make the scenario enjoyable for the Players.

Special forces teams, whenever possible, never want to engage in anything that resembles a fair fight. The special forces team will, most likely, always be outnumbered by a force with equipment that equals, or nearly equals their own. The only thing that keeps a special force alive is judicial exploitation of tactical surprise at the time and place of their choosing, combined with their above average skill, wits, and creativity. A special forces team will never engage in a battle that puts them in danger of serious losses (meaning one or more team members) unless they absolutely must. What does this mean in a miniatures game? The defending Player must combine luck and resourcefulness all at once to have more than minute chance of even inflicting casualties against a special forces team.

There are, however, ways to create fairer fights for the non-special forces teams. One involves pitting special forces teams against each other in battle; this is a rare case since they are normally causing mayhem in different places. More commonly employed tactics are positioning units to ambush the special forces team in possible areas of travel, placing hidden reinforcements in positions to cut off retreat or reinforce a deceptively small defending force or patrol, and creating false intelligence to lead the special forces teams into a trap. All of these methods even the battlefield, but ultimately Players must use their own creativity, judgment and fairness to create a scenario that is enjoyable for all. Of course, Players can still enjoy completely obliterating their foes on occasion.

To avoid duplicating information, Players are sometimes directed to refer to the **HGRB2** (pages 169 to 175) or **HGTMR** (pages 57 to 64) for further information about generating scenarios. Familiarity with the scenario generator that appears in these books is thus helpful.



Step 1: Preparing the Scenario - 2.4.1

The table below give Players some idea as to how big their battles can be. This table is modified from the same table in the **HGRB2** and **HGTMR**. The Threat Values for a battle of similar length is increased to account for the higher Threat Values of special forces vehicles and the above average crew experience. The higher Threat Values also apply to the Colonial Expeditionary Forces that fight against the Black Talon teams. Given the higher overall Threat Value, the number of units on the battlefield will be similar to a battle with a lower total TV and lower TV units. Of course, the Players can also use lower TV units and lower total TV for a battle.

The options of Bidding, Going for Glory and Subplots Galore remain unchanged from the **HGRB2** or **HGTMR** scenario generator. One of the participants (randomly chosen) starts the bidding by establishing how many TV points they are willing to play with. The process goes clockwise, with everyone trying to outbid his predecessor (that is, use a TV that is lower). The process is repeated until only one Player is left, who will take the basic TV decided for the game. Bids should be made in increments of 100 points for the sake of simplicity. When bidding, the gain in Victory Points is directly proportional to the reduction in force: divide the VP total by the fraction. For example, if a Player elects to use a force equal to only 75% of his opponent's Threat Value total, his total VPs for the game will be worth 133% (100 divided by 0.75).

Subplots are complications that hinder the fighting abilities of an armed force (see Step 4 for more details). By lowering its available Threat Value (after the bidding process), one side may force extra Subplots onto the enemy. For each slice of 10% the initial TV is reduced by, one additional Subplot is rolled. If the Subplot requires something to be bought, such as a minefield, this is where the TV comes from.

☐ Suggested Point Total

THREAT VALUE	GAME	DURATION
5000	Recon/Infiltration	1-2 hour
10000	Minor Ambush	2-4 hours
15000	Major Ambush	4-6 hours
20000	Strike	6+ hours



2.4.2 - Step 2: Mission Design



Because of the dissimilar objectives of the sides involved in raiding operations, the *Mission Design* stage is undertaken independently for each side — Special Forces and Regular Forces — involved in the battle. The first pair of columns in the *Mission Design* table below (*Special Forces* and *Objective*) are used for the raiders' mission design. The second pair of columns (*Regular Forces* and *Objectives*) provide the tasks and goals for the defenders. Each side rolls a die and compares the result to the appropriate column to determine the type of mission, the task that needs to be accomplished; another die is then rolled and compared to the proper *Objective* column to determine the objective, or goal, of the previously mentioned task. Finally, a time limit is assigned for the completion of the missions (the same column is used for both sides).

The Mission Design table provides only the bare bones of the scenario. It is up to the mission designer(s) to further flesh it out by meshing elements from the world of **Heavy Gear** into it. For example, a mission rolled as "Recon, Ambush, Random" for the raiders' side could be interpreted as follow: "Enter the target area but remain out of the line of fire of the enemy. Make sure you draw them into the zone delimited by the following coordinates no later than three combat turns after having received the signal from the Liberati in charge of the minefield."

Mission Design Table ☐

1D6	SPECIAL FORCES	OBJECTIVE	REGULAR FORCES	OBJECTIVE	TIME LIMIT
1	Retrieval	Intelligence	Patrol	Area	Random
2	Recon	Ambush	Patrol	Area	Random
3	Strike	Destroy	Defend	Facility	Random Increasing
4	Strike	Destroy	Defend	Facility	Random Increasing
5	Infiltration	Diversion	Capture	All forces	Objective
6	Extraction	Diversion	Capture	All forces	Objective

Mission Profile ☐

Recon:	Seek out the enemy, but do not engage unless absolutely necessary. This involves remaining undetected while getting close enough to perform visual, or discrete sensor, observations of an area. Enemy forces may be light, but they will attempt to destroy the observing unit(s) if they are detected.
Strike:	Attack the enemy assets, but ensure the safety of the team to the fullest extent possible.
Extraction:	It is time for the team to leave, but the defenders are close behind and must be dealt with to safely remove the team from the area.
Retrieval:	The team must locate and retrieve some thing of value, such as a person, equipment or information.
Infiltration:	The team must move to a designated area without being detected. Contact is to be avoid if possible.
Patrol:	The units are assigned to check the area for any enemy or insurgent activity. Report any contact with hostiles immediately and eliminate if possible.

Mission Objectives ☐

Intelligence:	The team needs information about the enemy for its own, or future, operations located at the battle site.
Ambush:	The team is waiting for an enemy force that is expected in this area soon.
Destroy:	The target unit(s), facility or other enemy asset must be destroyed to deny the enemy its use.
Diversion:	The team's target is of no real importance, but the enemy is to think it is.
Area:	An area that has some importance has been assigned to the unit to patrol, defend or capture.
Facility:	A group of buildings are assigned to the unit to patrol, defend or capture.

◆ Mission Profiles and Objectives

Some combinations of mission profile and objectives for special forces require a measure of creativity to make sense of. It helps to have some sense of what the profile and its objectives are in realistic terms. It is generally more straight forward to fill out a regular forces mission, but there is still room for variation using Priority points. The assignment of Priority points (below) can clarify or obscure what the mission actually is, but Players can always redefine what their mission is prior to actually starting the battle. Players should have a reasonably clear mission order to compare the outcome to when determining Victory Points.



Location and Terrain ◆

Players have the choice of conducting the battle on Caprice or Terra Nova. Players can decide to agree on the planet, or the Players can randomly determine the planet with the roll of a die. If the Players decide the battle takes place on Terra Nova, the battle's location and terrain is randomly determined, or chosen, using the Location Table and Terrain Table in the **HGRB2** or **HGTMR**. If the battle takes place on Caprice, roll two six-sided dice and consult the table. The first table column under "Caprice" determines the geographic location on Caprice, or in the Loki system, where the battle occurs. The other three columns — "Trench", "Highlands" and "Space" — determine the specific terrain for the battle's location. Alternately, Players can simply choose the battlefield terrain.

Location and Terrain Table

1D6	CAPRICE	TRENCH	HIGHLANDS	SPACE
1	Trench	Urban	Cratered	Orbital Platform
2	Trench	Urban	Strip Mine	Gateship
3	Highlands	Urban	Broken Ground	Gateship
4	Highlands	Canyon	Canyon	Tannhauser Waystation
5	Highlands	Canyon	Manufacturing Plant	Tannhauser Waystation
6	Space	Mine Tunnels	Mountains	Asteroid Base

Terrain Description

Mine Tunnels:	Combat in mine tunnels is a terrifying experience due to the possibility of tunnel collapse, ambushes around blind corners, and the lack of maneuvering room. The battlefield should be a maze of narrow corridors, though some wider sections are possible. Missed shots have a chance of collapsing walls or ceilings at MoF inches from the target in a random direction on a roll of 5+ on a six-sided die. Ties may cause a collapse at the target's location on a 5+. Any unit caught in the collapse is considered destroyed (there's little room to get out of the way). The affected section of the tunnel is blocked for the remainder of the battle.
Canyon:	A narrow to wide area with steep walls along at least two edges with a sloping floor littered with rubble close to the walls. The areas along the base of the walls will be rough terrain. Deeper canyons may have some light vegetation. Trench canyons will likely have buildings for corporations, mining operations, or even residential areas.
Cratered:	The ground is littered with meteor impact craters and impact debris. This makes the majority of the terrain (including craters) rough for movement considerations. The larger craters (indicate explicitly on the battlefield) allow smaller units (Size 6 or smaller) to find hull-down positions in otherwise clear or rough terrain.
Strip Mine:	The battlefield has one or more open mining pits of various depths, overburden piles, and buildings with various functions. (See Life on Caprice, p. 52 for more information.)
Industrial Plant:	The battlefield includes numerous buildings where raw materials are manufactured into finished goods for use on Gammorah, by the CEF or export. (See Life on Caprice, p. 53 for more information.)
Gateship:	The target is an enemy interstellar spacecraft. See Tactical Space Support for more information about Gateships.
Tannhauser Waystation:	Much like a Gateship, but larger and with more weaponry. Gears and Frames can gain access to the interior through the hangar or cargo doors.
Orbital Platform:	The ArcLight Stations make any orbital operations around Caprice very dangerous.
Asteroid Base:	A mining base or (maybe secret) research facility located on a large asteroid in one of the Loki system's asteroid belts.

External Conditions ◆

Night, dawn and dusk are the times of greatest activity for special forces teams. Night provides the greatest cover for the stealth Gears of the Black Talons. Dawn and dusk engagements are normally time for the end of a units time on duty, leaving them the most dull and tired after a long boring time on duty.

External Conditions

1D6	TRENCH	HIGHLANDS	SPACE
1	Daylight	Daylight	Light
2	Dawn/Dusk	Dawn/Dusk	Light
3	Dawn/Dusk	Dawn/Dusk	Light
4	Smog*	Winds	Shadow**
5	Night	Night	Shadow**
6	Night	Night	Shadow**

* Treat Smog as Fog during the battle./** Treat Shadow as Night during the battle.



2.4.3 - Step 3: Assign Priorities

Each Player has five points to secretly distribute between Intelligence, Troops and Support. Intelligence is used to determine the strength of the enemy, his position and his intentions; it is functionally the same as the Scouting option from the basic scenario generator. Troops is the actual fighting force: Gears, combat vehicles and infantry. Support represents the elements that, although not present on the immediate battlefield, can affect it: reserve forces and additional intelligence work.

Priority points spent on Intelligence produces the same results as Scouting from the scenario generator from **HGRB2** and **HGTMR**. Information gathering, not physical reconnaissance, is more usual in this case, thus the name change is made to more accurately reflect reality. Priority points for Troops also affect the actual number of units the Player fields per the scenario generator from **HGRB2** and **HGTMR**. Raiding teams will never have Rookie crewmembers, and will rarely field Qualified crews if they can help it. This will further reduce the number of units fielded in a special forces team as experience levels increase the Threat Value of individual units.

◆ Intelligence

Intelligence represents the resources that are used to prepare the operation ahead of time. Intelligence might be orbital observation, a report from Liberati contacts or an on-site unit, but the result is the same. The points that were secretly assigned to Intelligence by each Player are revealed and compared. The Player with the highest total wins an advantage. The difference between Intelligence Points is noted as the Intelligence Advantage Margin.

Intelligence Table

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

◆ Troops

The 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

Players may buy support options up to an amount equal to the Support Points times 10% of the TV total. The timeframes and situations involved here dictate that artillery and close air support are not directly available to either force. For example, the CEF wants to catch one of these Black Talon teams. The Player controlling the CEF forces decides to go for broke and catch the Black Talons in the open. He spends three points for Intelligence to ensure the Black Talon Player gets no Major Advantage while maybe gaining a Minor Advantage for himself. The remaining two points are spent for Support to purchase a large Reserve Force to try to flank the Black Talon team. His starting force on the battlefield might end up smaller than his bid, but he hopes the reserve force will make up for that.

Support Options Table

Reserve Force:	The Player can create a reserve force from his selected troops with a Threat Value no greater than the 50% of the Threat Value allowed for troop selection. For example, a Player with 2000 TV for troops can create a reserve force up to 1000 TV. The reserve force is not placed on the battlefield during setup. Instead, the Player may bring the reserve force onto the battlefield at a later time, and, possibly, a different edge. If the Player spends one Support point on a reserve force, the reserve force enters the battlefield from the Player's home edge. If the Player spends two Support points on a reserve force, the Player can choose an edge between the home edge of each side. If the Player spends three Support points on a reserve force, the Player can choose to move the reserve force onto the battlefield from his opponent's home edge. The Player controlling the reserve force can choose to activate the reserve force and move onto the battlefield at anytime during his turn. The entire reserve force must move onto the field when the Player decides to activate the reserve. If the reserve force is broken down into smaller combat groups, the combat groups are activated individually during subsequent turns.
Additional Intelligence:	See HGRB2 or HGTMR for this information.



Step 4: Subplots - 2.4.4

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. Cinematic subplots tend to be more fantastic, more movie-like. Military subplots have to do with matters from support to quality of equipment. Unforeseen Events are just that: the unexpected. Only new Subplots are described here; consult the **Heavy Gear Rulebook, Second Edition** or **Heavy Gear Tactical Miniatures Rules** for descriptions of the remaining Subplots.

Subplot Generator Table

1D6	CINEMATIC	MILITARY	UNFORESEEN EVENTS
1	Coordinated	Bad Intelligence	Bystanders
2	Coward	Corrupted Supplies	Friendly Fire
3	Vendetta	Leftover Ammo	Rock Slides
4	The Hero	A Bad Feeling	Lava Tube
5	Sympathetic	Malfunctions	Abandoned Mine
6	Seismic Event	Minefield	Phantom Echoes

New Subplots

Seismic Event:	Caprice is a young planet subject to numerous small tremors and larger quakes. Roll two six-sided dice. The first result is the number of turns the tremor or quake lasts. The second result is the strength of the tremor or quake, and the target number for a Piloting Check for each vehicle, or Skill Check for infantry. If the check is failed, the walkers and infantry falls and cannot regain their footing or move until the tremor or quake has ended. For ground vehicles, the crew is too shaken in the vehicle to take any actions. Hover vehicles are not affected.
Sympathetic:	The randomly determined unit has developed an empathy for his opponents. The unit will not attack any enemy unit unless attacked first.
A Bad Feeling:	The troops have got a bad feeling about this mission. Everyone is convinced something terrible is going to occur, so morale has dropped in anticipation of this horrible event. Apply a -1 penalty to all rolls by the units.
Rock Slides:	Anytime a unit attempts to climb or descend, or it fired at while next to, and elevation change, the controlling Player must make an Immediate Piloting Check against a Threshold of 3. Failure indicates the unit is hit by large falling rocks that inflict d6 x 5 damage. A Fumble indicates the unit is buried beneath tons of rock.
Lava Tube:	A lava tube collapses under the tread of the heavy military vehicles. Treat as a MacAllen Collapse with one addition. The lava tube is filled with lava on a result of 6 on a six-sided die. A unit falling into the lava is destroyed.
Abandoned Mine:	There is an abandon mine nearby. Treat as a MacAllen Tunnel.
Phantom Echoes:	Depending on where the battle takes place, the phantom echoes can be reflections, volcanic activity or rock slides, but they attract their share of attacks. See the HGRB2 or HGTMR for more.

Repair Options - 2.4.5

The basic Tactical rules include notes on repairing vehicles during a campaign. If the raiding scenarios are played one after the others as a mini-campaign, the participants may spend Labor points between battles to repair damaged vehicles. The number of days available to do those repairs should be listed in the Victory Conditions of each scenario along with any additional Labor Points that may be gained as part of the rewards for winning a scenario (a raid on a supply dump might allow the exchange of one VP for one LP, for example). Defenders may opt to replace damaged units by a similar one of equal Threat Value (thus allowing the repair crew to spend more time on the damaged unit), but this option is never open to the raiders, who must be content with only minor repairs along the way.

To successfully repair a damage effect, the Player must assign enough technicians to supply the required labor points (see the repair rules in HGRB2 or HGTMR). Some of the damage effects cannot be repaired without the use of heavy equipment; raiding forces thus cannot repair vehicles affected by these results (weapons and ammunitions may be salvaged, however).

Damage Effect Modifier Table

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

*Not available to Raiders: Cannot be repaired in the field



FEAR'S CHILDREN, FEAR'S STEPMOTHER



"I don't want a single one of you to know fear. I really don't. I see a lot of it as an officer and I don't respect it. Not in my subordinates, and not in you." Major Lana Phelps paused to give her audience a brilliant and well-cultivated smile. "You're here so that nobody needs to be afraid. Some of my subordinates worry that the destruction of our recent patrols can be linked to the use of Caprician personnel and material resources on these missions. Maybe they'll feel a bit better with you six along for the ride."

Major Phelps didn't spare her newly recruited hostages a second glance as she turned and walked up the ramp into her command APC. Her driver and two soldiers coaxed two of the hostages up after her, while the others were split up and assigned to each of the other two APCs. She was far from happy, but she tried to hide it. Her patrol would have only a single HT-68 main battle tank if things turned hairy and last week's patrol hadn't come back at all, despite having one of the modern HT-72 models. The tactician in her was upset, but the politician and the patriot were positively livid.

She ordered her column to get underway while she considered the goals of this mission. The mining corridor in this sector was important, but smacked of protecting Caprician corporate interests. Phelps suspected the tail had begun to wag the dog in the conqueror-conquered relationship the CEF had with the Caprician corporations. She took out her frustrations by periodically turning to grin, her teeth bared and gleaming white in the half-darkness, at the hostages in the rear compartment.

Her first and second waypoints came and went without incident, the Caprician mounts performed well considering how far out of the urban environment they were. The column made a slow twenty-degree turn at the third waypoint, coming around to parallel a ridge. Slowly, almost casually, one of the small Caprician mounts stretched out a manipulator arm towards the APC in front of her.

Phelps frowned: the Mount was ten meters behind the APC and not armed well enough to damage it seriously. As if out of spite at the naiveté of her thoughts, the Universe blew the APC up. Shock slowed Phelps' reactions, but not those of her gunner. He destroyed the mount with a machine gun burst almost instantly, but it was too late; all around her mounts were weaving and stretching forth their manipulator arms.

The driver of her sole tank hadn't drawn the connection to remote fire and was already using his hoverjets to jump down the steep side of the ridge, working to put enough range between himself and the mounts to bring his particle cannon to bear. It just drove him into the enemy, as three walker units came out from camouflaged nets: Terranovan Gears. The Gears ignored the tank, instead concentrating on the APC behind Phelps, which struggling to get beneath the ridgeline. The major's gunner was returning fire as best he could, but to no discernible avail. The hovertank disappeared below the ridge and Phelps' rejoiced as one of the Gears flowered into a brilliant orange explosion.

Her hope was short lived, a loud rumble and a ball of fire-tinged smoke signaled the end of her hovertank and of her hope for victory. From the corner of her eye she saw a guided mortar arc into the sky, seeking the APC that had withdrawn. At the same time she felt the bone-shaking impact of an autocannon striking her own APC's armor. She was going to die and she had some promises to keep. Major Lana Phelps took a grenade from the storage locker and put on her best smile as she stepped back to join her hostages.





RAIDERS! - 3.1

"Raiders" is the usual nickname for small yet well organized groups who attack a single specific goal with lightning speed before making good their retreat. Their objective can be anything, from the destruction of enemy assets to the kidnapping of a personality, and with few exceptions their operations and logistics are structured to meet these specific goals. Raiding parties are few in number — at least compared to regular armed forces — but can be encountered in many walks of life.

The great majority of raiders are funded by national governments or large corporations. These militant groups fight a special style of warfare, engaging in few direct battles and relying mostly on guerrilla and blitzkrieg tactics. They have the approval of the general population — at least on their side of the war, and then only if their existence is publicly known — and have the largest pool to draw on for additional recruits (in general, an allied armed force). Unless forced to do so by an extended series of operations, military raiders do not have to scrounge for supplies, since the materials they need to carry out their mandate are made available to them in quantity and often in quality as well. They can sometimes expect help from local sympathizers when the situation is dire. The Black Talon teams are a good example of this type of raider.

The next group contains those teams who have funding from wealthy sources, but no political or popular sway. Most of the time, they are private armies engaged in corporate warfare, or mercenary groups (though expenses and attrition keep their number low). These groups usually operate in places where the general population tolerates them, away from highly populated areas. They often have a very poor recruitment base and a high ratio of ex-military personnel, who are already trained. The main problems facing these groups stem from shortages of support: they may have military might, but their support lines are weak and they often have few political allies. NorthCo's Gear-equipped security forces are one such group.

Freedom fighters enjoy popular support among the people, but little financial sustenance. They are not often active, unless they are lucky enough to find a source of money or to raid a supply line. This forces them to rely on their ingenuity more than anyone else, however: they can easily turn anything into weapons, and often have sources of raw and/or low-quality materials, because of their extensive connections within the general population. They do not often have enough personnel or money to sustain a lasting campaign, however, unless they get funding from a friendly government or private citizen. Their wars are usually fought over many years while they gather enough power to try and lift the scope of their cause. The Khayr ad-Din Army is one such group of freedom fighters.

Finally, there are terrorists. Terrorists are composed of individual cells joined by a few key personnel to reduce the chances of discovery. Though they mostly strike from ambush, they sometimes mount raid operations to acquire something they need. Terrorists are often willing to kill innocent people to promote their cause, and prey on the defenseless and unaware. They are sometimes funded by extremely wealthy people who sympathize with them, but terrorists are not generally popular. They are hunted by their local governments and hide either in plain sight or in the houses of their members. Saragossa's SPFI is one such group.

Logistics - 3.1.1

Raiding parties and standard army units are organized along totally different lines; the differences are widespread and fundamental to the existence and purposes of each. The command structure of an army tends to be large, and increases exponentially with the number of troops being deployed. Army units receive orders that have to pass through many hands, depending on the size of a battle. Unlike regular forces, raiding parties can have as few operatives as two and as many as an entire regiment, but generally deploy no more than eight to ten acting operatives per objective (larger missions are usually broken down into separately assigned pieces). Although this does not account for support staff, it is understood that a raiding party will generally need only transport and no reinforcements.

Logistics for raiders are also somewhat different than for a standard army unit. The raiders, and whatever they are returning to their base with, need to fit in as few transport vehicles as possible. They will not be able to bring many heavy vehicles or Gears with them, unless they can easily overpower any resistance in the area and establish a proper beachhead. Because of the transportation and speed issues, only limited amount of ammunition will be available. This, coupled with the lack of reserve units, necessitates careful planning and fast deployment if a raid is to be successful.

Tactics - 3.1.2

Since there are no reinforcements for raiding parties, emphasis is placed on speed and the protection of lives and vehicles alike. Engaging in a heavy, drawn-out firefight is simply impossible. When the objective is a kill, it is best to be as quick and quiet as possible. When retrieving information, some form of distraction, such as the destruction of a building or enemy unit, is sometimes necessary. Objectives are more important than destruction: a few extra kills will sometimes slow a raiding party down, and if enemy reserve show up, the potential for disaster is very present. The ideal is to attain specific objectives as fast as possible with a minimal team casualty rate.



3.2 - BLACK TALONS



The Black Talon program was established not long after the bombing of Peace River as a Terranovan-wide response team designed to acquire information on the efforts of the CEF and to delay or otherwise sabotage those efforts. It is a truly international force, as befits its critical role in the struggle to maintain the collective freedom of the planet. Candidates are sought from all Terranovan armed forces, regardless of their allegiance. Special care is taken to select exceptional people who will bring a considerable amount of unique skills and knowledge to the program, and contribute to make the Talons one of the most deadly, if unconventional, fighting forces on the planet.

The Talon recruiters look for more than just pilots; in fact, they look for more than raw skills and experience. They need people who are resourceful and smart, and who can make the best of an unexpected situation. Once a team passes through the interstellar Gate, it is effectively on its own. The team cannot count on reinforcement or evacuation, and have to make do with whatever supplies they have brought with them or managed to acquire on-site.

Due to the limited manpower and Gear production facing the Black Talons, their mission capabilities tend to be quite specific: they are limited to reconnaissance, extraction, rescue/retrieval, infiltration and small scale assault. The missions are assigned depending on the information that scouting units (generally, other Talon teams, or local informers) and prior data analysis are able to surmise.

3.2.1 - Organization

The Black Talon's combat arm is composed of some of the best pilots that Terra Nova has to offer. While not all of them are ace pilots, they are all bright and level-headed individuals. Likewise, the Talon's support service is comprised of the brightest and best technicians. The Black Talon squadron is the central fighting element of the unit. It consists of between five and ten Gear-mounted pilots, with all specialized field duties being fulfilled by elements within the squadron itself. The Talon pilots receive additional instruction in small squad tactics to ensure they will perform at peak efficiency through the duration of the mission; since they are few in number, it is critical for every team member to work effectively with his teammates to ensure a maximum use of the available tactical resources. Each team is a self-contained fighting unit built around a pyramidal command structure. The Talon leader reports directly to Talon Command through the team's communication asset (generally their transport vessel).

3.2.2 - Operational Roles

When Black Talon Command assigns priorities to missions, consideration is given to several specific factors. Black Talon Command must carefully plan their strategies to use their operatives most efficiently, and taking more than one assignment while in the field is common. The Black Talons are versatile within the covert operations umbrella and are capable of handling quite varied tasks. Thus, numerous objectives are always listed in their mission briefings. The retrieval of information is an ongoing vital task, and Black Talon teams in the field will always make extra efforts to obtain whatever classified information they can get their hands on. Their ability to carry out future missions successfully hinges heavily upon this factor.

Talons always seek to destroy as much of the enemy infrastructure as possible (as long as it does not compromise the mission at hand, of course). All salvageable enemy weaponry and machinery is taken and everything else burned or bombed. In general, this remains a secondary objective at best, however: the rarity of Black Talon operatives places a great deal of emphasis on their continued survival. Unnecessary loss of personnel is a loss of skills that the team will miss for the rest of their mission.

Feeding the CEF false information also falls within the domain of the Black Talons. Infiltration of the Caprician society, directly or via their allies in the Liberati, has been a successful strategy so far, especially given the Earthers' doubt about the existence of a planet-wide resistance movement. The Black Talons have reaped the rewards of easy plunder on several occasions.

☐ Black Talon on the Tabletop

Though no miniature models are currently available for any of the Black Talon vehicles, this should not stop Players from using them on the tabletop. Each Talon Gear has been developed from an existing Gear chassis; the corresponding chassis can be used as a proxy until the proper miniature becomes available. A simple "BT" mark on the base of the miniature is often enough to identify it properly.

Alternatively, enterprising modelers can always use the basic Gear miniature as a base and actually modify it into the Black Talon version by shaving off surplus details and adding the proper louvers and hardpoints with engraving tools and sheet styrene. Weapons can be freely swapped between models, or taken from one of the existing weapon packs. Modelers pressed for time can also skip the above and simply paint the Gear in tones of black and gray!





2nd Black Talon - 3.2.3

The 2nd Black Talon has seen more than its share of action since the beginning of its service term. It has been primarily a reconnaissance team; the members are considered particularly trustworthy, and are usually given the truly difficult missions. Most of the team members are so familiar with their colleagues and team tactics that they rarely need to use their communication systems during a mission. The 2nd have been through more than forty successful missions together, and have only suffered minor wounds and two early casualties. From time to time Black Talon Command considers promoting them to positions where they can command or teach other recon units, since what they have learned in their time together will be most useful. So far, though, the team has repeatedly requested to stay on the field where they can do the most good as the Talons' premier eyes in the field.

Personnel ◆

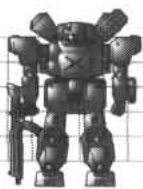
The 2nd is led by Janus Macrey, a veteran of the War of the Alliance. Unwilling to fight his old allies after the war ended, he hired on as a scout for Paxton Arms and was recruited into the Talon program when Peace River was bombed. His assistant and Red Team leader is Hannah di Vittoria, a Southerner from Bethany who made a living as a smuggler until she was arrested and eventually recruited into the program. The other teammate is Xavier Toll, formerly known as Alvarez Esudio. He deserted the Protectorate army after the War of the Alliance under much the same circumstances as Macrey. He was resourceful enough as a troubleshooter for hire that Lang Regina wasted no time recruiting him, on Macrey's recommendation.

The Blue team is led by Hitomi Okama, the son of a wealthy businessman from the Mekong Dominion. Somewhat of an enigma, he is best known for his philosophical writings. To date, he has published three books, all of which have been well received. He rarely offers unsolicited opinions, although Janus has full confidence in him; when Hitomi speaks, people listen. The latest member of Blue Team is Anna Egoyan, the only truly talkative member of the 2nd Talon. She was born to a military family and is living the life that her parents have always dreamed for her. She is at her best during protracted missions, her scouting duties keeping her on watch for routes in and out of dangerous areas for the rest of her team to use. Hitomi is most adept with communications and electronics. Xavier is usually found someplace where he can provide support fire for the other operatives; he is so effective at long range combat that often the enemy hesitates to pursue at all. Anna is the other electronics expert in the party, though her own specialty is jamming. Janus coordinates the team before the mission and then observes from his Gear along the retreat route. He uses a Gargoyle drone as his primary mode of observation when needed, but he prefers not to use it. Janus' specialties are tactics and interrogation.

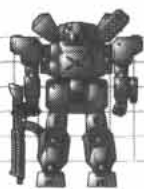
Operational History ●

The 2nd are one of the most reliable units available to Black Talon Command. They are used for high risk situations but almost solely for recon, since the actual combat potential of Hitomi and Hannah are limited. They usually do not enter combat unless forced into it by events. They have seen no space action and are stationed directly on Caprice. They are equipped with Dark Cheetahs because of its maneuverability and sensor systems, though Janus prefers the Paxton issued ST-01C Stalker (when available). Xavier uses a Dark Mamba, due to its superior long range weapons system.

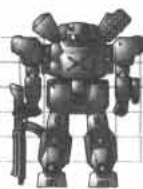
Red Team



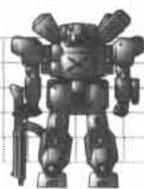
▲ Dark Cheetah Veteran



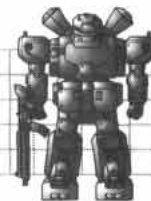
▲ Dark Cheetah Veteran



▲ Dark Cheetah Veteran

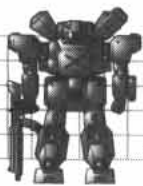


▲ Dark Cheetah Veteran

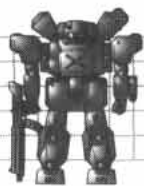


▲ Dark Jaguar Elite

Blue Team



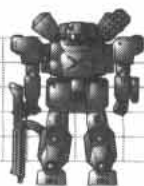
▲ Dark Cheetah Veteran



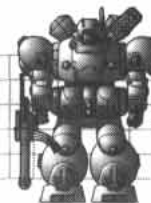
▲ Dark Cheetah Veteran



▲ Dark Cheetah Veteran



▲ Dark Cheetah Veteran



▲ Dark Mamba Veteran



3.2.4 - 5th Black Talon

The 5th is one of the more violent Black Talon teams; many believe they live only for combat. This sometimes causes problems, because they often have to wait for extended periods of time between assignments on Terra Nova, where they intercept incoming raiders with extreme prejudice. They are efficient in their duties, but often sustain casualties due to the nature of the missions. The 5th's troopers and pilots accept this readily and are eager for the fight. They have encountered the best that the CEF has to offer, and learned quickly from them. More than any other team, they have realized that careful planning and tight tactics have kept them alive so far. Having been through many hard-fought battles, they remain a tight unit even though there is a lot of rotation through their ranks. They often have differences of opinion, but when steel fills the air they all play their roles like well-tuned instruments.

◆ Personnel

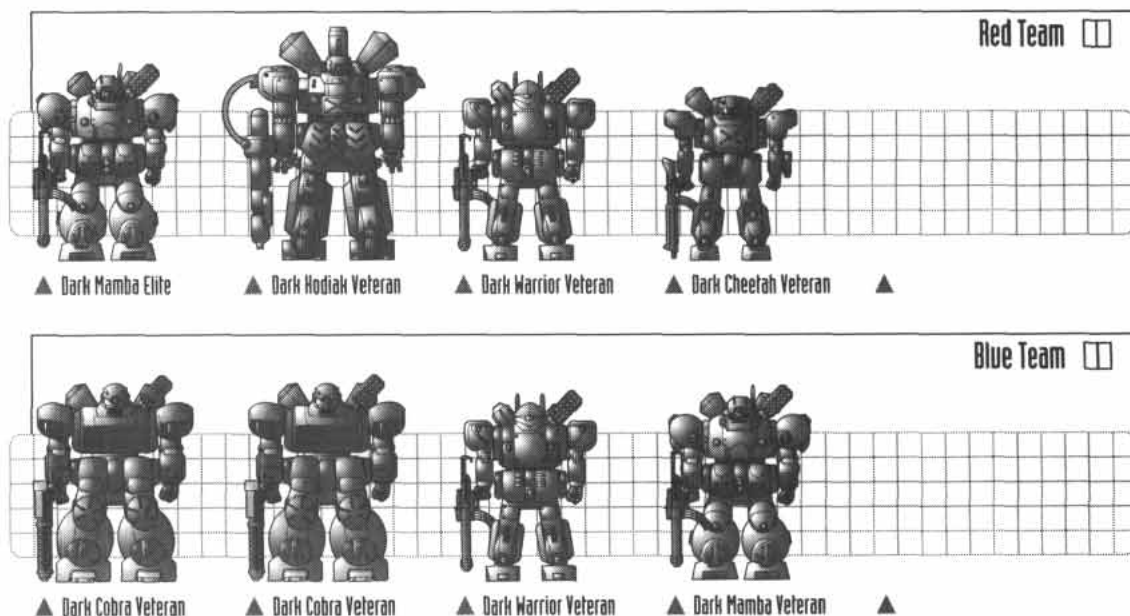
The 5th's current leader is Corporal Rheana Davies, a living legend from the Norlight Confederacy. She is a strategist who specializes in tactics and medicine, and has led the 5th to a successful conclusion for fifteen missions. Her Red leader is Samson Korolenko, a hulking man from the Humanist Alliance. A hand to hand and heavy weapon combat specialist, he also doubles as the 5th's main field mechanic. The rest of the Red team includes Asima Nuander, an elusive electronics specialist from the Emirates, and Antony Vanderput, also from the Emirates, who specializes in demolition and communications.

The current Blue team leader is Ariel Thomas, a Liberati who was not content to sit by and watch the fight. He became a part of the police force in Gommorrah to familiarize himself with walker vehicles. Leaving to join the Liberati in the hills, he met the 11th Black Talon members during their first mission, and they smuggled him back to Terra Nova with them. Should the 5th ever visit Caprice, he will serve as a Liaison. His subordinate is Tabia Frelson, from the Norlight Confederacy. Tabia has only been with the team for two missions and is still viewed as an unknown by her fellow comrades. She is eager to prove herself and sometimes puts herself into unnecessary danger. Her specialties are Zero-G and heavy weapons.

◆ Operational History

While the 5th has seen a few changes over time due to fatalities, the core of the team remains the same. Rheana, Samson and Antony are all original members. They are tighter than most groups among the Black Talons. The 5th is currently composed of eight Gears, which are inserted by sub-orbital transport into situations which demand expedient action, such as an enemy raid on a critical Terranovan installation. Their strategies are often direct but well-practiced. Attack the most important target first with multiple attackers and weapon types (often, the raiders' transport); when it is disabled, deal with the secondary units. They usually try to hold one of their members (usually Rheana) in reserve to deal with difficult threats, issue orders and cover escape paths. When possible, she and Asima survey ground for areas to snipe from before any conflict.

Rheana uses a Dark Mamba, as she knows that to be effective, she needs to be stealthy. Asima uses the Dark Cheetah most effectively. Most of the really heavy fighting falls to Samson and Ariel, in a Dark Kodiak and Dark Cobra respectively. Antony and Tabia both prefer the Dark Warrior, which are used primarily as distractions creating open shots for Rheana and Asima.





13th Black Talon - 3.2.5

The "infamous 13th" has gained limited notoriety amongst the other Talon teams. As a infiltration and extraction team, they take some of the greatest risks facing any Terranovan raider. They usually try to downplay the attention given them, as fame "disrupts their work." Few teams are as humorless as the 13th; they are said to be unhappy on the field and even unhappier off. Their differences of opinion are many and often, but they band together when it counts. This is one group that was almost unable to put aside their nationalistic prejudices; if not for the Westphalia Cabinet recruiting the 13th, each member might well have ended up on opposing sides of a corporate or national war. The extensive training and constant supervision by their superiors — not to mention the critical importance of their missions — now override any ill feelings that might have remained between them.

As a unit, they operate on a "need to know" basis in case one or more are caught. They are currently on assignment on Caprice, where they are used to rescue important people and items (including captured Talons).

Personnel ◆

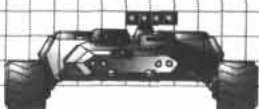
Bertrand Laroche leads the 13th. He was a Republican spy unhappily stationed in Port Arthur, and the chance for a new posting was a welcome relief to him. Les Temoins are extremely upset that they cannot find him, for he was privy to important information and also emptied part of his slush fund before joining the Talon program and vanishing. Bertrand's specialties are information gathering and manipulation, and is the veteran on the team. His Blue team leader and right hand man is John Wolfe, a communications and electronics specialist from the Khayr Ad-Din area. The thorn in everyone's side is Emilia, the Red Team Leader. Her favorite information-gathering technique is straight-out seduction, as most of the members of the 13th can attest. She is also the secondary pilot in the party and a liaison to the Liberati when needed.

The Blue team's secondary member is Jeho Harraldson, who specializes in melee and hand to hand combat. Nothing is known of his past and he rarely talks to the other members; he is also the only one with enough self control to avoid falling to Emilia's dubious charms. Jeho is primarily responsible for most high-risk, low support objectives. He is a fan of John's many inventions, which give him easier access to the hallways of corporate installations. The Red team secondaries are Oliver Laurence, from the Emirates, and Ranya Malenkova. Oliver is a former musician and actor who discovered that his real talents lay as a pilot; for a time, he "worked" as a heist driver. Ranya is a foreign language and demolition expert. She is the main backup for Jeho and is the closest to him on a personal level.

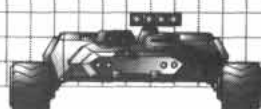
Operational History ◆

The 13th often work in stages. Aubin, Emilia and Ranya spend their time using pre-established aliases to infiltrating their proposed target. When they need muscle to achieve their objectives they smuggle in Jeho, while Oliver spends his time planning escape routes. John is the busiest of the non-field operatives; he breaks into computer systems, listening to wire taps and monitors the field agents. This team's ability to attack from many angles makes them extremely dangerous. This team rarely uses Gears. If they need them, than their work was not discrete enough. Jeho uses a Dark Mamba, Aubin a Dark Warrior and John a Dark Cheetah. Everyone relies on Oliver's driving prowess in his APC to reach their Gears where they are hidden. When things get intense, they usually steal another vehicle to make good their escape.

Red Team



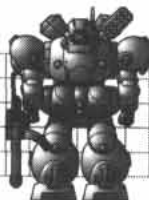
▲ Sand Spider Veteran



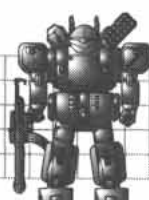
▲ Sand Spider Veteran



Blue Team



▲ Dark Mamba Veteran



▲ Dark Warrior Veteran



▲ Dark Cheetah Veteran



3.3 - CEF SPECIAL FORCES UNITS



After the humiliating loss of the War of the Alliance and their subsequent retreat to the occupied neighboring star system, the CEF forces have been gathering their strength to regain the momentum required for interstellar conquest. Their logistic philosophy has long been to protect their troops and assets by expanding the line of support rapidly. Given the emphasis placed on the offensive in the tactical doctrines of the CEF, they are finding it difficult to defend against the elusive opponents now striking in their backyard.

With the approval of Admiral Vega, the forces stationed on Caprice are trying to change this. Convinced that they lost the war due to the inability of GREL units to think for themselves, Admiral Gresfield asked for new ideas: what he got was the SLEDGE, an advanced supersoldier that trades some of the GRELS' physical power for improved versatility. Impressed with early prototypes that showed innovation and insight, he endorsed the program fully. SLEDGEs are still in the testing stage and are certainly not in common use. The military is trying to keep them secret as a trump card while they root out the traitors in their midst, but the CEF officers are impatient to begin using them more regularly. Political pressure due to the raids is mounting for the resignation of Admiral Vega, and training and field tests will not keep SLEDGEs from regular use much longer.

Meanwhile, the massive Terran war machine continue to have difficulty fighting this guerrilla style conflict. Although Fleet Command has heard about the Westphalia Cabinet from their spy network in the Helios system, they cannot do much about it for the time being. Their attempts to infiltrate the Cabinet or assassinate its members have failed, mostly due to the diligence of the Terranovan counter-intelligence group, and the CEF becomes more and more frustrated with the Terranovan raids.

3.3.1 - Organization

The 3rd Fleet, stationed over Caprice, used to have little to do other than preside over a populace that could not care less who actually gave the orders. The arrival of the Black Talons changed this, and the 3rd Fleet now finds itself in a position where it needs to fight a type of conflict it was never intended or trained for — terrorist action and raider attacks. Meanwhile, the shattered remnants of the once proud 8th Fleet are licking their wounds. It will take many years to restore the Fleet as a fighting force again, since the CEF and the Commonwealth have other priorities. Following an intensive purge, the surviving officers of the 8th Fleet set about the Herculean task of rebuilding their commands. The purge has kept the rebuilding program behind schedule for far longer than expected, but the delay may prove beneficial: the coming of age of the CEF's Battle Frames bodes well for the CEF's need to counter the threat of Gears possessed by the Terranovan rebels.

Fleet Command has decided to create an experimental counter-raid program called the Special Forces Units (SFU). These would fulfill three basic roles: Garrison, Assault and Infiltration. Garrison troops are posted in remote areas of Caprice that the SFU Command deems worth defending. It is currently customary to patrol these areas often and on staggered intervals. The current SFU strategy is to overpower attackers with numbers and firepower: strength and safety go together. Assault teams are more specialized units. Members of these squads are more often GRELS, and are used without forethought: little consideration is given to the loss of life in missions of this nature. They are supplied with what is necessary to achieve their goals; if the mission's objectives are achieved, no fuss is made about methods.

Infiltration is the rarest type of SFU mission, and is divided into two broad categories. Sabotage makes use of Morgana-class GRELS of types A and B, and Cassandra type A. This combination of GRELS proves deadly when a mission's main objective is to disable or destroy an enemy asset. Infiltration missions are designed for information gathering, although this is quite secondary compared to their sabotage effort. The SFU infiltration missions are a continuation of the earlier Gatecoffin program, and in fact uses many of the same resources. If a cover must be assumed until the desired information is found, then a human agent will be used; if the mission calls for more strenuous physical capabilities, then a Morgana is more likely to be sent.

The CEF on the Tabletop



A number of miniatures are now available for the Colonial Expeditionary Force, with more planned for future release. The CEF troops are generally found in the role of the defenders, and as such, any existing CEF miniature army can be used virtually as-is for any number of battles. Deployment patterns and general tactics, as well as organization guidelines, can be found in the **Colonial Expeditionary Forces** sourcebook.

Most CEF units are painted in a dark purplish gray with white ID codes on the side, with few units making use of actual camouflage. The speed of the offensive makes the use of the latter somewhat redundant. Recognition stripes and other contrasting color patterns are often added to the hulls of the vehicles to help in field recognition. Again, it is assumed that speed and maneuverability will more than compensate.





RAIDERS AND DEFENDERS

3

34th Special Force Unit - 3.3.2

The 34th SFU is a Garrison team stationed on a small firebase just east of the Vega Spaceport. Their assignment is the protection of the vital installations, and they regularly patrol the entire section from the edge of the Capra Wastelands south to the edge of the Gommorah sector and then directly North West to the Spaceport. Their personnel consists largely of Mordred GREL and their abilities are well tested in battle, for they were a part of the invasion force that retreated from Terra Nova. They follow the standard defense doctrine of the CEF, relying on Standard Operating Procedures given by their commanders. The 34th are hardened soldiers who the CEF knows they can rely on to do their duty. Their commanders sense a sort of urgency within their unit. They believe that the GREL need to see more action and so have given them this important assignment. In truth, the 34th are of the same mind when their lives are concerned. They live in fear of Bastille Alpha; the whispered stories they have heard drive them to obey the orders of their superiors fanatically, with no room for error or compromise.

Personnel ◆

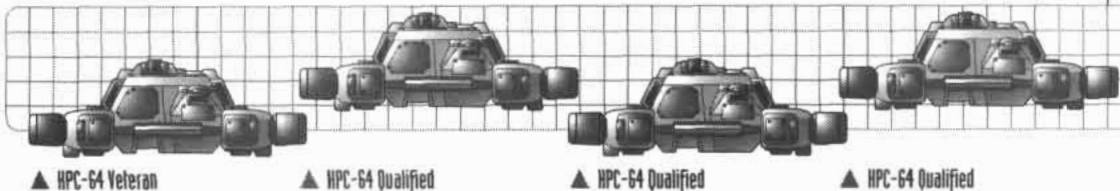
Most of the soldiers of the 34th are Mordred type A. They are the backbone of the team and most served together during the war. Their moral is higher than Mordred due to their familiarity with each other and their loyalty to their leader. Their APC pilots are all Minerva type C; though most of them did not serve in the War of the Alliance, they were chosen for duty because of their familiarity with the local terrain. Their gunners are standard Maxwells; the entire combat team is overseen by three Jan-class officers, two type A and one type B. Above them is Robert Bland, yet another 8th Fleet veteran. He is a pragmatist who believes that survival is more important at this point than glory. He has been successful so far in keeping most of his crews alive, despite the brash attitudes of his superiors.

Operational History ◆

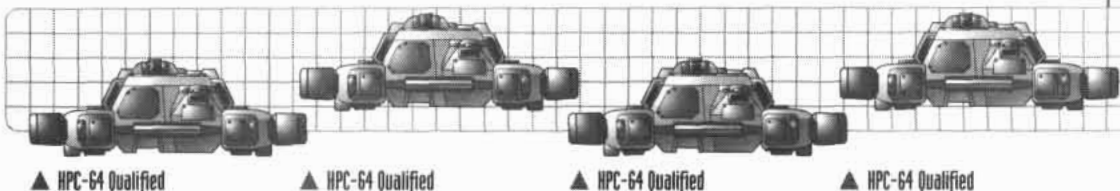
The troops that would eventually form the 34th were part of the last main offensive thrust during the War of the Alliance. They were successful as a unit, but the bulk of their operations were not, and their greatest successes came only in the first few weeks of the operation. The division was ultimately defeated in the Badlands by the Paxton-raised army. The CEF troops were ordered to continue their futile attack, but Bland saw the writing on the wall: he moved to an area out of direct combat and destroyed most of their remaining vehicles. They made it back to the main force on foot and were shuttled back to the fleet. A few weeks later, the ground troops surrendered. Since Bland remains in command of the unit, his GRELs remain silent on the events.

The 34th uses standard equipment for all CEF garrison troops: eight HPC-64 Hover APCs, all equipped with standard weaponry. The infantry troops themselves use a variety of weapons, but favor those with a high payload like the 10mm DS Caseless Machinegun. They also have a few 45mm Rocket Launchers in case of emergency. All of the above works remarkably well against raiders.

□ Alpha Patrol



□ Beta Patrol





3.3.3 - 22nd Battle Group

The misnamed 22nd Battle Group is actually a multi-purpose sabotage and infiltration team. They are one of the premiere teams created for the SFU program, capable of doing massive damage if need be. They usually rely on their abilities to infiltrate the enemy covertly, even if their mission demands destruction, but they are also quite effective in combat. The 22nd are quickly becoming the darlings of the officers in charge of the program; Fleet Command will not hesitate to send them into delicate and precarious positions, confident they can pull off the most deadly operations.

The 22nd have distinguished themselves both on Caprice and more recently on Terra Nova. Most of their work does not receive wide press, for Fleet Command does not allow their identities to be known. In spite of their commanders' best efforts, the 22nd are quickly getting celebrity status amongst their SFU colleagues. They are well connected among their peers, and are often not required to follow standard protocols; they have no limits on the resources available to them, there are never inquiries as to their use of materials. Some feel that, when the 22nd eventually steps out of service, they will have written the manual on SFU covert operations. This gives them true carte blanche — so long as they keep completing their mission objectives.

◆ Personnel

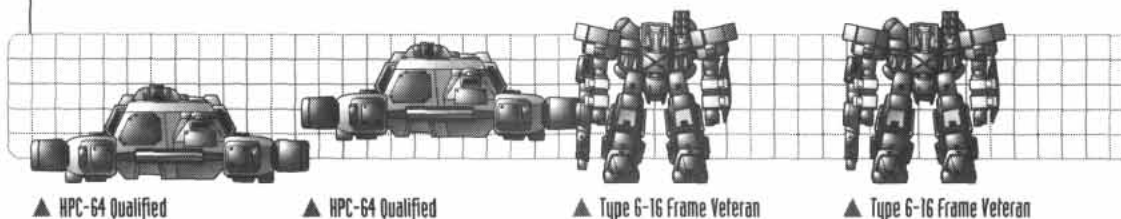
Senior Lieutenant Hakan Hoffenburger is at the head of the 22nd. Hakan is a demolition/security specialist by trade and an arsonist at heart, and is always trying to find new and inventive ways to blow something up. His second in command is Junior Lieutenant Cai Zdenek. Cai spent much of his youth as a high profile People's Athlete; after a stellar career as a handball player, he could not find work. Because of his physical prowess, he was immediately given a special training course; his ability to move to difficult to reach places made him a perfect choice as a Sniper. He often monitors the team when they are infiltrating a building. The team also includes one Morgana-class GREL who specializes in sniping and two pairs of Minerva type C and Maxwell type A to cover any escape routes that enemies may choose to take. Finally, the 22nd also field a Cassandra type A to handle their communications.

◆ Operational History

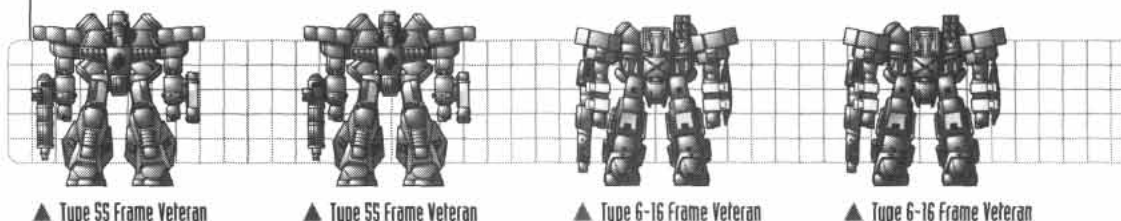
The 22nd is a large team, and as such they rely on their numbers to deal with most different situations. During their missions on Caprice, they were often given the security of additional Hovortank and Frame support. This may have given them extra confidence, but it was during these missions that they learned their rules. Near the end of their time on Caprice, the 22nd encountered the Talons; while they all escaped with their lives, Hoffenburger realized that they needed to use more cunning. Shortly after this close encounter, they were smuggled to Terra Nova and have been conducting covert operations with the help of the Earth loyalists in the forests of the North ever since.

The 22nd's mode of transportation of choice is the HPC-64 Hover APC, backed by the new Battle Frames. They value the former's speed and transport potential and the latter's versatility and firepower. Since landing on Terra Nova, they have started to use the local technology in order to be less conspicuous on recon sorties. The 22nd can field a few FOV-4X Evil Eyes (**Tactical Field Support**, p. 118) or Antelopes (**Tactical Field Support**, p. 110). This makes dismounted work easier, for the hovercraft and Frames attract too much attention. Cai always carries an Anti-Gear rifle, and the GREs use area assault weapons, mostly grenade launchers and light mortars.

Alpha Patrol



Beta Patrol





RAIDERS AND DEFENDERS

3

17th Provisional Assault Team - 3.3.4

The origins of most SFU assault teams lie in the GREL vats, and the 17th is no different. The 17th Provisional Assault Team was not involved in the War of the Alliance; their existence is the direct result of a new initiative to improve the operations of Special Force Units within the CEF. An active team, they are currently being put to use dealing with local Liberati uprisings and are viewed as a blueprint to be improved upon in the years to come. They have met little concentrated resistance so far, but it will only be a matter of time until they taste heavy combat. The CEF has thus begun to use the Liberati resistance movements for its own purposes, keeping them down while training units for future retaliation against guerrilla-style raiders. Fleet Command's belief remains that live fire situations provide higher training effectiveness overall.

When not deployed in the field, the 17th spends a fair amount of time studying terrain and simulating battle environments. They are supremely confident in their abilities, and see themselves as the truly elite among the CEF's line troops. The commander of the 17th, Lieutenant Juraskova, hopes her people will react with such confidence the first time they encounter serious enemy resistance.

Personnel ◆

The 17th's personnel is comprised mainly of Maxwell and Minerva-class GREs with additional hypno-training. While un inventive, they have proven to be up to the task with mechanical efficiency. They have two attached Reconnaissance Groups made up of Morgana-class GREs. These four Morgana squads are the most efficient operatives: nearly half of the observation work required before a mission is undertaken by them.

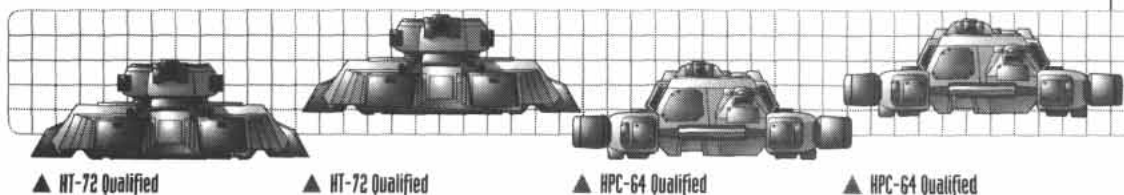
The unit leader is Lieutenant Alena Juraskova, from Siberia. She is well known for her ability to curse fluently in five tongues. She is called the heckler (though not within earshot) by her colleagues, since it is said that she enjoys verbally berating a subordinate even more than shooting at her foes. Alena is best known for her penchant for riding in the gun mount, not the driver console of whatever vehicle she may be in. She trusts her Minerva driver to have better reflexes than herself, and concentrates instead on coordinating the team's efforts.

Operational History ◆

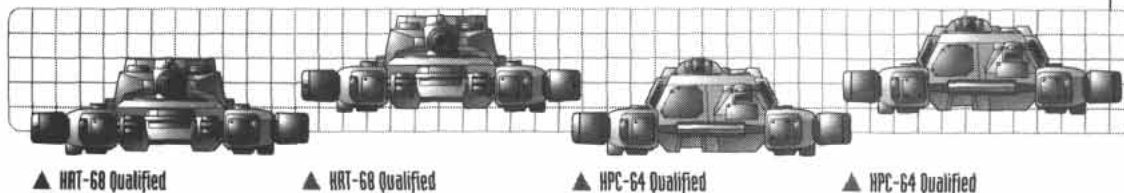
The 17th is patterned after artillery units because of the high speed they can maintain; most of their successes have been against enemies that had no time to coordinate counterattacks. Part of this is achieved by the Morganas, who confuse the enemy. The other is the speed with which they can close to firing range. As they move deeper and deeper into the mountains the Minervas are forced to find new ways to hide their vehicles. The CEF command is anxious to see them in battle, as they have doubts about this group's abilities to remain covert.

The 17th's offensive strength lies largely in its artillery. The HRT-68 is by far their best weapon, though they are concerned because they know that the firepower of this machine is limited. The artillery guns are backed by more standard hovertanks and APCs, which are used to dispatch the raiders once they have been boxed in by the artillery.

□ Alpha Patrol [+ 2 x Morgana Squad]



□ Beta Patrol [+ 2 x Morgana Squad]





3.4 - NORTHERN FORCES



The Northern political situation is extremely precarious, for they are besieged on all sides. The uneasy alliance between the Federation, the Norlights and the Protectorates becomes more volatile by the day as the stress of the post-Interpolar subsidies and the threat of invasion from space rises again. The Northern Lights Confederacy falls further and further into religious conservatism and the United Mercantile Confederate cannot understand the new views of the Norlights. There have been moments when tensions ran so high that the Confederation would possibly have collapsed if cooler heads had not prevailed. Only the Protectorates and their current moderate stance hold the CNCS together, and this may end in its own right with the souring of the relationship between Lang Regina and Victoria Edden-Smythe. Many political analysts feel that this may be the ending point in the relations between the Norlight Confederacy and the Protectorates.

The North's other great dilemma concerns resources. The CNCS has been the main supplier of the Black Talon program since its inception a few cycles ago. Their elite pilots fly for the Talons, and they are having to make do without the best that their Leagues have to offer. Overall, the North's efforts on behalf of the Black Talons has left them with less elite resources to work with on their own turf. The South, nevertheless, caught in its own problems, shows no inclination to make an effort to pitch in any time soon. As time goes by, some of the more vocal opponents of the Talons may attract more attention from the media and the public. Northern strategists worry about the consequences of consistently footing the bill for the expensive Gears and interstellar expeditions.

3.4.1 - Organization

The primary mission of the Northern Guard is the defense of the Confederated Northern City-States, the defensive alliance joining the three Leagues of the north pole of Terra Nova into a mutual defense pact. The Guard serves a border defense force and as the administration for the CNCS's protectorates in the Badlands. Unlike the militaries of the three Northern leagues, the Guard is a non-partisan force which recruits its troops from all CNCS territories. In times of war, the Northern Guard provides the unity required to defend the North and absorbs the various local militaries within its command structure.

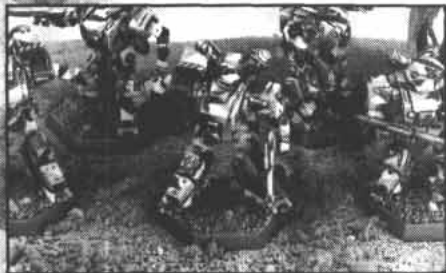
The primary building block of the Guard (and, indeed, of all Northern armies) is the squad or squadron, a group of five Gears, or three vehicles, or ten infantrymen. Northern armor squads are normally commanded by a lieutenant or a senior ranger, while Gear squadrons are commanded by rangers. Sections are units just above the squad level. They consist of between two and three squads and are normally the smallest unit sent out on patrols. Northern sections are commanded by rangers.

Companies are military units whose size varies between 100 and 180 soldiers (three sections); they form the backbone of most large Terranovan military structure. They are highest level of organization where the commanding officer is still slogging along with his troops instead of issuing orders from within a separate command section. Northern companies are commanded by Captains. Companies are the largest military formation likely to be involved in a raid — larger groups represent simply too much opposition to a small raiding team.

3.4.2 - Operational Roles

The various Northern Special Forces have to defend several wide fronts and are finding themselves overwhelmed by the caliber of opposing pilots. As a result, they are not having much success opposing their Southern rivals of late. The AST has begun sending their covert operatives farther and farther north, and there are still pockets of CEF resistance that need to be rooted out. Internally, they must deal with any dangerous cells of resistance that might harm the public. Police actions often require assistance if they are to be brought to a decisive conclusion. There are border skirmishes with their allies of the North, usually along the border with the Mercantiles. Finally, there are the uneasy problems associated with the raiding of Mekong Dominion outposts in the north of the Badlands.

Northern Forces on the Tabletop



Armed forces belonging to the various Northern armies are generally found in the role of the defenders. As such, any existing Northern miniature army can be used virtually as-is for any number of battles. Deployment patterns and general tactics, as well as organization guidelines, can be found in the **Northern Guard Army List** sourcebook. The sourcebook can also be used as guidelines to build forces from each of the three leagues that compose the Confederated Northern City-States (CNCS).

If the Northern forces are to play the role of the raiders, it is usually easier to build the unit from scratch using the desired combination of Northern-produced vehicles and crew skill levels. Armament can be upgraded using the various weapon sets available, while suitably famous units from previous books (such as Cat's Paws) can be used for markings.





RAIDERS AND DEFENDERS

3

12th Garrison Section - 3.4.2

The 12th Garrison Section is located on the border with the Badlands, directly south of the city-state of Sorrento. The patrol range of the company they belong to begins at the border and extends up to the small lake on the eastern side of the region under the control of Sorrento. Their missions is to catch raiders before they make it out of the Badlands and into the territory surrounding the city. Southerners are rarely tolerated: most in this team have had relatives who died in polar wars, and they have long memories. The border with the Badlands has been their homes for what seems forever and they are willing to give their lives for their territory. The 22nd has a large age range: the generation gap flares from time to time in matters of opinion.

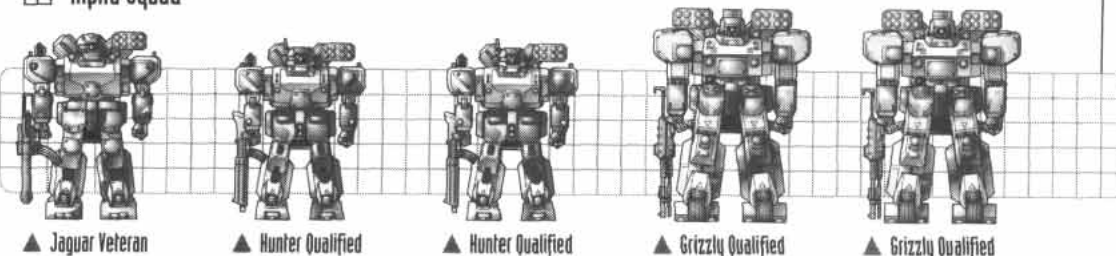
Personnel ◆

The 12th is a relatively large field unit, comprising ten Gears and a number of support vehicles. They are led by Major Louis Casterbridge; a native of Valeria, he was moved South to help organize the local garrison after having a disagreement with a very well connected subordinate. At the age of forty cycles, most consider him an overblown hothead not worth listening too. His inability to take firm control of the group often leads to their lack of cohesion in combat. The youngest member is Andre de Angeles; a brash daredevil on the local Jackrabbit racing circuit, he is willing to take any challenge, try any stunt. His resilience has made him the mascot of the unit. Andre leads them from victory to improbable victory with raw luck and daring while Casterbridge secretly hopes for defeat — perhaps then, the team will listen to what he has to say.

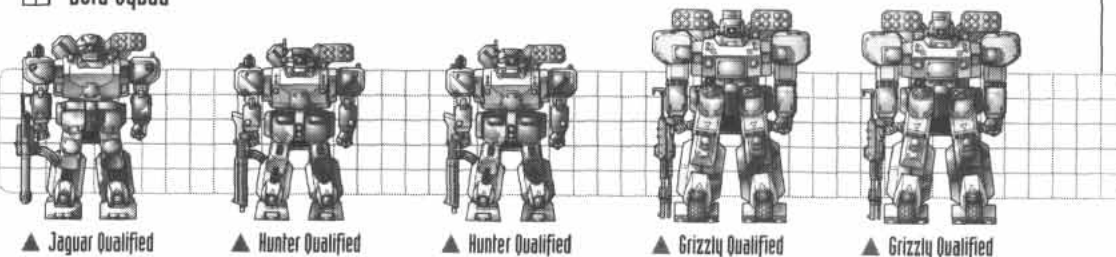
Operational History ◆

In spite of his doddering nature, Casterbridge has little to prove at this point in his career. He has known success both as a foot soldier and a commanding officer. He is less than happy being stuck in the middle of nowhere and hopes that by distinguishing himself here he can win back the graces of his commanders in the Norlight Armed Forces. The 12th has yet to face serious opposition, since most of the bandits in the area cannot challenge the numerous, well-trained unit. As a result, the 12th has proven impatient and often takes the battle to the bandits. Their victories usually come by slim margins, usually after a pitched battle.

□ Alpha Squad



□ Beta Squad



□ Gamma Squad





3.4.4 - Winter Wind

The merchants of River City currently fear a bandit band called the Winter Wind. This band of raiders has been terrorizing the roads around the city for almost a full cycle now, dodging Northern patrols. The merchants have tried everything short of hiring mercenaries to hunt the bandits and have not had any success. Unprotected travel has always been dangerous on this untamed planet, but now merchants are noticing how the bandits seem to take offense when they encounter resistance — perhaps the Winter Wind thinks it rude when they must work for their part of the shipment.

The bandits appear without warning, their arrival signaled by weapon fire and shouted threats of violence. They rarely attack outright, preferring to win the engagements before a true shot is fired, relying on superior tactics and positioning. Most who realize they have lost before counterattacking do not offer further resistance, and are rewarded by being allowed to keep the bulk of their shipments. Those who resist find themselves without the majority of their stock — or dead. No one knows who the leader of the Winter Wind is, though rumor has it that he is a former duelist.

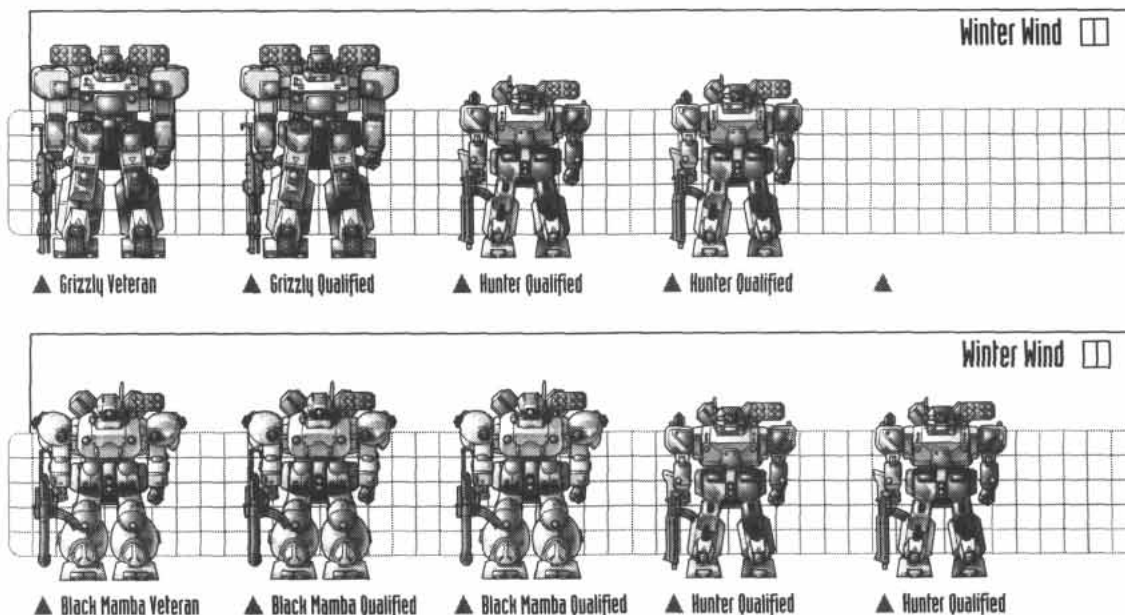
◆ Personnel

Everyone in the Winter Wind is loyal to Gustav Eriksohn. Eriksohn is a former Protectorate soldier disgusted with the wealth-driven Northern society. He left his former life behind to start anew in Khayr Ad-Din, then moved back up North to set up the base for the Winter Wind. He likes to target Mercantile Federation assets in particular, because of their economic outlook and their poor attitude toward the less fortunate. His two direct subordinates are Yoshio Sakamura and Tuan Nguyen. These cousins share Eriksohn's hatred for an economically driven society. They are both former low ranking officers of the Humanist Alliance and are addicted to Koleolox, one of the re-education drugs used by the army in the Alliance. Every so often, they must raid a pharmaceutical company to gain the raw materials required to make more doses of the drug. The rest of the crew are mostly former military men.

◆ Operational History

The Winter Wind has actually been around for three cycles, but they have been in the public eye only for the last one. Their rise to prominence is due to several daring raids that netted them several Gears, aside from their already formidable personal arsenal. Before they had the strength to attack large shipments, they were self-styled freedom fighters: they would attack anything seen leaving River City, without discrimination. Realizing that this would not yield the desired result of enlightening the masses, they decided to carry their battle to those who take monetary advantage of others. The money they make is used to buy materials to build their personal, non-materialistic utopia. The leftover funds are distributed equally to each member to do with as they please.

The Winter Wind hit the jackpot recently. They intercepted a small shipment of Gears, two Grizzlies and three Black Mambas. This, coupled with the small arms that they have been able to afford, has made them much more confident. Half of their members are equipped with the above mentioned cache and four Hunter Gears. The other members ride in several Springers (Tactical Field Support p. 114) that are used to store the loot as well.

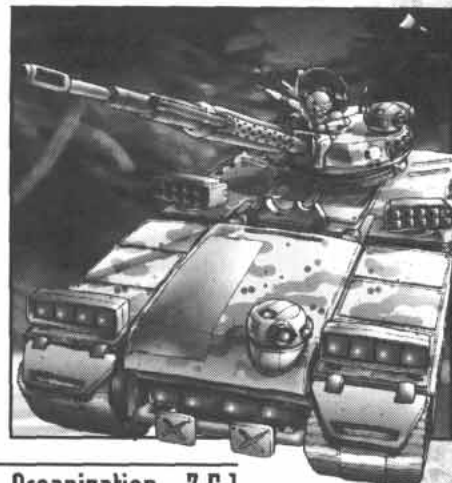




Southern Forces - 3.5

The Southern Republic and their allies are busy quelling unrest at home, and the task of taking on invading forces falls primarily to the multinational force known as the MILICIA (an acronym which stands for Military Intervention/Counter-Insurgency Army). The MILICIA is made up of soldiers from all the Southern leagues, and although poorly equipped and trained, their large number make them a force to be reckoned with. While they are normally used to quell disturbances and do other tasks deemed beneath the status of the national armies, the Southern command prefers to see them out of the way, just to avoid possible sympathy from the locals. The utter destruction of the MILICIA in the process is a small price to pay for the final supremacy of the South.

When the Southern Republic forced the other Leagues of the South to enter into a defense pact with it, the Republican Army made sure that other armies would be re-aligned along their own organization for easier future integration in combined maneuvers. Further streamlining occurred for logistic reasons during the War of the Alliance, yielding the modern combat forces. The main exceptions are the various Emirates forces, which are organized more like tribes around the Emir they serve, and the Humanist Alliance forces, which are currently little more than a collection of independently-acting units.



Organization - 3.5.1

The Southern Republic has been most vocal in its criticism of the Talon program, often complaining that its best pilots are being stolen away. Most analysts, however, claim this is but a facade, and that the Republican authorities are secretly pleased that the best pilots and crews of other leagues are being sent off-world to fight. It is notable that with very few exceptions, practically no Southern pilot comes from the regular army, only the MILICIA.

The primary building block of the MILICIA (and, indeed, most Southern armies) is the cadre, a group of five Gears or three vehicles or ten infantrymen. Southern armor cadres are under the command of either a sous-lieutenant or a sergeant, while Gear cadres are commanded by a sous-sergent. Sections are units just above the squad level. They consist of between two and three squads and are normally the smallest unit sent out on patrols. Southern sections are commanded by sous-sergents. Companies are military units whose size varies between 100 and 180 soldiers (three sections); they form the backbone of most large Terranovan military structure. They are highest level of organization where the commanding officer is still slogging along with his troops instead of issuing orders from within a separate command section. Southern companies are occasionally called centuries and are commanded by a lieutenant. Companies are the largest military formation likely to be involved in a raid — larger groups represent simply too much opposition to a small raiding team.

Like their Northern counterparts, the regular armies of the South are mainly the defenders in the low-level raiding war that currently oppose the colonies to the New Earth Commonwealth. The South, however, have one additional ace up their sleeve. Among the Southern armed forces there are many who inspire fear, but none so chillingly as the Legion Noire. In many ways, the Legion can be seen as a private counterpart to the Black Talons, going as far as making strikes against the CEF that are not declared to the Westphalia Cabinet. The main purpose of these missions is to gain vital intelligence and technology that will secure the Republic's position against Earth — and anyone threatening their safety.

If there is a gap in the front lines, the Legionnaires will find a way to exploit it. If there is an elite enemy force in Southern territory, or an obstacle needs removing, the Legion will be there. The Legion uses the best Gears available and are trusted with delicate information. They often carry out missions that involve top secret and most secret documents. The high caliber of operative training makes the Legion Noire a force to be reckoned with. They are expected to accept the hardest assignments, and are always ready to enter battle. Many of their battles are decided before they begin solely based on their training. In the eyes of a legionnaire, those who stand against them are brave indeed.

Southern Forces on the Tabletop □□

Armed forces belonging to the various Southern armies are generally found in the role of the defenders. As such, any existing Southern miniature army can be used virtually as-is for any number of battles. Deployment patterns and general tactics, as well as organization guidelines, can be found in the **Southern MILICIA Army List** sourcebook. The sourcebook can also be used as a guideline to built forces from each of the four leagues that compose the Allied Southern Territories (CNCS), though only the Dominion and Republic are truly similar (both the Emirates and Alliance forces are organized more like raiders nowadays).

If the Southern forces are to play the role of the raiders, it is usually easier to build the unit from scratch using the desired combination of Southern-produced vehicles and crew skill levels. Armament can be upgraded using the various weapon sets available, while suitably famous units from previous books (such as the Legion Noire) can be used for markings.





3.5.2 - Legion Noire: Desert Hyenas

The Desert Hyenas are specially known for crippling their opponents by isolating one unit at a time. The Hyenas are currently on special assignment. There have been several raids of important oil refineries in the jungle north of Siwa Oasis, and they have been stationed there to deal specifically with whomever is responsible. They are unsure of the forces they will be facing, but this does not worry them. They are extremely confident in their abilities and are without concern as they await their opponents in the jungle, their vehicles carefully hidden in ambush position.

◆ Personnel

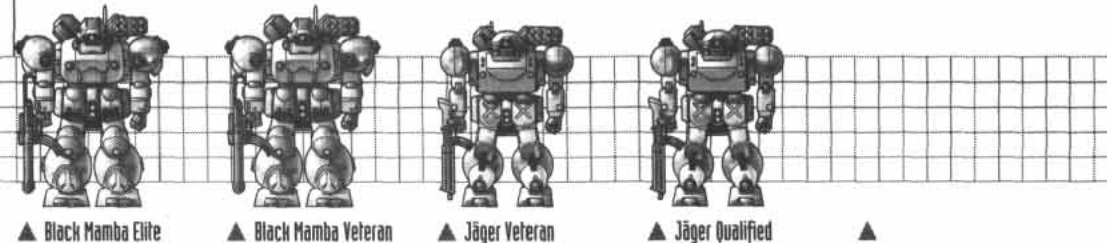
The captain of this eight-Gear unit is Jean-Yves Sewell, a 13-cycle veteran of the Legion Noire. He recently completed a successful tour of duty with the Hyenas in Ankara and was rewarded with this command. He is fiercely proud of his long tour of duty with the Legion and is hoping to distinguish himself further with the completion of this mission. His strengths are heavy weapons and hand to hand combat. His second is Theodore V. Kagel IV, a flamboyant and unpredictable member of the aristocracy. Theodore's family strongly opposed his decision to join the army, but their threat to disown him was withdrawn when they saw his rise through the ranks into the Legion Noire. Well known among his peers, Theodore is viewed as a leader of the future. His specialties are demolition and psychology; his teammates often catch him surveying landscapes, mentally preparing for battle.

The other troopers in the team are no less impressive. Hilde von Wiensen is a versatile and talkative woman. A former dancer and athlete, she is always happiest in the heat of battle. Her creative view of movement sometimes makes her a strategic liability, but she usually gets herself out of danger thanks to her agility and penchant for fast Gears. Finally, Maria Rossi is the sniper of the group. She is the most attentive of the group, and doubles as their scout. Maria often goes on forward missions, although it may be partially to get away from Hilde's constant badgering.

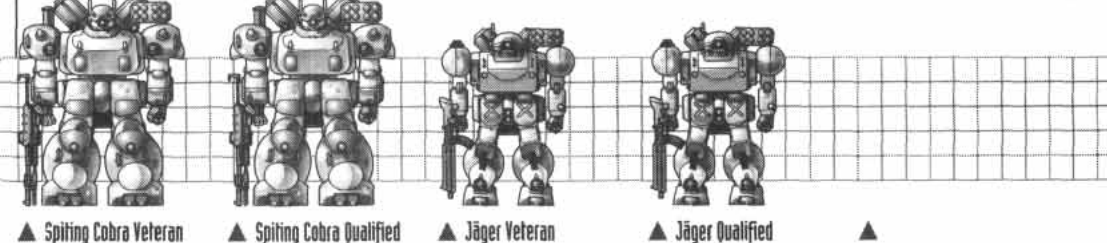
◆ Operational History

The Hyenas have a pack mentality, consistent with the smaller cadre that they have sent on this mission. They all stay within their roles and defer to their leader. Jean-Yves is the only one among them who served during the War of the Alliance, and became the de facto leader in Ankara when they needed fast decisions made. The Legion decided that perhaps they needed to test him further to see if he is capable of leading a larger group. They have placed him with these younger troops in the hope that he will show his contemporaries some much needed maturity. Since they are in a remote area of the jungle, there was little that could be done to supply them with the best equipment possible. Luckily, they do not expect these bandits to be truly well armed.

Alpha Team ☐



Beta Team ☐





675th Strike Cadre, 18th Attack Regiment - 5.3.3

The people of the reinforced strike cadre of the 18th Attack Regiment are all old, at least in relation to the other, fresher teams. Between them they have participated in more than eighty cycles of Gear warfare, and are held in awe by their counterparts, partly because of the missions they accomplish, partly because of their age. As a unit, they saw some of the heaviest fighting during the War of the Alliance, and now the cadre is filled with men and women with no families and little ties to the outside world. They are each others' closest friends and companions, and have a strict sense of duty to each other that is unshakable. The 18th are intensely philosophical about their age and fear nothing but the loss of each other. They are so fierce in battle that in some instances opponents have fled rather than face them. Completing difficult missions is their specialty, but they know it is only a matter of time before they either lose or are forcibly removed from serving in the field. The fact that the cadre continues its service is a testament to the members' skills, resiliency and luck.

Personnel ◆

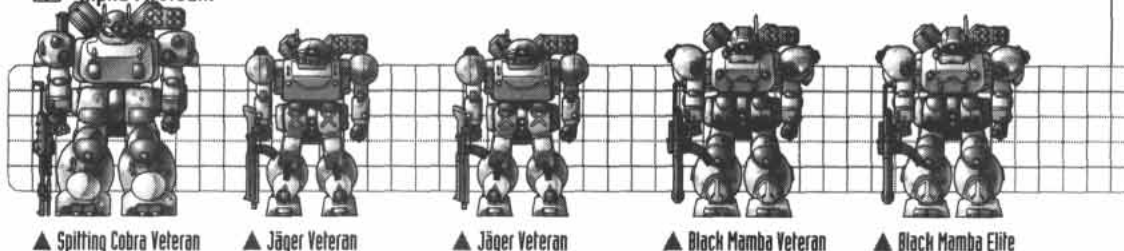
Henry Bjornegson is a member of the Order of the Eagle with Laurels. While he barely managed to survive to get the award, he is the heart of the team, and others look to him whenever things are the most dire. The other core members of the unit are Marcus Reimer, Barbara McAllen, Micah Tischler and Rashid ben Sadira. Rashid and Micah are former duelists who met twice in sport combat; they compete as much with each other as their opponents. Marcus is a recon specialist who designates targets and gives them updates, and Barbara, once the team's comm officer, now also serves as their field medic. The rest of the unusually large cadre is composed of other veterans of previous conflicts who are slowly being integrated into the "family."

Operational History ◆

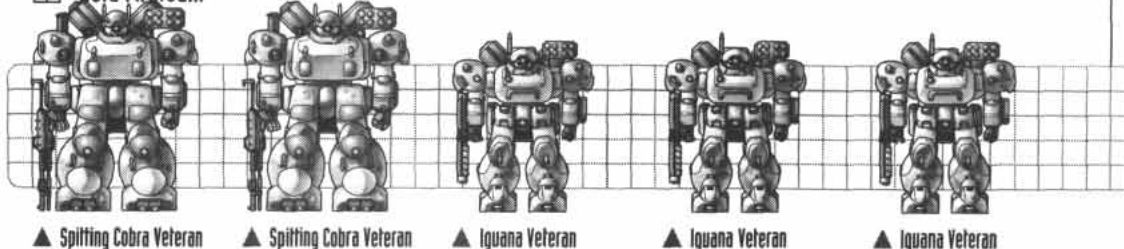
The 18th strike cadre has known defeat before and lost a few members over the course of their history. Barbara and Henry are the sole surviving members of the original 675th. The main requirement to join this elite group is to have more than ten cycles experience in the field. They never do dismount missions and rarely do retrievals — their genius lies in hunting down enemy units and disposing of them with extreme prejudice. They attribute their victories to staying within the bounds of what they know best, and "not trying anything fancy." There is no overall command structure between them, and they consider themselves true equals. Henry is the highest ranking officer and acts as liaison with their garrison's commander.

Of all Gears, the 18th wholly prefer the Black Mamba and Spitting Cobra, when they can get them. Their tactic is not to allow the enemy to return fire, often choosing to overwhelm opponents with the incredible firepower that the Cobra offers. Marcus always rides an Iguana during his scouting missions.

□ Alpha Fireteam



□ Beta Fireteam





3.6 - PORT ARTHUR KORPS (PAK)



When Colonel Charles Arthur III formed the Port Arthur city-state after the War of the Alliance, he did so using the strength of his GREL soldiers. He knew that they would have to present a strong face to the rest of the war-weary planet in order to be left alone during the rebuilding period that followed the conflict. He formed the Port Arthur Korps from their ranks and only employs about eight thousands at any one time. The Korps remains a mainly defensive weapon with incredible offensive potential. The greatest problem facing the Korps has been fuel and ammunition shortages, and so their ability to sustain any sort of attack for an extended period of time is doubtful. As a result the conservation of resources has become essential. Out of this need came the genesis of the PAK. The PAK rotates a smaller membership of about a thousand GRELS on a seasonal basis; only a couple of hundreds are active at any one time.

A friendly pact with the Humanist Alliance resulted in the building and modifying of HT-68 Hovertanks. The revamped model now uses less fuel without sacrificing movement range. Some of these models have been stripped of some armor to allow for even further progress. Additional purchases and manufacturing has given the PAK the frames and tanks that they need to sufficiently cover their territory. This surplus has led to the placing of PAK teams further and further away from Port Arthur, an effort geared towards what Colonel Arthur calls the Rapid Response Team. His goal is to have a heavily armored team that can engage enemies away from populated areas and to be able to deal with raiders immediately.

The bombing of Peace River has made things much harder for NuCoal. Their only independent source of Gears has vanished, leaving them purchasing Gears from the North and South. As a result, they must pay a higher price than normal to purchase the desperately needed Gears. The mix of Gears can seem odd on the battlefield, with Grizzlies and Spitting Cobras working side by side.

3.6.1 - Operational Role

The troops are split into a motorized cavalry brigade and an infantry brigade. Most GRELS rotate through the Korps on a seasonal basis and form Port Arthur's standing reserve, a method that has the twin advantage of keeping the supersoldiers in top fighting shape and out of trouble. Infantry units are more numerous than cavalry ones because of the difficulties maintaining and replacing the few hovertanks the CEF left behind. Retraining the vehicle crews to use local armored vehicles has proven to be far more trouble than anticipated, and Port Arthur thus only uses simple vehicles such as Elan jeeps.

The Korps cavalry brigade, known as the Port Arthur Cavalry — or the PAK — was for many cycles the only hovertank force that the city-state had. Just recently however, a large number of vehicles, which foreign observers thought to be beyond repair, discreetly reentered service. Arthurian officials have openly admitted the Humanist Alliance provided industrial help and some expertise in exchange for some technology transfer. With almost a full second brigade of hovertanks available, Colonel Arthur is expected to soon announce an expansion of the Korps.

There are six military bases within the Port Arthur Security Zone; five of them are on the NuCoal border and are all used to patrol their borders. Due to the size of the area they need to cover, they often can only stay within certain routes, where they use a system of fuel drops and way stations to maximize time in the field. Since their main objective to defend the mines and homesteading areas, there is great concern that they cannot cover all the ground. In order to attempt a solution to this problem they have increased their hovertank numbers and efficiency. When their tour is over, they and their other vehicles go back in for inspection and repair.

□ PAK on the Tabletop



The Port Arthur Korps was briefly examined in the Port Arthur chapter of **Life on Terra Nova, Second Edition**. The release of the GREL miniatures and the HT-68 hovertank, both deployed in the War of the Alliance and thus part of the Korps' inventory, has made it significantly easier to field this interesting army on the field of battle. In many ways, the PAK is the original raiding team — they are always too few in numbers, deployed along too wide a border, to do more than hit and run attacks against enemy forces.

The PAK's usual color scheme is a sandy desert tan or brown, allowing them to blend in the Badlands' desolate Barrington Basin. Each PAK vehicle generally carry the number and codename of the firebase to which it operates: Corel, Gamma, Orange, Prairie, Spirit and Xenon. The vehicles assigned to Port Arthur itself are often colored in a blue-gray color instead, carrying large "PAK" letters in white across the hull.



RAIDERS AND DEFENDERS

3

PAK Rapid Response Team, Section 10 - 3.6.2

Section 10 of the PAK is largely made up of GRELS: nine Minervas make up the core of the team, piloting the hovertanks and Gears. The team of gunners comprises six Mordred-class, three Morgana-class and two human commanders. Section 10 is a standard patrol, and they try to make use of their time on circuit to keep their reflexes sharp. The members know that they are not going to see battle often on patrol, and any opportunity to enter a heavily-raided area is seen as a fantastic opportunity to keep combat skills sharp. PAK members will very rarely turn down any opportunity to 'play,' and are usually willing to go further afield than normal in order to encounter combat. Their role is, simply, to engage and destroy or repel enemies whenever possible.

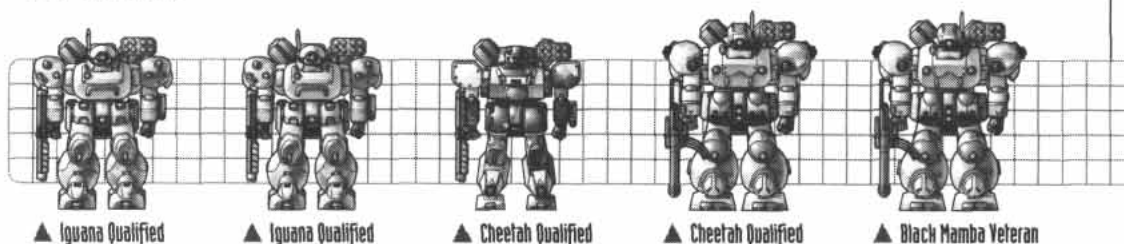
Personnel ◆

The leader of section 10 is Sergeant Major Jerome Boudreau, one of the Earthers stranded on Terra Nova during the CEF withdrawal. He was in line to be advanced to Major after the triumphant victory of the CEF over Terranovan forces, and although he was unable to effect the outcome of the war, he blames himself for the CEF's loss. He is incredibly rank-conscious and promotion-hungry, and is determined to be prepared for the return of the CEF. His second in command is Ursula Ramirez. Boudreau despises her due to her Terranovan background, and has protested her involvement twice to the military high command. Ramirez is a camouflage and survival specialist, loyal to the NuCoal coalition and well aware of (not to mention quite amused by) Sergeant Major Boudreau's sentiments towards her.

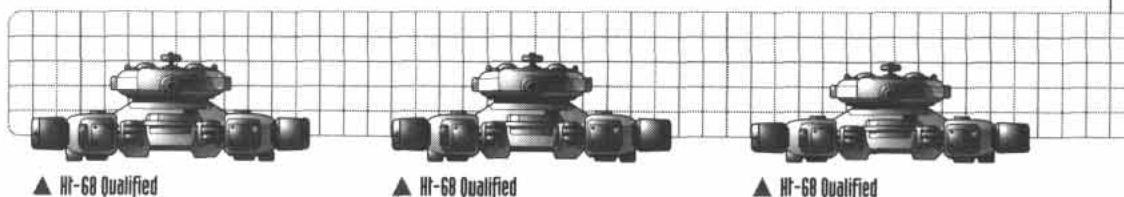
Operational History ◆

The 10th had a disastrous campaign in the War of the Alliance; joining the battle quite late, they were unable to effectively deal with the rampaging Terranovan forces. They combined with Colonel Arthur's wing of the army for protection. Armed with six HT-68 hovertanks and five Gears, the 10th is a force to be reckoned with. Two of the hovertanks have been stripped of their heavy armor so that they can cover ground more quickly. These tanks have also been refitted with heavy field guns for better range and easier maintenance. Two Gears are Black Mambas, piloted by the team commanders. While the Gears do not have the speed of the hovertanks, their versatility is needed both to close in with enemies and scout ahead before letting the tanks in to do the dirty work.

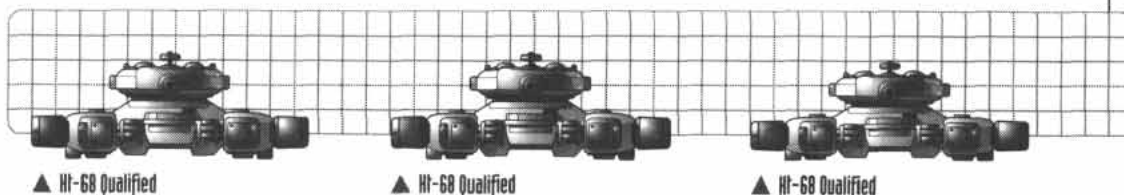
□ Gear Patrol



□ Hovertank Patrol Alpha



□ Hovertank Patrol Beta





3.7 - Peace River Defense Force



The bombing of Peace River left many poor souls stranded without homes or resources. During this tumultuous period, the PRDF troopers who had not been in the city-state during the explosion returned to find their homes and families annihilated. Rather than move on to another settlement, or give themselves over to lawless banditry, the fanatical soldiers rebuilt the Peace River Defense Force unit by unit, and soon achieved notoriety both as obsessive and highly skilled warriors. Their reputation for passion in the thick of battle and their insistence on defending the rights of all individuals against the excesses of the fascist Commonwealth attracted many recruits, and, with the passing of time, local people began flocking to their cause.

When the new Peace River facilities started springing up, the Defense Force was reassigned there. After some initial confusion, they were able to transfer their people and remaining Gears to the new facilities. Having a force of Gears with unquestionable loyalty was nothing but good news for the Paxton empire. Their presence has also helped to speed construction of the new site, ensuring the safe passage and protection of the large civilian population willing to help rebuild the city.

Soon after they were able to pool their resources together, the PRDF Border Defense was born. Paxton considers the PRDF a real boon, as the presence of the armed force ensures that there are enough troops to patrol the area, allowing them to focus on construction and rebuilding rather than churning out Gears and training new troops. The infrastructure of the new city is growing rapidly while attracting new inhabitants all the time.

The PRDF, however, is currently stretched to their limit, and it is only a matter of time until they need new equipment — equipment which the beleaguered Paxton Arms may not be able to provide just yet. Thankfully, they have the weight of the industrial corporation behind them, which allows them a little leeway with the use of their Gears, but they are going to need some new resources, not to mention personnel, quite soon.

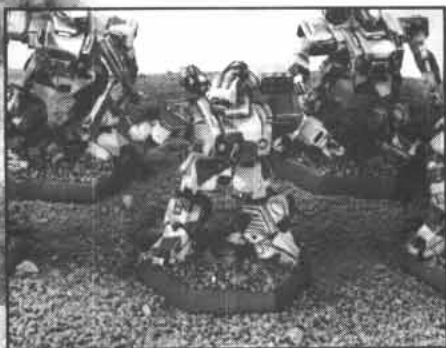
3.7.1 - Operational Role

The area controlled by the new Peace River will eventually be much bigger than before, but for now their border is defined by the patrol radius capabilities of the Border Defense. The Border Defense's biggest role at this point is asset protection, and they are on full patrol at all hours of the day and night. They check every person arriving in the town for the first time with a facial scanner, and check their identity tags. The Border Defense is not required to question those entering the growing town, but most will subject potential residents and traders to full searches and relatively intensive questioning. Paranoia runs rampant among the members of the unit, and they are not about to let anyone suspicious past their net.

Their second mission objective is the protection of the refugee camps that have sprung up around the Paxton complex. Since most members of the patrol have families there any threat to those within the camps will be met with extreme — and often unjustified — force. Depending on the security situation of the Gears involved, some members of the Border Defense will take their Gears to the camps overnight — to the horror of the maintenance squads — in order to protect their families; most do, however, prefer to leave them in a storage hangar.

Lastly, the Border Defense also acts as an escort for important shipments. During these missions the Border Defense membership swells as other civilians who have small arms step in to defend their homes from unfriendly visitors. Paxton will be looking to hire Gear trainers shortly, in order to enlist new recruits as reinforcements.

The PRDF on the Tabletop



The Peace River Defense Force took a serious hit when the city-state was destroyed by an anti-matter bomb. Many hangars, factories and supply dumps were annihilated or rendered unusable because of their proximity to the ruins. As a result, the PRDF is but a shadow of its former self, depending more on imports from the North and the South than Paxton's own brand of products. As factories are rebuilt or repaired, the force will gradually return to its old glory — and probably more, for the CEO of Paxton has some definite plans regarding the CEF...

As Paxton-designed vehicles models are released, these can be incorporated in a PRDF miniature army. In the meantime, standard Gear models from both the North and the South can be incorporated in the ranks. Enterprising modelers may want to use a Hunter as a base to create the Warrior series of vehicle, resculpting the head and minor details to approximate the Paxton machine. Proxies can also be used, though they will have to be well identified to prevent confusion during the game.





RAIDERS AND DEFENDERS

3

4th Division, PRDF Border Defense - 3.7.2

The 4th Division are survivors of the bombing of Peace River. In fact, "Division" is a misnomer — all that remains of the original unit is a pair of Gear Squads. Their reassignment to the new Peace River settlement came as welcome news, and their morale is currently very high. Many members had been wracked by guilt, somehow feeling that they should have caught the terrorist before he planted the bomb that killed their families; now they finally have a chance to make amends for their fallen comrades and loved ones. They are still feeling pangs of guilt and loss, but feel that doing their duty may now win their redemption — or at least peace of mind. Although it is possible that there may retribution some day against whomever was ultimately responsible for the bombing, they are too absorbed with the defense of New Peace River to think about it much. They take their missions so seriously, some think them unhealthily obsessed.

Personnel ◆

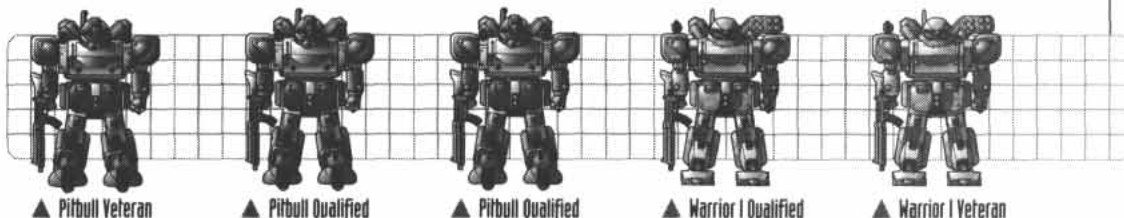
This unit is composed of only eight pilots and no permanent support teams; they are forced to share a full set on rotation with other teams until such time the technicians are not in such high demand on the construction field. Squad Leader Salmalin is a man who approaches every mission as though it were given by the Prophet himself; his faith in the Revisionist movement is strong. There is no organized Revisionist church in New Peace River, but he can be heard murmuring prayers before combat and is often found alone on the outskirts of the settlement, meditating on the words of the Gentle Prophet. He is a superior heavy weapons specialist and a superstitious man who has never told anyone his last name. Sevti Yamuna puts her faith in her fencing skills; she is the last a family of six, all of whom were killed in the explosion, and is known for her passion in battle. Deliah Magog is the quietest of the team, and is the electronic warfare and camouflage specialist. Finally, their unit leader, and the strongest personality, is June Doan. She was leading her team on a retrieval mission during the explosion and was one of the last to come upon the wreckage that was once the proud Badlands city-state. June has not forgiven herself for her absence during the crisis, and drives herself onwards with a mix of determination and guilt.

Operational History ◆

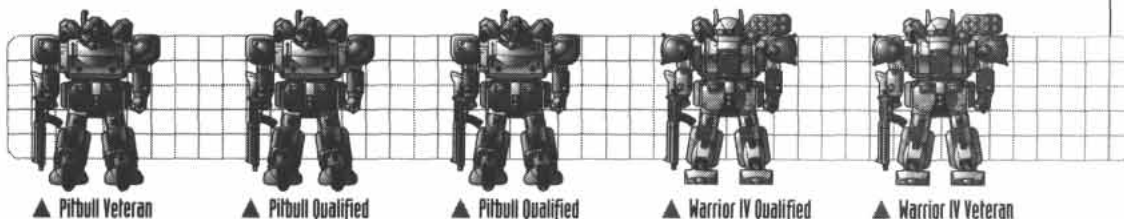
These cadres were once part of a much larger unit and were part of a retrieval team. They were fairly good at it, with an 80% success rate, enjoying the favor of their superiors. They were on one such mission when their friends and loved ones were lost forever in an immense explosion that wiped out most of the city. They survived by relying largely on themselves and their wits. Since their enlistment in the new army, they have been responsible for the safe escort of raw materials from nearby cities to the New Peace River construction site.

Though they normally use advanced Paxton Gear models, their current predicament has forced them to use whatever was available. Salmalin is the oldest veteran in the group and usually pilots a Crusader Mk. IV, due to its overall reliability and offensive punch. Deliah uses the PA-01 Warrior because it is most compatible with her electronics skills. June is most comfortable in the Agamemnon, but must make do with a Warrior IV for now.

Black Squad



White Squad





3.8 - KHAYR AD-DYN ARMY (KADA)



The Badlands hold opportunity for the daring bandit, especially in the area around the city of Khayr ad-Dyn. Those who live in and around the city know that the city attracts characters from all walks of life, especially those with something to sell — or something to hide. Only the most powerful or most well guarded would be able to venture outside of the city in safety, were it not for the caliber of the local army. During the Interpolar War, the army of Khayr ad-Dyn was led by Katryne Sanz. The army won celebrity thanks to her innovative leadership and the impressive Duelists which filled its ranks.

One of the greatest strengths of KADA's organization is its large number of specialized personnel. Not many armies can boast the percentage of Interpolar War veterans and Duelists that KADA can. The number of military personnel in this army that have spent their entire lives devoted to dueling is very high, especially with more and more duelists deserting and heading into the Badlands. Most of these runaway soldiers, drawn by rumor and legend, eventually end up here. KADA even accepts the occasional GREL deserter from time to time.

In Khayr ad-Dyn it is one thing to have been a sport Duelist, but quite another to have defended the city. While those outside the city who watch the televised matches may herald those heroes who win the glory, those who bled for the city are best loved by its citizens. It is not uncommon to see those who are currently serving in the army, along with its veterans, being entertained in style by the wealthy and common alike.

As always, the city is one of unusual contrasts. Given its reputation, one would think that the gangs all live within the city. Likewise, one could also assume that there is no need to defend a city of thieves against thievery. With the city-state mentality that is prevalent on Terra Nova, however, there is a pronounced need to protect one's assets from all invaders. This is the strange nature of Khayr ad-Dyn, where criminals defend themselves from the law and other criminals alike.

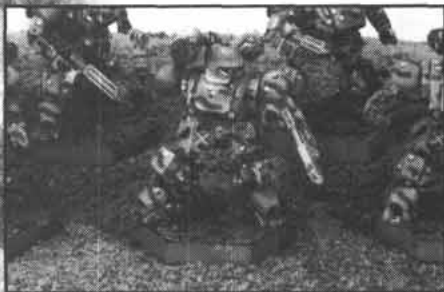
3.8.1 - Operational Role

More a ragtag militia than a traditional army, the KADA consists of roughly three segments: the Duelists, the experienced mercenary groups (especially Jarlson's Freelancers) and the freelance, volunteer irregulars from the City of Trash and its surrounding communities. The Duelists tend to operate alone or in small groups while the mercenaries and volunteers operate more along the lines of conventional forces. During the Interpolar War and the White War, Katryne Sanz and Adrian Jarlson served as co-commanders of the Army, with Jarlson directing the majority of the operations and Sanz working chiefly with the Duelist contingent. In future times of crisis, it is likely that their successors will serve in the same capacity.

The newly designated Rover Hunters are the most active part of the army at the moment. The army's units are designed to be mobilized during full-scale war, but since the end of the fighting they have resorted to patrols which defend against the bandits that have been plaguing the outlying homesteads. The Hunters have been patrolling the borders of the Badlands for quite a while now and have been getting antsy; they rarely need to defend anything against the CNCS or AST. Rather, the greatest threat they face is from the raiders along their borders, who launch calculated attacks against the outlying homesteads around Khayr ad-Dyn. The patrol exists in a state of half-boredom, committed to defending the towns only because of the good press that KADA receives for their 'efforts on behalf of humanity.' The powerful of the city find that this altruistic stance softens their image to the rest of the world, making them less villainous, not to mention giving the restless troops *something* with which to fill their days.

In general, the raiders along the borders of Khayr ad-Dyn are numerous and well armed. As a result, so are the Hunters. They are duelists and veterans after all! They expect the best opposition available and while often disappointed, they continue to hope that a solid battle is waiting for them around the next corner.

KADA on the Tabletop



The Khayr ad-Dyn Army may well be the most interesting force available from a modeling stand-point. Its *ad hoc* structure, composed of thousands of mismatched volunteers, each bringing their own weapons and vehicles, means that a greater amount of freedom is available to the Player. A KADA force could be composed of a few squads of infantry troops surrounding a lone light tank, or it could be a squad of various Gear types, all of them customized in some way by the Duelists piloting them. The only limit is often the point value available for the battle at hand!

Virtually any miniature in the Heavy Gear model range can be used to represent KADA forces, with the exception of CEF equipment. The duelists use whatever is available, and many vehicles have been heavily modified. Apart from crude "KADA" graffiti on the torso or upper hull, most vehicles have individualized paint schemes, some quite plain and others very gaudy.





KADA Rover Hunters - 3.8.1

Often times young duelists do not make it to the arena. Whether their skills just are not sharp enough or the timing just isn't right, they remain among the masses of contenders who never quite get to the top. Too young and too driven to just fade away, and too specialized in training to fit easily into another line of work, they are left with the very real problem of what to do next. Some, like the team known as the Razorbacks, enter the armed forces as freelancers of a sort, accepting missions as they come. The lack of formal structure in KADA often leaves them to organize themselves; almost any hierarchy is acceptable, as long as the group stays united and gets the job done. These "Rover Hunters" will most often go after a raider or a bandit with a price on his head, since this style of bounty hunting is one of the few ways to get paid for defending the city. The Razorbacks have been bounty hunting for two cycles now, but none have quite honed their skills to the point where they would be true contenders on the dueling circuit.

Personnel ◆

The Razorbacks are led by Kyong Jung Kim, from the Mekong Dominion. Kyong left home a few years ago after a disagreement with his lover; she had demanded that he abandon his family and commit solely to her, but his hesitation led to an all-out brawl. The relationship never quite recovered, and his family's obvious pleasure at their separation dismayed him. Frustrated with the entire situation, he emptied his bank account and left town, joining up with KADA shortly thereafter. Reveling in his newfound freedom and status, he has cut quite a swath through the young 'duelist groupies' floating around Trash City.

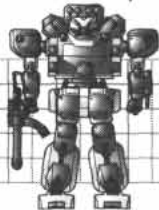
Maude Heine, on the other hand, was a trained duelist in Bethany. Her commanding officer attempted to force Maude into a sexual relationship, and Maude would have none of it. She challenged her commander to a duel, but the older woman refused, and upset at Maude's rejection, attempted to use her political contacts to remove Maude from the army entirely. Stabbing the woman in self defense after a late-night attack, Maude fled to Khayr ad-Din rather than face the subsequent court-martial. She has attracted Kyong's attentions, but well aware of his playboy nature she has continued to keep him at arm's length.

Darryl Crowe was born in Khayr ad-Dyn to a pair of Trashers. His father died of a respiratory illness when Darryl was five, and his mother abandoned him to the streets shortly thereafter. Graduating from petty theft to committing grievous bodily harm at the age of 12 cycles, Darryl's list of crimes by the age of 16 was enough to warrant a man-hunt. Thankfully for him, it had also left him with a nice nest-egg, which he used to build himself a new identity and a new lifestyle.

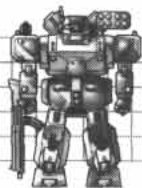
Operational History ◆

The Razorbacks have been roaming the countryside north of the city for more than a cycle, now. Their reputations precede them, and a mention of their name is known to inspire envy to lust to outright fear. Although young, individually and collectively, they are the veterans of more than ten battles and have yet to know defeat. Part of this incredible record can be attributed to their superior Gears, but most agree that these three are just plain good at what they do. Interested in breaking into the professional circuit, they have attracted lower level agents, but are holding out for more influential managers. They also have a secretly friendly relationship with some of the larger roving gangs in the Badlands, leaving them in peace in return for not having to face the better-equipped groups in combat.

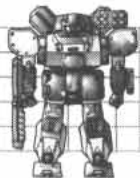
□ Kim's Squad



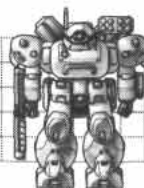
▲ Nemesis Jaguar Veteran



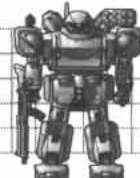
▲ Hunter Veteran



▲ Cheetah Veteran

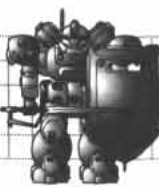


▲ Iguana Qualified

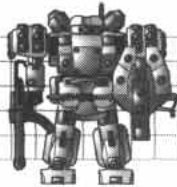


▲ Warrior I Qualified

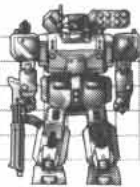
□ Maude's Squad



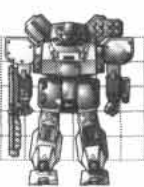
▲ Rpie Iguana Veteran



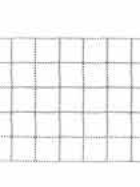
▲ Gladiator Veteran



▲ Hunter Qualified



▲ Cheetah Qualified



▲



3.9 - HUMANIST ALLIANCE FREE FORCES



The dust has finally settled in the Humanist Alliance. The disarray that characterize the city-state during the Theban Blight still continues, but now the nation has had a chance to step back and get a sense of the situation in which it finds itself. Their authority figures, the Preceptor caste, are scattered to the winds; those who did not succumb to the disease are in hiding. Surprisingly enough, the Protector caste managed to survive the destruction of the command structure that give meaning to their lives. Many, both outside and inside the nation, believed the Protectors had simply disbanded, but they have done nothing of the sort. Lying in wait and marshalling their forces, the Protectors are just waiting for the peacekeeping Republican forces to lower their guard.

Several guerrilla groups of Humanist Alliance origin are now rallying and uniting. They have counter-attacked Republican positions in the area around Gardena and White Rock, with some strikes as far east as Oxford. While it is not yet a full-fledged war — the Alliance Protectors are cut off from their support structure, so they cannot do much unless they acquire more readily available resources — it has definitely attracted the attention of the Curia. A number of these guerilla groups are survivors from the battle of White Rock (TN 1936); satellite surveillance lost track of many fleeing units in the Tobian Plain, and some managed to hide underground or in the MacAllen Network. Many Protectors even lived in the deep jungle basins for seasons on end to escape detection by recon flights.

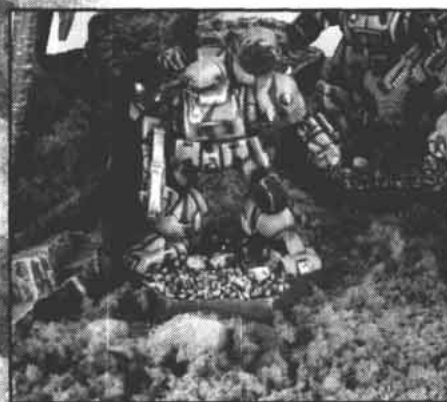
3.9.1 - Operational Role

The original Protector forces were organized in much the same way as the other major Southern armies. They did have a few special structures to accommodate their more esoteric forces, but by and large the rank and file followed the table of organization designed during the War of the Alliance. With so many falling victim to the Theban Blight, however, most units had to reorganize themselves along simpler lines, grouping cadres from multiple units under the direct command of a surviving high officer. Interestingly enough, the resulting cell-like structure proved ideal for the resulting situation, forcing the Protector leaders to assume greater autonomy in the field.

Unable to rely on the Preceptors any longer, the Protectors have begun to try to bring order and structure back to the league on their own. Where once problems were solved with subtle manipulation or diplomacy, there is now brute force. In the past, a report of raiders would have resulted in an investigation and then action, usually culminating with some sort of capture and re-indoctrination. Now, there is no longer any attempt at investigation: justice is meted out randomly and swiftly, and those who are guilty are punished without thought or consideration. The Protectors, trained to serve and to kill, were totally unprepared to wear the mantle of judge and arbiter, and their crude form of law enforcement is the best answer that they have been able to come up with for the time being.

Thankfully, there is general consensus among the Protectors on certain issues. Namely, they are united in their decision to conduct a lengthy guerilla war in order to chase the Allied Territories' troops from the lands owned by the Humanist Alliance. They are quite bold about this tactic as well, hoping to draw on their old reputations in order to give them a psychological advantage. Some pilots have repainted part or most of their machine in white (see below), giving them the nickname *les démons blancs* ("white devils"). Beyond their numerous raids and strikes against the SRA, they also continue to perform their old duties to the state whenever possible, fighting bandits and invaders alike. The population is secretly rallying behind the Protectors, giving as much aid as they dare against what they see as the unjustified oppression of the Allied Southern Territories. The anger over the genocide of the plague is far-reaching and deep — they want nothing more than the eviction of the Republic in its entirety. The populace knows that they do not have the raw force to directly accomplish this mission, but the nation has nevertheless become strangely empowered by the loss of its upper caste.

HA Free Forces on the Tabletop



The Alliance Protectors had to leave most of their advanced weaponry behind when they were forced into hiding. Gears proved to be the best vehicle type for their needs, able to trek through the backcountry with no trouble and requiring only minimal maintenance. All of the Protectors' Gears are Southern models, though the odd Northern vehicle — probably captured or salvaged during the Interpolar War — also makes an appearance. All have been modified, many with energy-based weaponry and extra fuel tanks.

Protectors have always had a quiet pride in their work. Now that they have been forced to demonstrate their martial prowess, they often do it to excess, painting the hulls of their vehicles in the bright white with blue and gold trim of the Alliance, large blue Humanist Alliance icons prominently displayed. Some, more prudent, pilots only paint part of the vehicle, such as an arm or torso, leaving it covered with tarp during battles and daily movement. While the heraldic colours are dramatic, they also amount to nothing more than a giant 'kick me!' sign in the midst of battle. During raids, however, the brilliant white color reminds everyone that the powerful defenders of paradise have only been forced into seclusion, not destruction.



RAIDERS AND DEFENDERS

3

Alliance Raiders - 3.9.2

Statistically, in any given large population, a number of individuals will be immune to a certain type of pathogen, no matter how virulent the latter may be. Major Henrikson, a protector officer station near White Rock, was one of the lucky ones — or unlucky, depending on your point of view. As a senior officer, she was soon put in charge of several cadres that took part in the battle of White Rock. Following the Alliance forces' defeat there, she took to the jungle with the survivors of her outfit to embark on a new career as a freedom fighter.

Now calling themselves the 3rd Raiders (the 1st and 2nd are two other groups operating near Gardena, with whom the Major has kept in contact), the resolute protectors do their best to serve their fellow countrymen in their time of need. They hope to one day be re-attached to a full-fledged Protector force under the renewed banner of the reborn Alliance, once more a player on the Southern political scene — not just a puppet.

Personnel ◆

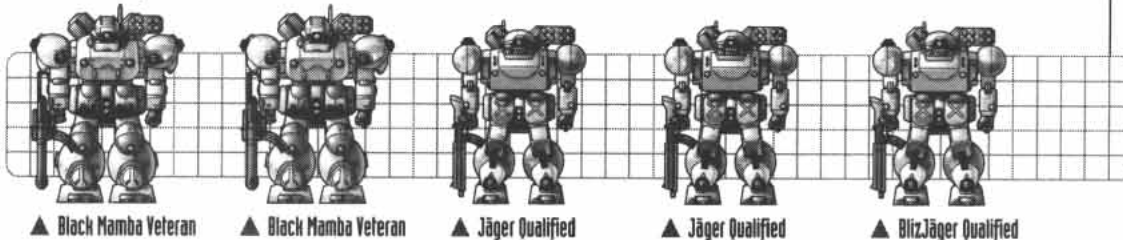
The core of the unit is, of course, Major Henrikson, a rugged Protector veteran who has been serving the Humanist utopia faithfully for the past twenty cycles. She is a strategist who specializes in small unit tactics, and has led her *ad hoc* Raiders in a successful campaign for twelve missions now. She is assisted by Solomen Hartius, a quiet man from Thebes who still carries the scars (both emotional and physical) of his encounter with the plague. Hartius is an electronic specialist, and provides cover for the team during their raids. The second squad is commanded by Johan Sirtok, a hand to hand and heavy weapon combat specialist who used to be an instructor for younger protectors. Having lost all his students to the plague, he is determined to exact revenge from the Alliance's enemies.

Operational History ◆

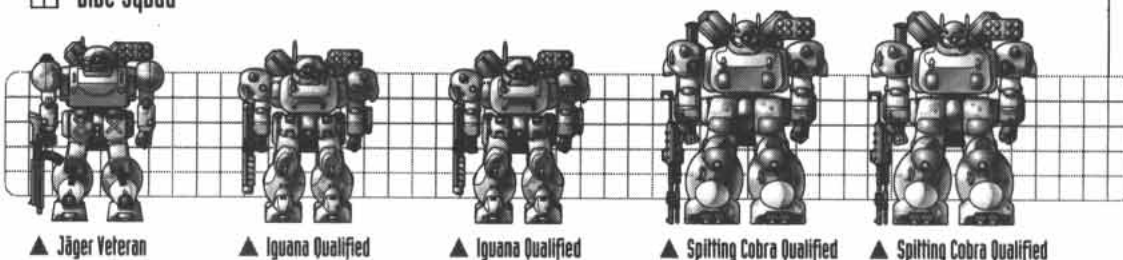
While the 3rd has seen a few changes over time due to fatalities, the core of the team remains the same. The 3rd is currently composed of two full cadres of Gears, which are kept in top shape whenever possible. Henrikson has managed to make deals with many villages in the region for food and manpower in exchange for protection against bandits — a task that occupies most of the group's time.

Their strategies are direct and well-practiced. The Raiders first discreetly approach the target using a pre-scouted route that provides maximum cover for their vehicles. Once the assault is on, speed is of the essence: while the larger Gears provide covering fire, the lighter, more nimble vehicles rush in to place demolition charges (generally Gear-class grenades) and pull out with as much cargo as they can carry. The Major usually stays back in reserve to deal with difficult threats, issue orders and cover escape paths.

Gold Squad



Blue Squad





COMRADES IN ARMS



The Dark Jaguar was a lethal predator, as much so on Caprice as anywhere else, and it strode forward with an almost imperious regularity. Swerving only to avoid the very largest obstacles, it made good time, the Gear's low-impact footsteps keeping the dust from the walker as low and inconspicuous as possible. Then, with the stretch of ravine before it clear of all obstacles, the Gear dragged the toe of its right foot directly into the ground, catching it hard and bringing the vehicle to its knees with a thud.

Lieutenant Lara Rohn of the twenty-second Black Talons, lately of the Northern Guard, cursed herself and the bureaucrats who had made her task such a chore. All she had wanted was to carry over the neural net from her old Nemesis Jag to her new Dark Jaguar. She had been refused every time she made the request for the better part of a cycle while she was in the Black Talon training program. She watched and seethed as her Republic comrades on the team got the very same privilege she was being denied, even if they were far less experienced, and had far less history with their Gear's neural nets. Lara had dueled for her Guard regiment a half dozen times with hers.

It was a very good thing that her support crew, both in her old Guard regiment and amongst the ex-Riverans who made up most of the twenty-second's techs, was extremely sympathetic to her. She'd finally gotten the neural net released to her less than a week before deploying on her first out-system mission. She'd been on Caprice for more than a month now, and was just beginning to find the time to break the net in on the new machine. Sometimes it seemed so very right, as if her old net could feel exactly how fine a machine it was riding, and rose up to meet it. At other times it was as if the Gear didn't even have a net, or had a perversely meddlesome one.

Lara looked at her chrono: she didn't have much more time if she was going to get to the next waypoint in time. Reluctantly she shut the Dark Jaguar down, running through the checklist for the field replacement of a Gear's neural net. She had the handle in her hand, ready to extract the small cube from its niche, when something caught her eye and she looked up. Half a kilometer away, the reddish light of Caprice's young sun glinted off the hull of a HT-72 hovertank.

Make that eight HT-72 hovertanks, Lara thought.

It was a full-scale CEF armor column — apparently, someone had finally decided to put an end to the CEF and corporate losses in this sector. The Liberati base itself was less than eight clicks away, and the column was heading right for it. The walls to either side of her would block any warning transmission she'd tried to make now — that's exactly why she'd chosen the spot for her non-condoned experimentation. The south side of the ravine was too steep for her to climb, but on the northern side a rockslide gave her a good, if unsteady, slope to work with.

Lara's hand pressed the handle of the neural net back into position, and she gave the locking mechanism a quick twist. There would be no time for further checklists. She started her Gear back up and ran flat out for the high ground. The lethal warning growl of enemy weapon locks was almost immediate. If she was going to die doing this, she was determined to do it with her old friend, stumbles or not.

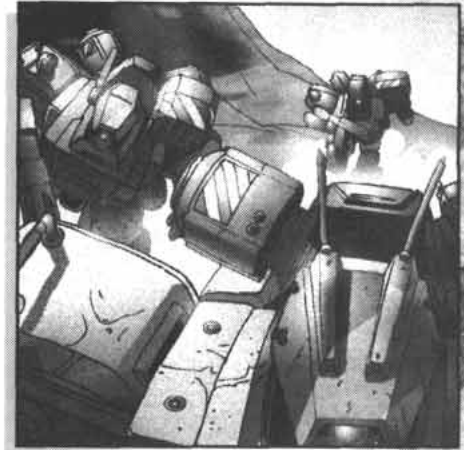




MISSIONS AND OPERATIONS - 4.1

The huge interstellar invasions mounted by the New Earth Commonwealth in the past two decades have proven only mildly successful (or not at all, in the case of Terra Nova). Although cost and resources are not really a problem for the powerful Commonwealth, time is: now that it has lost the element of surprise, it cannot let the colonials prepare to receive another major CEF operation. The colonial situation is the reverse: they need to buy time in order to form alliances with other colonies and build up their military forces. Anything that causes further delays in the progress of the CEF's program of conquest is thus welcome. Raids and other low level operations thus form the bulk of the current war efforts between the CEF and the colonies, since they are less resource-hungry than a full invasion and much faster to put together.

Raiding operations and other covert operations are perfect for miniature gaming since they typically involve small forces (low miniature cost and preparation time) in a limited geographic area (no need for an immense game table), trying to accomplish fairly well-defined objectives (which makes it easier to computer Victory Points to decide the winner). All this in turn reduces the material and time requirements of the game and its complexity, which makes it easier to put together and play. The following pages contain sample scenarios that complement the generator found on page 33 of Chapter 2.



Scenario Design Notes - 4.1.1

Recon Operations: This type of scenario involves the raiding team observing the enemy's location or equipment. This is generally done for intelligence gathering purposes, but it can also lead to other scenarios. Stealth is usually of the utmost importance — plenty of cover and extensive use of the sensor rules are likely to come into play. The observation time will vary, but is usually fairly small, a couple of combat turns at the worst. Extended observations are better accomplished on foot or by infiltrations.

Strike Operations: In this type of scenario, the raiding team attempts to destroy a designated strategic or tactical target(s), which can be anything of value to the enemy: a mine, smelter, vehicle pool or a maglev track, perhaps. Strike ops can also be used to slow down the progress of enemy forces, sometimes in support of another operation currently ongoing.

Extraction Operations: This is simply another term for escape. Scenarios of this type will involve running battles and are usually played on fairly large areas, or else channeled with the help of natural terrain features (a canyon, for example). Sometimes, the strength of the defending force requires a quiet retreat, which will rely on stealth and sensor rolls (much like some recon missions — see above).

Retrieval Operations: These scenarios are based around a goal to be captured or otherwise secured from the enemy. The goal can be a person or item, but it does not necessarily have to be: it can be an intangible, such as intelligence data or stolen security codes. Retrieval scenarios can be based around stealth, speed or firepower, or any combination thereof. The deciding factor is usually the strength of the garrison force guarding the object of the mission. Generally, the goal of the retrieval mission must be carried out of the operation area completely in order to count as a win. This is not an absolute, of course: data can be retransmitted as soon as it is read. The goal does not have to be readily available, either. Prisoners can be locked up behind walls; security code encryption can require several Electronic Warfare tests to crack, and so on.

Infiltration Operations: This type of scenario involves getting a team member or infiltrator in close proximity to the enemy, generally in preparation for a future operation. Most ops are based around stealth, but some use firepower to distract or remove enemy forces prior to the insertion.

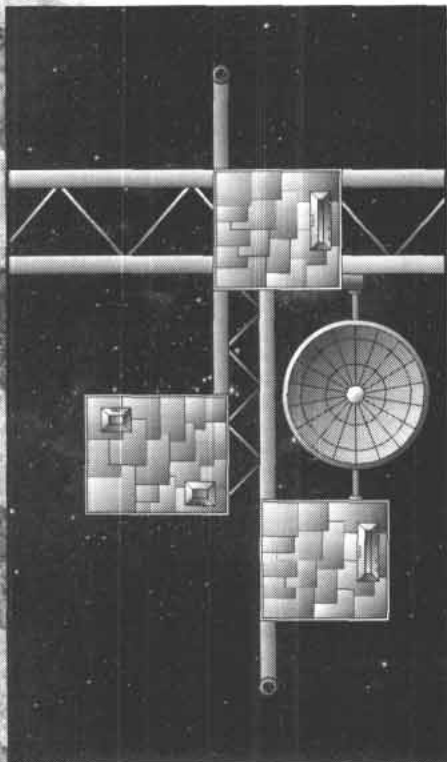
Mixed Missions and Campaigns - 4.1.2

Most scenarios will have fairly clean-cut objectives and durations. The raiders will have one goal to fulfill, and the defenders will try to prevent them from doing it. It is, however, possible to mix several objectives and types of missions together to create more complex (and more challenging) game scenarios. For example, the 1st Black Talon's attack on Bastille Alpha is an example of a mission mixing a retrieval ops (rescuing the Liberati leaders) with a strike ops (the destruction of that wing of the facility).

Missions can also be broken down into several segments, each with its own objectives. For example, a recon mission might be required to discover the strength and positions of the enemy force, followed (if successful) by a retrieval ops (capture of the passcode) and then an extraction (al out escape to the waiting shuttle). Typically, the Threat Values will have to be adjusted in favor of the raiders, as they will have to run a gauntlet of tasks in order to succeed. For example, the above three-part mission would require the defenders to divide their own TV allocation over the three segments. While the raiders would overpower them in any individual segment, the defenders starts with fresh units each time...



4.1.3 - Operation Archangel



Many of the early Black Talon operations were strikes versus the CEF-controlled orbital assets in the Caprician system. This let the teams get accustomed to an unusual combat environment, was easier that landing on Caprice (security was reinforced after the 1st Black Talon's visit) and denied the invaders vital fleet rebuilding resources. Only later did procedures for "hot" landings, based on intelligence gathered during these space missions, allow the Black Talons to conduct further operations on the surface of the Gate World.

"Archangel" was the general code-word covering a number of operations that took place in mid-TN 1943 against the chain of powersats supplying energy to the OrionCo smelter in the Lesser Blessed Belt. Taking them out of commission would delay the shipment of refined ore to Caprician shipyards and force the CEF to expand precious fleet resources to bring them back in service — manpower that could otherwise be used to build more ships or hunt down raiders. The Talons team were to attack the powersats, but ensure their own safety to the fullest extend possible. The target facilities had to be destroyed or disabled to deny the enemy their use, but not at the cost of precious (and still comparatively rare) raider units. To accomplish this, most teams would only destroy the power processors and withdraw, leaving behind an expensive but useless powersat.

Mission Conditions ☐

Weather:	N/A
Time of Day:	"Night"
Base Terrain:	Space
Raiding Force:	Black Talon
Defending Force:	CEF
Priority Points:	5
Raider Objectives:	Destroy three power converters
Defender Objectives:	Defend converters

◆ Specific Scenario Conditions

Raiders can enter the combat zone through space or by walking on the solar wing trusses (on the left and right of the main body of the powersat). All raiders must be equipped with either jump jets or a Space movement system; molecular plate soles, allowing the Gears to "walk" on the structure, are mounted on all vehicles (see **Tactical Space Support** for advanced maneuvers; otherwise treat as normal ground movement).

The defenders deploy anywhere on the main structure of the powersat; they cannot deploy on the solar wing trusses. They are aware that an attack is coming, though not from where exactly (else the local defense systems would have blown the enemy shuttle apart long ago). The powersat is equipped with two defense turrets, one on each side. Each turret has the following stats: Armor 25, Size 5, Action 1, FireCon 0, twin-linked HACs (200 rounds each), Backup FireCon, HEAT Armor 5 and Improved Rear Defense.

The raiders must destroy the three power converters of the power sats (the low "buildings" on the map); each has 100 Structural Damage Capacity. The transmitter dish is too flimsy to move on; any attempt to do so, or any attack hitting it, will wreck it. The other side (the "underside") of the powersat cannot be accessed, since it's a forest of antennae and solar arrays.

Raiders' Victory Conditions ☐

Conditions	Victory Points
Each converter destroyed	5
Dish destroyed	1
Each raider escaping	1

Defenders' Victory Conditions ☐

Conditions	Victory Points
Each raider destroyed	1
Each converter saved	5
Dish saved	1





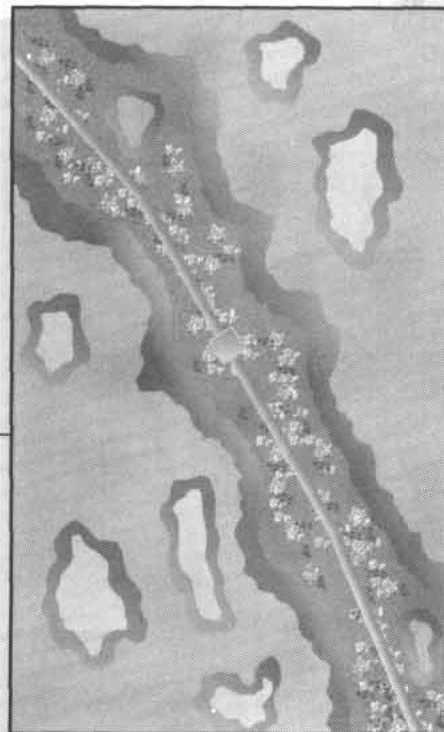
OPERATIONAL SITUATIONS

4

Operation Strangler - 4.1.4

Once the CEF high command realize that the 1st Black Talon's expedition would not be one of a kind, they began to put together operations designed to both protect their assets and destroy the raiders, with an emphasis on the latter. The objective, of course, was not to eliminate the teams one by one but to gather enough intelligence about them to block any further attempt at raiding the CEF holdings in the Loki system. Numerous attempts to lure and trap a Black Talon team on Caprice took place, some successful, other not.

Operation: Strangler is typical of one of the "sting" operations conducted from late TN 1942 onward. The Caprician Highlands are a rugged country, riddled with volcanic activity; installations are scattered and often can rely only on satellite communications and temporary landlines to communicate. An isolated datapipeline treads its way between two major installations. The volcanic area is rugged and broken, and access is difficult: the place is perfect to place a tap on the local communication net. Though an expedition on foot would be more discrete, the terrain is judged simply too hostile; Talon Command has decided to take the risk and send in a mounted team. This is an excellent idea, since a CEF squad is waiting for them in the area.



☐ Mission Conditions

Weather:	Clear
Time of Day:	Dusk
Base Terrain:	Caprice Highlands
Raiding Force:	Black Talon
Defending Force:	CEF
Priority Points:	5
Raider Objectives:	Identify the datapipeline relay
Defender Objectives:	Ambush and destroy the raiders

Specific Scenario Conditions ◆

The scenario takes place within a narrow canyon with steep walls (the East and West edges of the map). The slightly sloping floor is littered with rubble and large boulders, but is otherwise relatively clear. The floor of the canyon is Rough terrain, being composed of uneven solidified lava. The dataline treads its way through the center of the canyon, where a signal booster relay box has been set up. The dataline is quite sturdy and unlikely to be damaged; the relay box, however, is not intended for combat and has only 20 Structure Damage Points.

The CEF troops have been into position for a few hours already. They get two chits per defending unit, one true and one dummy; these are placed anywhere on the map, but at least 6 MUs away from the canyon's entrance. A chit is automatically revealed if it takes actions or if the raiders get a direct line of sight to one.

The Talons have been ordered to place a tap on the relay box. To do so, a Talon Gear must be in contact with it for two entire rounds. If fired upon while doing so, hits are randomized between box and raider (melee attacks always go to the intended target). Any of the raiders may place the tap as long as they have a Manipulator Arm available.

☐ Raiders' Victory Conditions

Conditions	Victory Points
Relay Examined	5
Each raider escaping	2
Enemy unit destroyed	1



☐ Defenders' Victory Conditions

Conditions	Victory Points
Each raider destroyed	3
Relay Box destroyed	-5





4.1.5 - Operation Big Blue Eyes



Not all Black Talon missions were concerned with the destruction of some vital CEF-controlled assets. A number of their efforts went toward establishing contacts with the local underground resistance movement and building a network of mutual assistance. Most of the time, this involved a simple sharing of acquired intelligence data. Sometimes, however, rescue attempts and other commando operations were required to help *save important personnel from the clutches of the Earth invaders* — or, failing that, eliminate them.

“Big Blue Eyes” is the Black Talons’ attempt to extract an important resistance figure from Caprice, named Ethian Hobbes. This highly placed Gallot Enterprises corporate official has recently been discovered as a major leak of information by his NEC overseers. Hobbes is currently on house arrest at an isolated facility in a small arm of the southern area of the Trench. The CID is still trying to decide what to do with the man: he could lead them to a resistance fighter cell, or he might be a source of information on any anti-Commonwealth movement, however unlikely. On the other hand, now that he is under arrest, he is probably considered compromised anyway by the local insurgents, and thus his life is not worth much.

Mission Conditions ☐

Weather:	Clear
Time of Day:	Dawn
Base Terrain:	Caprice Trench
Raiding Force:	Black Talon
Defending Force:	CEF
Priority Points:	5
Raider Objectives:	Extract Liberati sympathizer
Defender Objectives:	Prevent extraction

Specific Scenario Conditions

The facility where Hobbes is detained is built on the wall of the trench, on top of a small rocky ledge and against a tall cliff. The ledge itself is fairly clear, with only a sparse cover on moss and hardy local lichen. Small rocks and boulders litter the base of the ledge. A narrow country dirt track winds its way to the house from the trench’s floor, where it merges with the main local road. The CEF forces guarding the house are deployed around it on the two levels of the ledge. Though they are not on a combat footing, they are on alert regardless.

Hobbes has received word of the raid through a pre-arranged set-up and is ready to get rid of the guard in the house with a small weapon he has concealed in the living room. He will then exit through a side door, where a vehicle can pick up him by moving within one MU of the house. Any Gear can do the same, though the man will be carried in a manipulator and will be killed should the vehicle take any Heavy damage. Note that this option is also available to CEF defenders.

Raiders' Victory Conditions ☐

Conditions	Victory Points
Sympathizer taken off map	5
Each raider escaping	2
Enemy unit destroyed	1

Defenders' Victory Conditions ☐

Conditions	Victory Points
Each raider destroyed	2
Sympathizer killed	-1
-	-





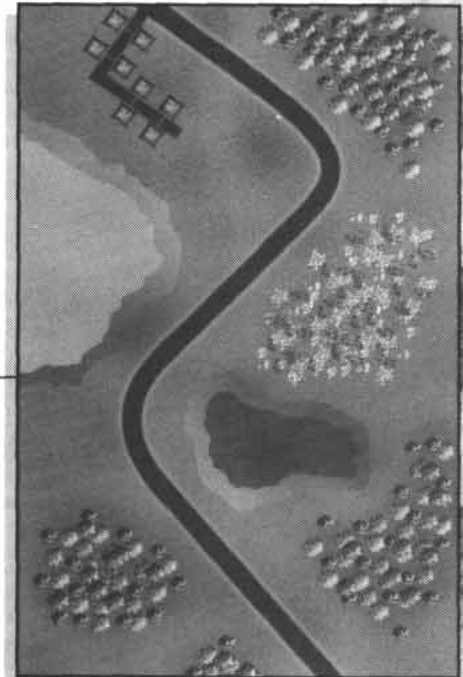
OPERATIONAL SITUATIONS

4

Operation Dark Day - 4.1.6

From TN 1943 onward, the evident success of the Terranovan raids in the Caprice system prompted the CEF high command to begin their own series of retaliatory raids. In many ways, this was easier for them than for the Terranovans, since a network of remote Gateships and stations were already assigned to covert operations. They also had the A number of Sleipnir shuttles were re-assigned for this purpose and sent to destroy Terra Nova's ability to wage interstellar operations.

Codename: Dark Day is one such mission, in this case the CEF-sponsored assassination of an envoy to the Westphalia Cabinet. The envoy from the Southern Republic is traveling under good escort to a Cabinet meeting near Lyonesse. The man is too well protected to fall prey to a regular assassin, no matter how good, but a squad of Battle Frames is a different matter. As the convoy will be moving through an isolated polar woodlands, the opportunity is ripe for the CEF to kill him and make the Republic even more suspicious of the Cabinet. The CEF have managed to infiltrate a small team into the area along with their vehicles; all are aware that this is likely a one-way mission.



□ Mission Conditions

Weather:	Clear
Time of Day:	Daylight
Base Terrain:	North
Raiding Force:	CEF
Defending Force:	Northern Guard
Priority Points:	5
Raider Objectives:	Kill liaison
Defender Objectives:	Safeguard liaisons

Specific Scenario Conditions ●

The CEF raiders have been moving through the Northern countryside for days now, slowly getting into position and trying to avoid the Norlights' prying eyes. They have managed to reach their assigned way point (bought from an informant in Port Oasis) and secretly deploy along the path of the convoy. The raiders get two chits per raiding unit, one true and one dummy; these are placed anywhere in the lower two-third of the map. A chit is automatically revealed if it takes actions or if defenders comes with a number of MUs equal to their Detection Rating.

The raiders must make sure their mission is succesful; just blowing up the vehicle is not enough, since the target might survive. A raider must spend one round within one MU of the target to ensure termination, or a called shot to the Crew compartment of the transport must be taken.

The Northern forces are surrounding the VIP transport, and all enter the northern edge of the map using the road. The transport is an armored limousine but is not a combat vehicle. It will stay on the road at all time and has the following stats: Armor 8, Size 3, Action 1, Ground Movement 4/8, Maneuver -1, HEAT Armor 2 and Improved Rear Defense.

□ Raiders' Victory Conditions

Conditions	Victory Points
Liaison Killed	5
Each raider escaping	1
Enemy unit destroyed	2



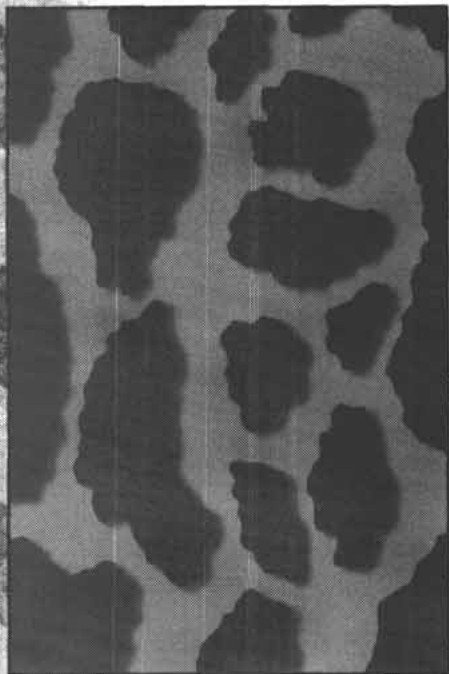
□ Defenders' Victory Conditions

Conditions	Victory Points
Each raider destroyed	2
Liaison Killed	-5
Liaison Escapes	5





4.1.7 - Operation Variable Shadows



Thanks to the 1st Black Talon, Paladin Lots and its underground facilities have been identified as one of the major nexus of CEF combat vehicle development. This makes the Lots a prime target for subsequent raiders, despite the reinforced garrison put in place by the local authorities. The best way in or out is still through the underground tunnels, which, although monitored, are kept open to move equipment and raw material around.

The only problem facing the raiders, beyond the heavy enemy presences in the area, is the nature of the caves themselves. Dark, twisting and confusing, they break up communications and sensor readings alike, making it hard to distinguish friend from foe in the brief seconds of a combat contact. Only careful planning and deployment will prevent friendly fire incidents; perhaps an ingenious commander can even use the caves' peculiar nature to get enemy forces to fight one another, allowing the raiders to complete their mission with a minimum of ammo expenditure and casualties.

Mission Conditions ☐

Weather:	N/A
Time of Day:	N/A
Base Terrain:	Caprice Mines
Raiding Force:	Black Talon
Defending Force:	CEF
Priority Points:	5
Raider Objectives:	Destroy CEF forces; keep access open
Defender Objectives:	Destroy RT forces

◆ Specific Scenario Conditions

Combat in mine tunnels is a terrifying experience due to the possibility of tunnel collapse, ambushes around blind corners, and the general lack of maneuvering room. The battlefield is a maze of narrow corridors dug through the rock by massive machines or the flow of lava; some wider sections are possible, but tend to be rare. Missed shots have a chance of collapsing walls or ceilings at MoF inches from the target in a random direction on a roll of 5+ on a six-sided die. Ties may cause a collapse at the target's location. Any unit caught in the collapse is considered out of the game (there's little room to get out of the way). The unit is not necessarily destroyed, but may be damaged and will certainly be stuck; it only count as killed if the opponent wins the battle (if its own side wins, they will dig them out before leaving). The affected section of tunnel is blocked for the remainder of the battle.

It is very hard to see in the tight, metal-rich tunnels. Shadows play tricks on the mind, and the onboard electronics are easily confused by phantom echoes. Whenever an attack takes place, roll one six-sided die: if the result is equal or lower than the Skill level of the attacker, the attack proceeds normally. If above the Skill level, the attacker fires on a shadow or falters for a brief moment as he hesitate as to the nature of the target, friend of foe.

When two friendly units are in Line of Sight of one another, the same Skill testing procedure as above is made: if the die result is higher than the unit's Skill level, a single attack takes place, though with a -1 modifier. Choose the weapon randomly.

Raiders' Victory Conditions ☐

Conditions	Victory Points
Each enemy destroyed	2
Each raider escaping	1
Access Blocked	-5

Defenders' Victory Conditions ☐

Conditions	Victory Points
Each raider destroyed	1
-	-
-	-





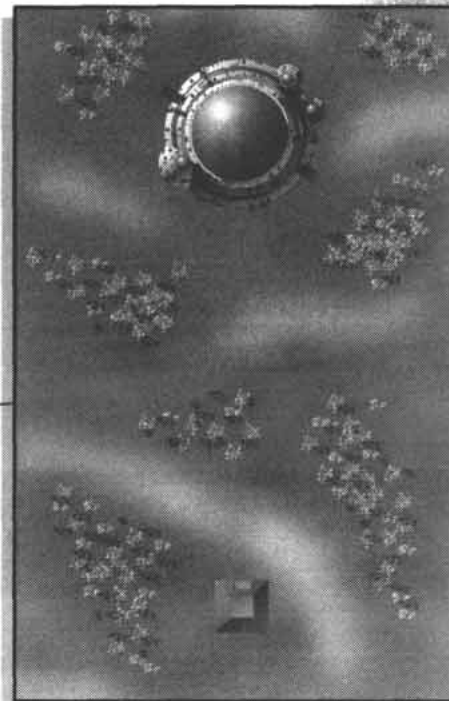
OPERATIONAL SITUATIONS

4

Operation Tempest - 4.1.8

Paxton Arms has long been a torn in the side of the New Earth Commonwealth. The Badlands corporation played a large role in their defeat in the War of the Alliance, and the CEF High Command never forgot nor forgave. From the moment agents started being sent to the Helios system via Gatecoffins, a number of them were targeted at Peace River. Although Paxton is but a shadow of its former self, the program continues — for what did not kill them may make them even stronger in the future.

Operation Tempest is a rather unusual CEF incursion against one of New Peace River's outlying Badlands installation. The raiders must move to the target area and draw any PRDF defenders away from it. Combat is to be avoided if possible, but use of force is authorized. Their real mission, however, is to cover the escape of a double agent that has been gathering intelligence for them for the past few seasons. The team's target is of no real importance, but the enemy is to think it is. The raiders are to keep the local defenders busy until the agent succeed in his covert, real mission. To that end, they are attacking the construction site of a new Oasis tower to draw the PRDF defenders away from the remote engineering tunnel exit their agent will use.



□ Mission Conditions

Weather:	Clear
Time of Day:	Daylight
Base Terrain:	Badlands
Raiding Force:	CEF
Defending Force:	PRDF
Priority Points:	5
Raider Objectives:	Distract PRDF long enough to let agent escape
Defender Objectives:	Defend tower

Specific Scenario Conditions ◆

The PRDF units can be deployed anywhere within 10 MUs of either structure. The CEF raiders can enter and exit the battle zone through any of the four edges. Units that leave the table are considered out of the game but not destroyed.

The CEF agent tries to escape by using the sewer tunnels dug underneath the sand. If he can reach a remote maintenance hatch, he can quickly disappear into the desert for a later pick-up by friendly forces. The agent only has ten combat rounds to reach the hatch and get out before PaxSec locates him and dispatches a security team to the tunnel. The agent cannot escape if there are PRDF units within 6 MUs of the tunnel mouth. If there are none, roll one die every turn: on a 4+, the agent gathers his wits, open the hatch and vanish into the Badlands sands.

Meanwhile, the PRDF troops defend the tower, unaware of what is really going on (unless they spot the agent trying to escape, which is why the latter is so careful). The PRDF must prevent damage to the Oasis Tower structure by any means necessary. While the tower is too large to be brought down by a small military raiding force, each hit causes further delay and loss of life.

□ Raiders' Victory Conditions

Conditions	Victory Points
Agent escapes	5
Per Surviving Unit	1
-	-



□ Defenders' Victory Conditions

Conditions	Victory Points
Starting VPs	10
Each 10 points of damage to main tower	-1
-	-





4.2 - DISMOUNTED OPERATIONS



For Terranovan commanders, their preference is to use Gears whenever possible for a mission. In some cases, the use of Gears is not practical, mainly because of their size and obvious presence at close range. This requires the pilots to dismount from their machines and conduct the mission on foot. Alternately, infantry units can be dedicated to perform the mission, with or without support from Gears. Most CEF special forces operations were conducted with GREL teams, but this has begun to change with the development of Battle Frames and SLEDGES. In either case, dismounted operations are required when infiltrating buildings, approaching exposed areas for reconnaissance and intelligence gathering, or any mission that requires the team remain undetected. Needless to say, dismounted missions are not the favorite of pilots most at home in an armored vehicle's cockpit.

In many cases, dismounted missions are undertaken as impromptu deployments as required by the team's current situation. A common situation that leads to a major change in plans is realization that the team's intelligence information is just plain wrong. While a mission may have originally called for a mounted mission, the on-site situation dictates otherwise based on the positioning of enemy forces, the layout of a facility, or the lack of masking terrain to safely approach the target in Gears. The most heroic and widely portrayed dismounted mission in special forces operations is the rescue of a team member captured by the enemy. In reality, while the action of saving a comrade is considered, it is rarely undertaken unless the team has a high probability of success. The success of future missions and the safety of the team overrides the possibility of conducting a rescue; there is too great a chance that more team members will lose their lives or be captured.

4.2.1 - Local Contacts

In foreign territory teams prefer to have local contacts to increase the chance of success. The contact can provide updated intelligence and information about the target. In some cases the contact works on the inside and has an intimate knowledge of the facility. Local contacts also means the possibility of more than just information. On Caprice the Black Talons have Liberati cells that are sometimes available to assist the team. On Terra Nova the CEF has local Earth sympathizers that can provide assistance, though the Terranovans have — unfortunately for the CEF — proven to be highly successful lately in exposing and eliminating Earth sympathizers.

Local contacts also act as guides to a team in unfamiliar territory. This can be an immeasurably helpful for the team to avoid detection while moving between mission areas or simply approaching a target. It is also possible that team's actions result directly in the success of the contacts mission in some area completely unrelated to the team's activities. Whether local contact(s) can assist a team directly or indirectly, the outcome of a mission is always more assured of success. Of course, the local contact can also lead the team to utter failure as well. Double agents are always a possibility, so the degree to which a team, or the team's commanders, trusts the contact will play a part in how involved a contact becomes during operations and the extent to which their information and actions are trusted.

■ Roleplaying Operations

Roleplaying and gamemastering a special forces campaign offers different opportunities than other types of campaigns. The campaign can combine both tactical combat and roleplaying in any ratio the Players and GM decide. In any case, a majority of time the Player Characters are involved action and adventure as they seek to accomplish their missions. And there should be plenty of action and adventure since Murphy's Laws of Combat Operations ensure that something will go wrong. It is unlikely that a team of Player Characters can make it through an entire operation without encountering a single problem that does not raise their adrenaline levels.

Gamemasters and Players should be careful to play at their chosen Reality Distortion Level since the PCs will often be outnumbered — it is all too possible for characters to die. GMs should not be afraid to reward extreme stupidity with death since that is the de facto outcome of stupidity during a special forces operations. Balance can be difficult to achieve, so be prepared for some initial glitches until everyone becomes aware of what they are capable of. Since balance is the purview of Gamemaster, he should be ready and willing to backtrack somewhat to allow the PCs a chance. This does not require a messiah to rescue the team, but a tactical mistake on the part of the enemy can do nicely.





Operation Survivor - 4.2.2

Unfortunately for Colonial Expeditionary Force personnel sent to Terra Nova, they have had an extremely tough time getting setup since the destruction of Peace River. Once it was revealed the CEF was behind the anti-matter device, few, if any, people that formerly assisted the CEF infiltration operatives continue to do so, fearing not only for themselves if they are discovered, but also that they could possibly be responsible for a repeat of the same horrific event. This has left the CEF with assistance of only the most ardent Earth supporters that are truly few in number, or double agents that are seeking gain with Terranovan authorities for their help in catching CEF operatives.

The Player Characters are a group of CEF infiltrators that have no success in obtaining their objectives, so they have regrouped in the Badlands to plan contingencies and decide what to do about the situation. The Characters are also running dangerously low on supplies, but, since their contacts have failed to deliver needed supplies, they must now find what they need some other way. The Characters continue to travel through the Badlands hoping to find a contact that can help them. With their food and water supplies nearly gone, they are contacted by a sympathizer who gives them the location of a nearby, forgotten cache of supplies leftover from the Interpolar War. There is little choice but to seek out the cache, since stealing or raiding in the Badlands would undoubtedly cause too many new problems to make it worth while.

The Characters locate the cache and enter it to find what they need, taking a moment to enjoy some food and water after the meager rations that were required the last few days. As they begin packing the supplies they need, a noise and shadows from down the access tunnel alert them to the presence of someone else. That presence is a squad of Northern infantry, and the Characters are in trouble. If they can fight their way free of the cache, can they hold onto their supplies once they surface to find a Badger APC and a squadron of Hunters waiting for them?

☐ Mission Summary

Profile:	Resupply and Extraction
Support:	None
Expected Duration:	4 hours
Expected Opposition:	Northern infantry squad, Badger APC and a Hunter Squadron

Operation Aphasia - 4.2.3

Less than six hours ago, a Liberati deep cover operative who had infiltrated the CID command structure was detained after a counter-intelligence operation. The team must move now to free the operative before he reveals any information to the CID, and to gain information he has that is necessary for future Liberati operations. A CID and GREL security team will transfer the operative to Bastille Alpha by a secure maglev within the next four hours. It is recommended that the team attempt the retrieval from the train after it leaves the Trench. This provides the retrieval team with opportunity for support, and should provide a longer window for action should the security team call for support of their own. Under no circumstances is the captured operative to arrive at Bastille Alpha alive if the team fails.

The maglev train is armored and lightly armed with four sections. The third section is carrying the prisoner, has no windows, and may only be accessed from the second and fourth section by security personnel in the third car. Beyond the access between the sections, there is a single external access on the lead section, and two external accesses — on opposite sides and opposite ends — to the second and fourth sections. The retrieval team will need to find a way to slow or stop the maglev train without damaging the maglev line. Once the operative is rescued, the team will need to escape without pursuit and rendezvous at a designated pickup point where they will transfer the operative to another team before leaving the area. Needless to say, the fewer of the security team that survive, the greater the chance the team can escape without pursuit.

☐ Mission Summary

Profile:	Operative Retrieval
Support:	Local Liberati forces
Expected Duration:	12 hours
Expected Opposition:	CID and GREL security team; numbers unknown



4.2.4 - Operation Concussion

The Interpolar War is over, but the Khayr ad-Din Army still operates to keep the area around the city and the maglev line clear of rovers and polar forces still looking to prove something. Deserters and mustered out soldiers have also increased the ranks of existing rover bands and created more than a new ones. Intelligence reports and rumors all seem to indicate that the Tempest Devils, one of the largest rover bands to come out of Interpolar War, are gathering and building a stockpile of weapons somewhere within the area protected by KADA. There are a host of political and security issues that surround their presence so close to Khayr ad-Din, so KADA commanders have issued orders to have the stockpile destroyed.

The Characters' team must locate the Tempest Devils' forces and the stockpile. The team must also infiltrate the rover camp to gather intelligence on their forces, the contents of the stockpile, and identify command personnel. Once they have the necessary intelligence information has been gathered, the Characters must destroy the stockpile by direct or indirect means and report back to the command staff. The team encounters something strange while infiltrating the rover camp: there is a cadre of Southern MILICIA Iguanas and Jagers in the camp from a unit that operates on the fringes of KADA territory. Even more puzzling is why a MILICIA Commandant is leaving a tent with a group of people that seem to hold some command authority themselves. Is the MILICIA supporting the rovers? Are they independent of each other but cooperating? Why is a MILICIA unit inside the KADA zone? Do the Characters complete their mission and report these findings to their commanders, or do they break from their mission to find out what the MILICIA Commandant is up to?

Mission Summary ☐

Profile:	Intelligence Gathering and Sabotage
Support:	A team of five from the Khayr ad-Din army, waiting in reserve (half an hour travel time)
Expected Duration:	6 hours
Expected Opposition:	band of rovers, a cadre of Iguanas and Jagers from the Southern MILICIA

4.2.5 - Operation Meridian

After the Southern Republic took control of the Human Alliance, what remained of the Alliance's armed forces withdrew into the jungles and swamps to fight a guerilla war against its occupiers. The success of the guerillas in evading and ambushing Southern patrols can only mean that the some of the local population are helping the guerillas. The characters' team is dispatched to a remote area to determine if it is a staging area for the survivors of the Humanist Alliance army. The team's orders state that they are to covertly survey the area for evidence of guerilla presence and gather any hard data about their forces and support. If they locate a guerilla base, the team is to report the location and wait for a larger strike force while continuing to observe the location.

While the characters conduct their search they discover a small village, and they discover a guerilla camp nearby. With the guerilla camp under observation the team notices what looks like villagers among the guerillas. Further investigation reveals that the villagers are helping the guerillas. The mission is about to conclude, so the team withdraws a short distance and radios headquarters with their report on the guerillas and the local village. The team is told to standby, and receive a reply several hours later ordering them to stay in the area and hidden while additional units are moved in to deal with the guerillas. The next morning the team is instructed to proceed to the a location outside the village. Once in position the team is ordered to begin destroying the village and the traitors that live their, and are given instructions to lead the guerillas responding to the attack to a set of coordinates where they will be ambushed and destroyed. Will the team follow orders?

Mission Summary ☐

Profile:	Infiltration and Intelligence Gathering
Support:	Southern Republic Army, half-day delay in arrival
Expected Duration:	3 days
Expected Opposition:	HA infiltrators and guerilla army, local villagers, possible Northern soldiers





OPERATIONAL SITUATIONS

4

Operation Dark Dungeon - 4.2.6

Despite the events of the Interpolar War, and the pre- and post-war events, there are still those that believe religious dogma must prevail no matter the known outcome of fanaticism and nationalism. A Revisionist priest by the name of Olaf Milner (one of the secondary leaders of the Thor's Hammer revival group) is making a nuisance of himself, denouncing the Treaty of Westphalia as evil and blasphemous. While he seems ridiculous to most, he has an unfortunate appeal to the more aggressive and gullible youths in the North. Milner travels the fringes of Northern territory along the Badlands to help provide him with some anonymity and freedom of travel; this also makes him vulnerable. A team is being sent in by Colonel Sonya Gerti, chief of Northern Guard Intelligence Service Badland operations, to take the preacher out before he incites mutiny.

The priest is expected to move from Kossuth to Sesshu within the next 36 hours. The team must locate the priest's caravan while it is on the road. He likes to sleep in his transport when he's traveling, so they will be moving throughout the trip with no known stops scheduled. His suspected route will take the caravan along the Norlight's Badlands border, so the team should be cautious and be prepared for the caravan to cross back into Norlight territory to request a rescue by local military forces. The team should not hesitate to eliminate the entire caravan to eliminate witnesses. If at all possible the team must make the attack appear as a random rover attack or CEF agents that want to stir up dissension to misdirect suspicion. The exact details of the mission are left to the team members. If the priest is not eliminated, especially due to the a failure to complete the mission, he will only gain more followers and become near impossible to eliminate at a future date.

Mission Summary

Profile:	Assassination
Support:	None
Expected Duration:	24 hours
Expected Opposition:	The priest's personal bodyguard; overzealous followers with a variety of light weapons

Operation 'Q' - 4.2.7

A Paxton Arms scientist has contacted the United Merchantile Federation government to sell them his latest research. The government has agreed to the purchase the scientist's research and set him up with his own research project in the UMF. The Characters' team is being dispatched to recover the scientist and his research records from the Paxton Arms research center in the Pacifica Range. Unbeknownst to all, the scientist has also contacted the Southern Republic with the same offer, with the intention of leaving with the first team that arrives to escort him and his research to his new facility. Even Paxton Arms seems completely unaware of the scientist's contact with two polar governments. Once the mission has begun and the team arrives to retrieve the scientist and his work, it becomes apparent to the team that the Federation government wasn't the only people for whom the scientist was trying to sell his secrets.

The Southern unit has orders to return the scientist and his work to the Republic, and that is what they mean to do when they open fire on the characters' team. Whoever can retrieve the scientist will win the day, though even to escape with just his research notes would not mean the total failure of the mission. There is just one problem: all the fighting between the two teams attracts the attention of Paxton security who arrive to save the scientist they believe is the target of a kidnapping attempt! Do the teams sent to retrieve the scientist work together to defeat Paxton security? And what happens if the teams do defeat the Paxton security forces? And through it all, nobody seems to notice the befuddled scientist trying to slip away to a nice hole away from the conflagration that his attempt at espionage has created.

Mission Summary

Profile:	Retrieval and Extraction
Support:	none
Expected Duration:	6 hours
Expected Opposition:	Equal Southern force; Peace River Defense Forces



IN DREAMS UNHAPPY



Reketta's scream was far too loud, louder than Tam's radio could possibly be. It was her second scream; her first had come almost a minute before, when the shot from the CEF tank had hit her Gear squarely on the torso. It had ended abruptly, and Tam had resigned himself to her death and squared off with his squadmates against the remainder of the CEF patrol.

The sleek HT-72 hovertank had come down off of the ridgeline where they'd sprung their ambush and charged them, destroying Reketta's Dark Cheetah and gracing Lara's Dark Jaguar with a limp. Verder had been forced to turn away from the light armor column he had been bombarding with mortar fire to engage the tank directly. Next time, they would have to mine the area beneath the ridgeline so this couldn't happen again. Now, the tank was nothing but an inert tomb for its crew.

Reketta had screamed. Not in fear, shock or surprise, but in agony. She was alive and hurting and Tam was too busy killing APCs before they escaped the Black Talon's ECM umbrella to help her. Verder was trying to talk to her, calm her, but she didn't speak, couldn't. Just screamed again. Tam sobbed and crudely punched the control to cut her circuit out of his world. The APC has just come into range and he squeezed the trigger when he woke to the real world, her screams still ringing in his ears.

Now was almost twenty hours later, in one of the crude mobile shelters the Liberati were housing them in. Ever since the twenty-second Black Talon had lost its Fury to the CEF, they'd been utterly dependent on the locals. The team knew they would continue to rely on them until they could link up with one of the half dozen or so other teams on Caprice at the present time. For now, they were content to let that lie in the future, and mourn Reketta in the present.

Tam and Verder had been the ones to recover the remains, after the last APC had been destroyed. Tam wasn't sure, but he thinks Reketta probably lived for quite a while, and Verder won't answer him when he asks.

Now fully awake, Tam can't recall how he ever managed to get to sleep in the first place. He certainly couldn't manage the trick a second time. He stood up and began to don his environmental suit with the same practiced precision he used on every prior morning. It seemed wrong to do that somehow, and he looked for something that he could do wrong as some tribute to the state of his heart, but the nature of an environmental suit didn't allow him a non-fatal option.

The airlock on the shelter was small; it wasn't so bad for Tam, but he knew that Verder had fits of claustrophobia when he passed through it. It was noisy too, and Tam felt as if he must have woken everyone in the shelter. Indra was just above the horizon, and the camp was already very much alive.

Tam knew where he wanted to go. His mother often told him stories of the War of the Alliance. She spoke of a hovertank they killed as if it were some kind of supernatural wraith. She had lost close friends to it, and now Tam was a member of this elite club. The pilot arrived just in time to see the Liberati technicians remove the particle cannon from its mount. The rest of the beast had already been stripped, and Tam knew it would be torched tonight before the encampment moved on.

He spent a few minutes looking at it, then walked away. He won't find the answers he needs here.





SPECIAL FORCES TECHNOLOGY - 5.1

Special Forces personnel are issued the most advanced technologies used in the field by military personnel. The simplicity of general designs are deceivingly simple and rugged in comparison with the advanced components that are utilized. Generally, the equipment used by regular military forces are the same ones used by special forces, but with some modifications to improve their utility for covert operations. This ensures reliability and performance in the field when it counts.

Every member of a Black Talon team receives three pieces of equipment as standard issue: a Gear Pilot Suit, a Life Support Pack and a Helmet. Since the first Black Talon mission to Caprice, some limited additions have been made to the suit and helmet to increase their functionality. First, new stealth technology (+1 Stealth bonus) is being incorporated in the suits issued to teams that will also engage in dismounted actions as part of their mission profile. Second, the helmets are now also equipped with a very short range communicator (Rating -2, Range 0.5 km, 1 hour of operation). Finally, the team as a whole is issued with a Laser Comm Transmitter to send reports back through a Tannhauser Gate to Terra Nova. These items are described in greater detail on page 34 of the **Black Talon Field Guide**.

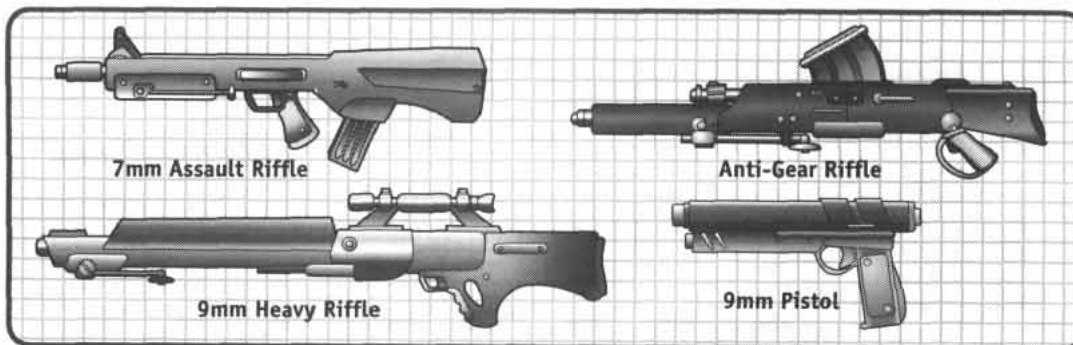
A 9mm automatic pistol (**BTFG**, p.35) is the standard issue sidearm, though some pilots will carry larger caliber pistols as their preference. The 7mm assault rifle carbine (**BTFG**, p.35) is also standard issue, but, again, larger caliber assault rifles and submachine guns are also issued at the request of the pilot. Other more specialized hand held weaponry, such as silenced submachine guns and the various rifles (from laser to sniper) are specially issued to teams routinely performing dismounted operations. They are also specially issued based on the teams profile. Heavy weapons are not normally issued since Gears have little extra room in their cockpits. If pilots do not require quick access to their equipment, it can be stowed externally in stealth-coated equipment containers the size of a backpack (70 liters capacity). Treat equipment containers as ammunition clips for damage purposes during tactical combat. Other special issue items include explosives, electronics and computers. For further information about equipment that can be made available to team members, Players should consult the numerous entries in the **Heavy Gear Equipment Catalog**.



Vehicle Extras - 5.1.1

A **camouflage tarp** is more effective than netting where there is little vegetation to add in the concealment of a unit. Since the tarp is a solid piece of material, some native materials are more easily applied to the help blend in the unit, even to the point of allowing total concealment. The tarp's camouflage pattern is printed to match the intended terrain. Tarps designed for use in terrain with foliage have loops for attaching plant material to the tarp. On Caprice, the Black Talon teams have ambushed CEF patrols from close quarters by hiding their Gears under tarps dressed with gravel and small rocks to further conceal their presence. Tarps are usually in smaller sections to facilitate carrying the tarp and to distribute the weight to maintain the vehicles balance.

Disposable fuel canisters are a way of extending a unit's deployment range without modifying the vehicle. Each canister carries 100 liters of fuel, and weighs 100 kilograms. This is enough fuel to extend a Gear's range by approximately 150 kilometers; most Gears will carry two canisters at most, rarely three. As the vehicle uses fuel the canister can be detached and hooked to the fuel tank by another unit with manipulators that then elevates the canister until empty. Alternatively, several men can attach the fuel line to the tank and pump the fuel out of the canister manually. Units will normally empty and discard the canisters when the vehicle's fuel tank is sufficiently empty. If the team needs fuel for their return to a pickup point after combat, for example, the team will hide the remaining canisters at a rally point to refuel before continuing to pickup. Teams will never willingly go into combat with fuel canisters still attached. (Temporarily add the Hazardous Ammo/Fuel Storage flaw if the unit is still carrying fuel canisters during combat.)





HADES SPACE GEAR

Given the short timeline the Black Talons have to achieve a full operational capacity, much of the new equipment under development by Talon Werks is derived from existing equipment. In this case, the Hades began development as a Dark Warrior. The Hades and its larger brother, the Ares, were conceived as dedicated space-capable Gears using a purpose-built reaction control system to provide the Gear's with a secondary movement system for the space environment. The Hades' design maintains the molecular gripper soles of the Dark series, the ground SMS is replaced with a complete set of thrusters for independent space movement. The Dark series can be fitted with hypergolic chemical rockets. In the past the limit on reaction mass meant the Gears could only operate in close proximity to their target; the new SMS allows the Black Talons a wider range of tactical operations when conducting space operations. It also requires that pilots undergo additional training in zero-g combat and space piloting to master the Hades increased movement capabilities.

The addition of thrusters required the designers to sacrifice two of the modular weapon hard points from the Hades' Dark series cousin. The standard configuration replaces the gatling laser cannon with a light pulse laser cannon, increasing the range and damage potential at the expense of rate of fire. Some pilots prefer the gatling laser with its higher rate of fire and larger payload, so they mount the original weapon instead. The heavy spike gun was added allow the Gear to punch through the heavy armor of space stations and warships. It is most commonly used to break open cargo bay or hangar doors to access the interior.

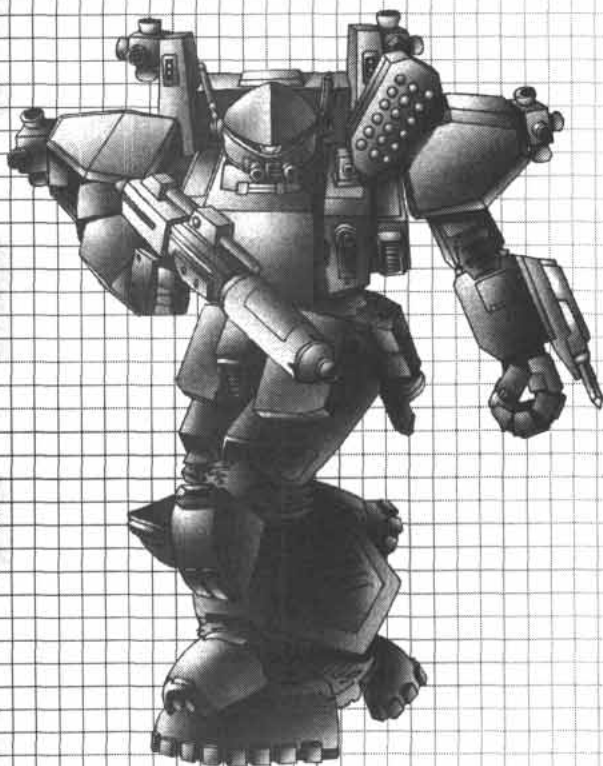
◆ Service Record

As with the original Dark series designs, the Talon Werks engineers have delivered several working Hades prototypes within a year of starting the project. General Aschenbach has decided that an extended training and testing program for the Hades is warranted considering how different the capabilities of the new unit are. Several Black Talon teams have already been designated for dedicated space-based operations in the Helios and Loki systems. They are currently training with, and testing, the Hades from a GateShip under the control of the Westphalia Cabinet.

Game Statistics ☐

Threat Value:	2205	Offensive:	2315	Defense:	405	Miscellaneous:	3894	Lemon Dice:	1
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Vehicle Specifications ☐



Code Name:	Hades
Production Code:	n/a
Production Type:	Late Prototype
Cost:	23,887,500 marks/dinars
Manufacturer:	Black Talon Werks
Use:	Space-capable Main Battle Gear
Height:	4.6 meters
Width:	3.4 meters
Average Armor Thickness:	50 mm
Armor Material:	Advanced composites
Standard operational weight:	7200 kg
Primary Movement Mode:	Walker (60 kph)
Secondary Movement Mode:	Space (2.0 g)
Deployment Range:	400 km (200 BP)
Sensor Range:	4 km
Communication Range:	12 km
Powerplant:	PV-650 V-Engine
Horsepower:	650 hp

Standard Weapon Payload ☐

Name	Ammunition Payload
Light Pulse Laser Cannon	20 rounds
Medium Rocket Pack	36 rounds
Heavy Spike Gun	6 rounds
Anti-Personnel Grenade Launcher	6 rounds



ARES SPACE GEAR

The Hades carries a potent mix of weaponry on a maneuverable, compact frame. It was decided that a dedicated space-variant of the Dark Cobra would be needed to carry heavier weapons during space missions. As with the Hades, the new Ares uses a purpose-built reaction control system to provide the Gear's with a secondary movement system for the space environment. The Ares maintains the molecular gripper soles of the Dark series, but replaces the ground SMS with a complete set of thrusters for independent space movement.

The fixed mount light autocannon is maintained, along with a single anti-personnel grenade launcher. The light laser cannon is replaced with a heavy laser cannon. The new laser carries a 25% increase in payload compared to the old laser. The heavy spike gun was added allow the Gear to punch through the heavy armor of space stations and warships. Finally, an anti-ground vehicle missile system was added with an eight missile payload. It was felt that the missiles combined with the Hades target designator would allow for pinpoint strikes that would disable a strategic target without severely damage the rest of the ship. The teams are concerned about the warhead lacking sufficient power to do the job, so replacement with a heavier guided missile system is being contemplated.

Service Record ◆

As with the original Dark series designs, the Talon Werks engineers have delivered several working Ares prototypes within a year of starting the project. Extended training and testing program for the Ares was quickly approved considering how different the capabilities of the new unit are. The same Black Talon teams which are training with the Hades are also currently training with and testing the Ares. The immediate need for these operatives in the field presses the training quickly onward. The Ares could be pressed into action within a short amount of time.

Game Statistics

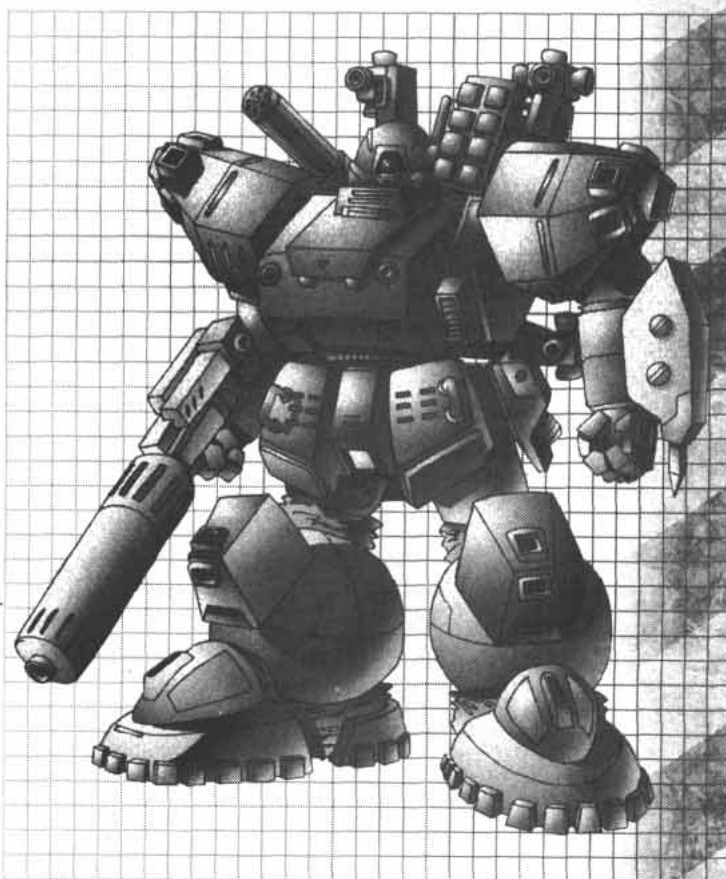
Threat Value:	2392	Offensive:	3665	Defense:	851	Miscellaneous:	2660	Lemon Dice:	1
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Vehicle Specifications

Code Name:	Ares
Production Code:	n/a
Production Type:	Late Prototype
Cost:	22,211,429 marks/dinars
Manufacturer:	Black Talon Werks
Use:	Space-Capable Fire Support Gear
Height:	5.0 meters
Width:	4.2 meters
Average Armor Thickness:	90 mm
Armor Material:	Advanced composites
Standard operational weight:	9000 kg
Primary Movement Mode:	Walker (54 kph)
Secondary Movement Mode:	Space (2.0 g)
Deployment Range:	400 km (200 BP)
Sensor Range:	4 km
Communication Range:	12 km
Powerplant:	WV-1500S V-Engine
Horsepower:	940 hp

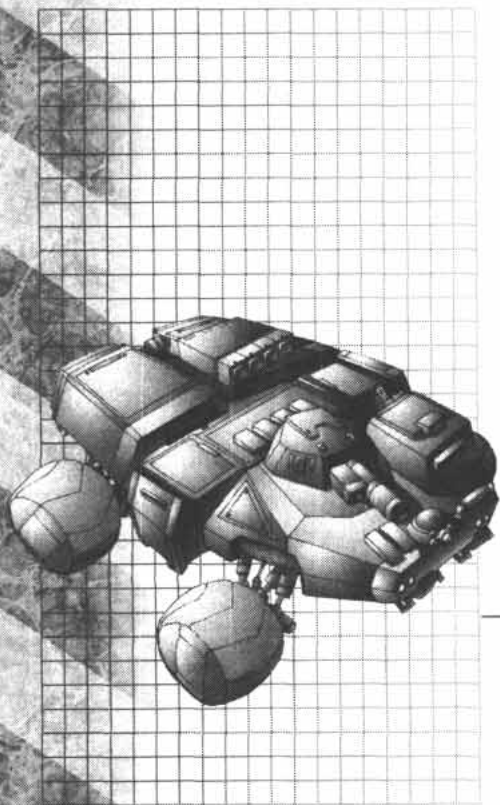
Standard Weapon Payload

Name	Ammunition Payload
Heavy Laser Cannon	50 rounds
Light Autocannon	120 rounds
Anti-Ground Missiles	8 rounds
Heavy Spike Gun	6 rounds
Anti-Personnel Grenade Launcher	6 rounds





SAND SPIDER IFV



The Sand Spider Infantry Fighting Vehicle was in development by Paxton Arms prior to the destruction of Peace River. The Sand Spider was conceived as a low profile vehicle to support infantry operations in the Badlands against rovers. Originally, the low-profile and a camouflage paint scheme were considered sufficient for concealing the Sand Spider among the varied Badlands terrain. Since it began tests in support of Black Talon operations, the engineers at Talon Werks incorporated stealth technologies to further enhance the Sand Spider's ability to conceal itself. The Black Talons plan to deploy the Sand Spider with supporting infantry units on Terra Nova, and to export it to the Liberati in limited numbers to support operations on Caprice.

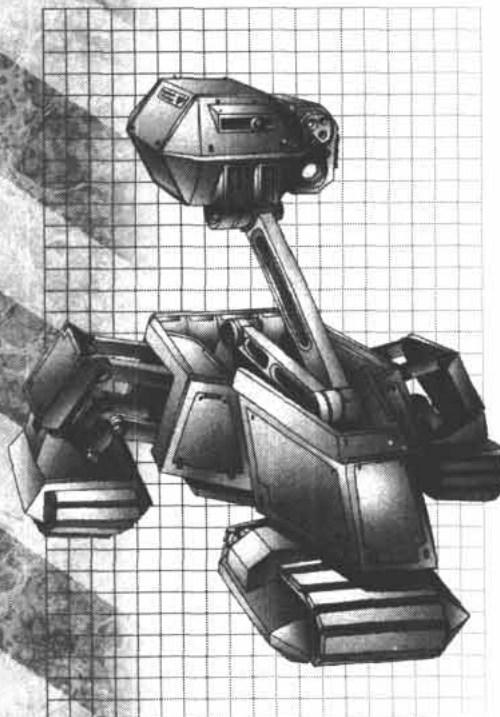
The Sand Spider is equipped with a unique and advanced four-wheel variable, independent drive system with front and rear wheel steering mechanism. This results in an extremely nimble vehicle that is very maneuverable and suited to off-road use. Unfortunately, it is necessary to keep the total armor weight down to make use of its advanced suspension and drive system. This has prompted designers to install thinner and lighter armor protection on the underside of the Sand Spider than on other vehicles of its type. This leaves the undercarriage areas susceptible to damage from mines and hard driving over rough terrain.

The Sand Spider carries a single anti-infantry weapon and a single anti-vehicle weapon. The anti-vehicle weapon is a four round AGM launcher on a fixed forward mount on the sloped rear deck of the IFV. A 15mm three-barrel rotary machinegun is mounted in a low profile turret at the crown of the forward glacis for anti-infantry fire to support the infantry squad it carries. The target designator is mounted coaxially with the machinegun.

Service Record ●

The Sand Spider is a favorite among pilots. It's independent drive system gives them the ability to out-maneuver most opponents on a regular basis. The stealth technologies this vehicle comes equipped with make it a dangerous tactical approach option. The Sand Spider is already in common use on Terra Nova, particularly in the badlands. It's usefulness on Caprice has yet to be determined, but being roughly the same size as a gear means it could be used for city operations.

GARGOYLE UOV



The Gargoyle UOV (unmanned observation vehicle) is a small walker drone for Black Talon teams. It is designed to provide forward reconnaissance and observation capabilities, limiting the team's exposure to enemy forces in proximity to an objective. The Gargoyle is a flexible-tread design equipped with stealth systems and an artificial intelligence control system. The extendable treads can adapt themselves to the ground features as well as a Gear's legs, are less complex mechanically and can retract within the body of the drone for easier transport and storage.

The drone can be operated at a range up to one kilometer via a fiber optic connection, but its greatest strength is the artificial intelligence system. The artificial intelligence system allows the Gargoyle to perform autonomous reconnaissance using its internal operational directives and team programmed mission commands. The artificial intelligence performs exceptionally well, even hiding and remaining inactive if it decides there is a significant chance of being detected if it moves. The Gargoyle will also make use of cover in conjunction with its small size and stealth system to avoid detection.

Since the Gargoyle is small, light, and equipped with its own stealth system, it can be carried by any Dark series Gear on an unused weapon hardpoint without affecting the performance of the Gear's own stealth system. The onboard system records visible, infrared and ultraviolet images for fiber optic transmission or playback using a 360° panoramic video system. It also contains a self-destruct device for use if detected or fired upon.





EQUIPMENT AND VEHICLES

5

HEAVY GEAR

DARK CHEETAH



BLACK TALON



10 6/12 8/15

BaseTV:1397 Crew: 1 FireCon: 1 Sens: 2
Size: 6 Actions: 1 Man: 2 Com: 1

WEAPONS:

Name	Arc	Acc	BR	Dam.	Ammo	TV
IAC	F	0	2	x8	60	80/10
DPG	F	-1	2	x8	30	30/5
LRP/32	F	-1	1	x12	32	100/-
APGL	FF	-1	1	x3	6	15/-
VB	F	0	0	x8	-	/

PERKS/FLAWS:

2 x MAN.ARM, R6
REINF. CREW, RUGGED MOVE.
STEALTH 3, SNIPER SYS, LAC
TOOL ARM

OPTIONS:

+ TV
CREW ARMOR 2 12
SMOKE LAUNCHERS 12
CAMO NETTING 12

TOTAL WEAPON TV:

FINAL TV:

HEAVY GEAR

DARK WARRIOR



BLACK TALON



16 5/9 8/15

BaseTV:1607 Crew: 1 FireCon: 1 Sens: 1
Size: 6 Actions: 1 Man: 1 Com: 1

WEAPONS:

Name	Arc	Acc	BR	Dam.	Ammo	TV
HGLC	F	1	2	x16	40	/
MRP/36	F	-1	2	x18	36	/
VR	F	0	0	x6	-	/
APGL	FF	-1	1	x3	6	25/-

PERKS/FLAWS:

2 x MAN.ARM, R6
ECM 3
REINF. CREW
RUGGED MOVE.
STEALTH 3

OPTIONS:

+ TV
CREW ARMOR 2 8
SMOKE LAUNCHERS 8
CAMO NETTING 8

TOTAL WEAPON TV:

FINAL TV:

HEAVY GEAR

DARK JAGUAR



BLACK TALON



18 5/9 7/13

BaseTV:1769 Crew: 1 FireCon: 1 Sens: 1
Size: 6 Actions: 1 Man: 1 Com: 1

WEAPONS:

Name	Arc	Acc	BR	Dam.	Ammo	TV
MAC	F	0	3	x10	40	80/10
MRP/36	F	2	2	x18	36	/
VB	F	0	0	x8	-	/

PERKS/FLAWS:

2 x MAN.ARM, R6
REINF. ARMOR 2(F)
REINF. CREW,
RUGGED MOVE.
HEAT ARMOR 2, STEALTH 3

OPTIONS:

+ TV
CREW ARMOR 2 16
SMOKE LAUNCHERS 16
CAMO NETTING 16

TOTAL WEAPON TV:

FINAL TV:

HEAVY GEAR

DARK MAMBA



BLACK TALON



21 5/9 7/14

BaseTV:1566 Crew: 1 FireCon: 1 Sens: 1
Size: 6 Actions: 1 Man: 1 Com: 1

WEAPONS:

Name	Arc	Acc	BR	Dam.	Ammo	TV
RFB	F	0	1	x14	60	/
LRP/32	F	-1	1	x12	32	/
APGL	FF	-1	1	x3	6	15/-
APGL	FF	-1	1	x3	6	15/-
HHG	F	-1	0	x20	6	/
VB	F	0	0	x8	-	/

PERKS/FLAWS:

2 x MAN.ARM, R6
REINF. CREW
RUGGED MOVE.
STEALTH 6, SNIPER SYS, RFB
EXPOSED AUX. SYSTEM

OPTIONS:

+ TV
CREW ARMOR 2 10
SMOKE LAUNCHERS 10
CAMO NETTING 10

TOTAL WEAPON TV:

FINAL TV:



HEAVY GEAR

FINAL TV:

HEAVY GEAR



FINAL TV:

HEAVY GEAR



FINAL TV:

HEAVY GEAR

FINAL TV:

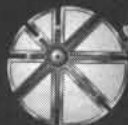


EQUIPMENT AND VEHICLES

5

HEAVY GEAR

TYPE 27 "BIG GUY"



CAPRICE



9 5/10

BaseTV: 332 Crew: 1 FireCon: 0 Sens: 0
Size: 5 Actions: 1 Man: -1 Com: 1

WEAPONS:

Name	Arc	Acc	BR	Dam.	Ammo	TV
APGL	T	-1	1	x1	36	/
MFL	F	+1	0	x7	75	/
VB	F	0	0	x8	-	/

PERKS/FLAWS:

2 x MAN.ARM, R5
FIRE RESIST, SEARCHLIGHT
IMPR. OFF-ROAD
RE. ARMOR 2, URB.FRIENDLY
SENSOR DEPENDENT

OPTIONS:

	+ TV
CREW ARMOR 2	12
SMOKE LAUNCHERS	12
CAMO NETTING	12

TOTAL WEAPON TV:

FINAL TV:

HEAVY GEAR

BAFALIM



CAPRICE



17 5/10

BaseTV: 947 Crew: 2 FireCon: 1 Sens: 0
Size: 8 Actions: 2 Man: -2 Com: 0

WEAPONS:

Name	Arc	Acc	BR	Dam.	Ammo	TV
HRP/24 F	-1	3	x20	24	/	/
HRP/24 F	-1	3	x20	24	/	/
APGL	FF	-1	1	x3	6	15/-

PERKS/FLAWS:
BACKUP SENSORS
HEAT ARMOR 8
URBAN FRIENDLY

OPTIONS:

	+ TV
CREW ARMOR 2	8
SMOKE LAUNCHERS	8
CAMO NETTING	8

TOTAL WEAPON TV:

FINAL TV:

HEAVY GEAR

MOAB



CAPRICE



20 4/8

BaseTV: 772 Crew: 2 FireCon: 1 Sens: 0
Size: 9 Actions: 2 Man: -2 Com: 0

WEAPONS:

Name	Arc	Acc	BR	Dam.	Ammo	TV
HGLC	F	+1	2	x16	100	/
HGLC	F	+1	2	x16	100	/

PERKS/FLAWS:

BACKUP SENSORS
HEAT ARMOR 6
IMPROVED OFF ROAD
LIFE SUPPORT, WEAPON LINK
L. SENS.PROF., SENS.DEPEND.

OPTIONS:

	+ TV
CREW ARMOR 2	16
SMOKE LAUNCHERS	16
CAMO NETTING	16

TOTAL WEAPON TV:

FINAL TV:

HEAVY GEAR

AMMON



CAPRICE



20 4/8 6/12

BaseTV: 732 Crew: 2 FireCon: 1 Sens: 0
Size: 9 Actions: 2 Man: -2 Com: 0

WEAPONS:

Name	Arc	Acc	BR	Dam.	Ammo	TV
HGLC	F	+1	2	x16	100	/
HGLC	F	+1	2	x16	100	/

PERKS/FLAWS:

BACKUP SENSORS
HEAT ARMOR 6
IMPROVED OFF ROAD
LIFE SUPPORT, WEAPON LINK
L. SENS.PROF., SENS.DEPEND.

OPTIONS:

	+ TV
CREW ARMOR 2	10
SMOKE LAUNCHERS	10
CAMO NETTING	10

TOTAL WEAPON TV:

FINAL TV:

EQUIPMENT AND VEHICLES



5

HEAVY GEAR WATER VIPER SR



SOUTHERN MILICIA

16 4/7 4/7

TV: 871 Crew: 1 FireCon: 0 Sens: 0/3
Size: 6 Actions: 1 Man: 0 Com: 0/10

WEAPONS:

Name	Arc	Acc	BR	Dam.	ROF	Ammo.
FGC	F	+1	1	x7	0	20/
LRP/32	F	-1	1	x12	4	32/
LRP/32	F	-1	1	x12	4	32/
APGL	F.R	-1	1	x3	0	6/
SKG	F	-1	0	x12	0	5/
VB	F	0	0	x8	0	-

PERKS/FLAWS:

2 x MAN.ARM 6
AQUATIC SENS.
REINF. CREW
SMOKE LAUN. 10
STEALTH 3, ECM 2
DEC.MAN 2 (SUB)
DIFFICULT TO
MODIFY -2

HEAVY GEAR WARRIOR ELITE



PAXTON

14 5/10 8/15

TV: 776 Crew: 1 FireCon: 1 Sens: 1/2
Size: 6 Actions: 1 Man: 2 Com: 1/10

WEAPONS:

Name	Arc	Acc	BR	Dam.	ROF	Ammo.
MAC	F	0	3	x10	1	60/
LRP/32	F	-1	1	x12	4	32/
VR	F	+1	0	x6	0	-

PERKS/FLAWS:

2 x MAN.ARM 6
ECM 3
EMERGENCY MED.

HEAVY GEAR STALKER



PAXTON

12 4/8 7/14

TV: 516 Crew: 1 FireCon: 0 Sens: 1/4
Size: 6 Actions: 1 Man: 1 Com: 1/15

WEAPONS:

Name	Arc	Acc	BR	Dam.	ROF	Ammo.
MAC	F	0	3	x10	1	40/
LRP/32	F	-1	1	x12	4	32/
APGL	F	-1	1	x3	0	6/
VB	F	0	0	x8	0	-

PERKS/FLAWS:

2 x MAN.ARM 6
ECM 2, ECM 3
SATEL. UPLINK

HEAVY GEAR CRUSADER MK. IV



PAXTON

19 3/5 5/10

TV: 916 Crew: 1 FireCon: 0 Sens: 0/2
Size: 7 Actions: 1 Man: -1 Com: 0/10

WEAPONS:

Name	Arc	Acc	BR	Dam.	ROF	Ammo.
HAC	F	0	3	x12	1	40/
MRP/36	F	-1	2	x18	4	36/
MRP/36	F	-1	2	x18	4	36/
APGL	FF	-1	1	x3	0	6/
APGL	FF	-1	1	x3	0	6/
HGM	F	-1	5	x20	0	20/
VA	F	0	0	x10	0	-

PERKS/FLAWS:

AMMO/FUEL CON
ECM 1
2 x MAN.ARM 7
WPN.LINK (MRP)
REINF. CREW
L.SENS.PROFIL 1
VULN. TO HW.

HEAVY GEAR PERSEUS



PAXTON

10 6/11 10/20

TV: 579 Crew: 1 FireCon: 1 Sens: 2/4
Size: 6 Actions: 1 Man: 2/-1 Com: 1/10

WEAPONS:

Name	Arc	Acc	BR	Dam.	ROF	Ammo.
MRF	F	0	3	x10	0	40/
VB	F	0	0	x8	0	-

PERKS/FLAWS:

IMP. OFF-ROAD
2 x MAN.ARM 6
SNIP. SYS. (MRF)
REDUCED. MAN.
(HOVER)

HEAVY GEAR MYRMIDON



PAXTON

20 4/7 6/11

TV: 702 Crew: 1 FireCon: 0 Sens: 1/2
Size: 7 Actions: 1 Man: 0 Com: 1/10

WEAPONS:

Name	Arc	Acc	BR	Dam.	ROF	Ammo.
VHAC	F	0	3	x15	1	80/
LAC	F	0	2	x8	2	60/
LAC	F	0	2	x8	2	60/
MRP/36	F	-1	2	x18	4	36/
APGL	FF	-1	1	x3	0	6/
VB	F	0	0	x8	0	-

PERKS/FLAWS:

EMERGENCY MED.
REINF. CHASSIS
REINF. CREW
2 x MAN.ARM 7
WPN. LINK (LAC)
L.SENS.PROFIL 1

HEAVY GEAR AGAMMEMNON



PAXTON

21 4/7 6/11

TV: 704 Crew: 1 FireCon: 0 Sens: 1/2
Size: 7 Actions: 1 Man: -1 Com: 1/10

WEAPONS:

Name	Arc	Acc	BR	Dam.	ROF	Ammo.
VLF	F	-1	5	x20	0	12/
LRP/32	F	-1	1	x12	3	32/
LFM	F	-1	4	x15	3	6/
HG	F	-1	0	x15	0	3/

PERKS/FLAWS:

EMERGENCY MED.
2 x MAN.ARM 7
RE.ARMOR 2(F)
REINF. CREW
L.SENS.PROFIL 1

HEAVY GEAR SAND SPIDER



BLACK TALON

14 9/18

TV: 993 Crew: 2 FireCon: 1 Sens: 1/2
Size: 6 Actions: 2 Man: -2 Com: 1/10

WEAPONS:

Name	Arc	Acc	BR	Dam.	ROF	Ammo.
HMG	T	0	1	x4	3	400/
AGM	F.F	+1	3	x15	0	4/

PERKS/FLAWS:

HEAT ARMOR 2
IMPR. OFF-ROAD
REINF. CREW
PASSENGERS 5
LOW PROFILE
STEALTH 4
TARG. DESIGN. 3
EXP. AUX. SYS.
WK. UNDRBELLY

HEAVY GEAR GARGOYLE UOV



BLACK TALON

2 3/6

TV: 475 Crew: 1 FireCon: -5 Sens: 1/1
Size: 2 Actions: 1 Man: -2 Com: 0/0

WEAPONS:

Name	Arc	Acc	BR	Dam.	ROF	Ammo.
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PERKS/FLAWS:

EXP. AUX. SYS.
EXP. MOVE. SYS.
SENSOR DEPEND.





EQUIPMENT AND VEHICLES

5

HEAVY GEAR

PIT BULL



PAXTON

12 4/8 8/15

TV: 322 Crew: 1 FireCon: 0 Sens:1/3
Size: 6 Actions: 1 Man: 1 Com:1/10

WEAPONS:

Name Arc Acc BR Dam. ROF Ammo.
LAC F 0 2 x8 2 60/
LMG FF 0 1 x3 4 200NL/
APGL F.F -1 1 x3 0 12NL/
APGL F.F -1 1 x3 0 12NL/
VB F 0 0 x8 0 -

PERKS/FLAWS:

2 x MAN.ARM 6
ECH 1
SEARCHLIGHT
URBAN FRIENDLY
MAN. -1 GROUND

HEAVY GEAR

TYPE 32 "LITTLE BUY"



CAPRICE

7 6/12

TV: 99 Crew: 1 FireCon: 0 Sens:0/2
Size: 4 Actions: 1 Man: -1 Com:0/10

WEAPONS:

Name Arc Acc BR Dam. ROF Ammo.
APGL T -1 1 x3 0 24
VB F 0 0 x8 0 -

PERKS/FLAWS:

2 x MAN.ARM 4
IMPR. OFF-ROAD
SEARCHLIGHT
URBAN FRIENDLY
HEAT VULNER.
SENSOR DEPEND.

HEAVY GEAR

TYPE 55 "FATMAN"



CAPRICE

21 3/6 5/10

TV: 109 Crew: 1 FireCon: 0 Sens:0/3
Size: 5 Actions: 1 Man: -1 Com:0/10

WEAPONS:

Name Arc Acc BR Dam. ROF Ammo.
APGL T -1 1 x3 0 36
LFL F +1 0 X2 1 50
VB F 0 0 x8 0 -

PERKS/FLAWS:

2 x MAN.ARM 5
IMPR. OFF-ROAD
SEARCHLIGHT
URBAN FRIENDLY
HEAT VULNER.
SENSOR DEPEND.

HEAVY GEAR

TYPE 112 "BUG MONSTER"



CAPRICE

7 5/10 8/15

TV: 117 Crew: 1 FireCon: 0 Sens:0/2
Size: 5 Actions: 1 Man: -1 Com:1/10

WEAPONS:

Name Arc Acc BR Dam. ROF Ammo.
APGL T -1 1 x3 0 36/
VB F 0 0 x8 0 -

PERKS/FLAWS:

2 x MAN.ARM 5
RE.ARMOR 2(F)
SEARCHLIGHT
URBAN FRIENDLY
SENSOR DEPEND.

HEAVY GEAR

AMALEK APC



CAPRICE

13 9/17

TV: 166 Crew: 1 FireCon: 0 Sens:1/2
Size: 6 Actions: 1 Man: -2 Com:1/10

WEAPONS:

Name Arc Acc BR Dam. ROF Ammo.
APGL F -1 1 x3 0 20/
CR F.F +1 0 +1 0 -

PERKS/FLAWS:

GUN PORTS
EMERGENCY MED.
LARGE DOORS
PASSENGERS 12
REINF. CREW
SEARCHLIGHT
URBAN FRIENDLY

HEAVY GEAR

MULE TRANSPORT



CAPRICE

8 7/13

TV: 857 Crew: 1 FireCon: -2 Sens:2/2
Size: 6 Actions: 1 Man: -3 Com:2/20

WEAPONS:

Name Arc Acc BR Dam. ROF Ammo.
NONE

PERKS/FLAWS:

IMPR. OFF-ROAD
EXP. FIRE CON.
EXP. MOVE. SYS.
FRAGILE CHASSIS
L.SENS.PROFIL. 1

HEAVY GEAR

REUBENI



CAPRICE

7 9/17

TV: 100 Crew: 2 FireCon: -1 Sens:2/2
Size: 5 Actions: 2 Man: -2 Com:2/20

WEAPONS:

Name Arc Acc BR Dam. ROF Ammo.
VLRV F.F 0 2 x6 0 30/
LMG F.F 0 1 x3 4 200/

PERKS/FLAWS:

IMPR.OFF-ROAD
URBAN FRIENDLY
L.SENS.PROFIL 1
EXP. FIRE CON.
EXP. MOVE SYS.
FRAGILE CHASSIS
INEF.CMBT.COMP.

HEAVY GEAR

PITHOM



CAPRICE

14 3/5

TV: 225 Crew: 2 FireCon: -1 Sens:-1/2
Size: 7 Actions: 2 Man: -2 Com:-1/10

WEAPONS:

Name Arc Acc BR Dam. ROF Ammo.
LRP/32 T -1 1 x12 4 32/
LMG T 0 1 x3 4 400/
LMG T 0 1 x3 4 400/

PERKS/FLAWS:

IMPR. REAR DEF.
SEARCHLIGHT
WPN.LINK (LMG)
UNSTABLE
L.SENS.PROFIL. 1

HEAVY GEAR

TV: Crew: FireCon: Sens:
Size: Actions: Man: Com:

WEAPONS:

Name Arc Acc BR Dam. ROF Ammo.

PERKS/FLAWS:

HEAVY GEAR

DREAM POD 9 MAIL ORDER SHEET OR VISIT WWW.DP9.COM

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Southern Infantry (10 per pack), DP9-212, \$7.45us/\$8.57can x ____ = \$ ____	
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Assault Mammoth Strider, DP9-213,	\$29.95us/\$34.44can x ____ = \$ ____
Hunter, DP9-215,	\$5.95us/\$6.84can x ____ = \$ ____
Jaguar, DP9-216,	\$6.95us/\$7.99can x ____ = \$ ____
Jager, DP9-217,	\$5.95us/\$6.84can x ____ = \$ ____
Black Mamba, DP9-218,	\$6.95us/\$7.99can x ____ = \$ ____
Cheetah, DP9-219,	\$5.95us/\$6.84can x ____ = \$ ____
Grizzly, DP9-220,	\$7.95us/\$9.14can x ____ = \$ ____
Iguana, DP9-221,	\$5.95us/\$6.84can x ____ = \$ ____
Spitting Cobra, DP9-222,	\$8.95us/\$10.29can x ____ = \$ ____
Assault Hunter, DP9-223,	\$5.95us/\$6.84can x ____ = \$ ____
Head Hunter, DP9-224,	\$5.95us/\$6.84can x ____ = \$ ____
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Command Jager, DP9-226,	\$5.95us/\$6.84can x ____ = \$ ____
Strike Jaguar, DP9-227,	\$7.45us/\$8.57can x ____ = \$ ____
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Assault Grizzly, DP9-229,	\$8.45us/\$9.72can x ____ = \$ ____
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